

The 3Delight Shelf and Menu

Upon loading the *3Delight for Maya* plug-in, a *3Delight* shelf will be installed.



The 3Delight shelf

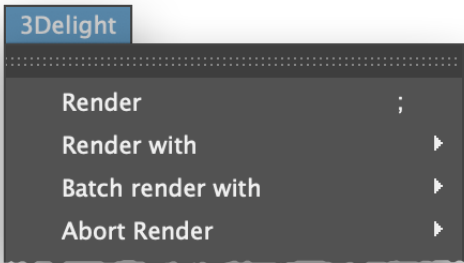
The shelf has three sections: rendering & render settings, object creation, and material creation. The *3Delight* menu also offers most of the shelf actions that are related to rendering, render settings and object creation.

Rendering & Render Settings

Rendering

Use these shelf buttons to start a new rendering or stop an ongoing one. See [Rendering with 3Delight](#) for more details about rendering.

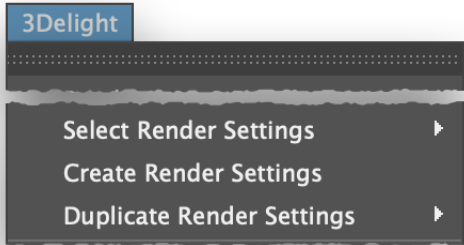
	Start an interactive rendering.
	Start a live (IPR) rendering.
	Abort render.



Render Settings

Use these shelf buttons to create or select *Render Settings* nodes. See [Render Settings](#) for more details.

	Create a new <i>Render Settings</i> node and set it as the current <i>Maya</i> selection. The new <i>Render Settings</i> is shown in the <i>Attribute Editor</i> .
	Set the specified <i>Render Settings</i> node as the current <i>Maya</i> selection. The selected <i>Render Settings</i> is shown in the <i>Attribute Editor</i> .

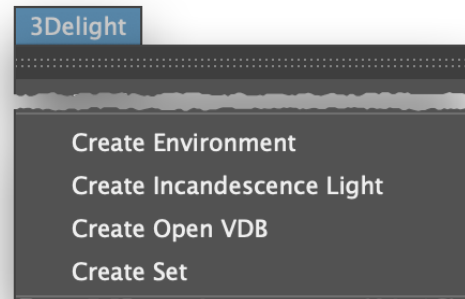


Object Creation

The following shelf buttons can be used to create new scene objects.

	Create a new <i>Maya</i> area light with a quadratic decay rate.
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	Create a new incandescence light .
	Create a new environment light .
	Create a new 3Delight Set to define object attribute overrides. The objects in the current Maya selection become members of this set.
	Create a new 3Delight Open VDB shape assigned to a new 3Delight Open VDB shader.



Material Creation And Assignment

The following buttons can be used to create a new material and assign it to the objects in the current *Maya* selection.

Right-clicking on the buttons will show an *Assign Existing:* menu listing all existing materials of the type specified by the button. Choosing one will assign it to the objects in the *Maya* selection

	Create and assign a new 3Delight Material .
	Create and assign a new Skin material.
	Create and assign a new 3Delight Hair and Fur material.
	Create and assign a new Metal material.
	Create and assign a new Glass material.
	Create and assign a new Substance material.
	Create and assign a new Layered Material .

Other Menu Items

Preference S...	Show the 3Delight Preferences .
Help...	Open the 3Delight documentation in a web browser.
About...	Show information about the 3Delight for Maya version and licensing.

