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.
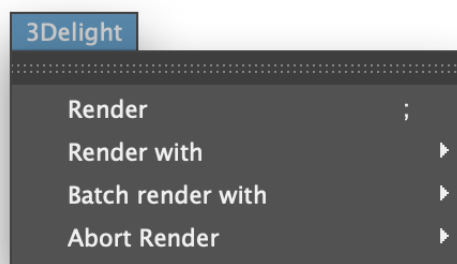
Render Settings

Use these shelf buttons to create or select *Render Settings* nodes. See Render Settings for more details.

|	
	Create a new *Render Settings* node and set it as the current *Maya* selection. The new *Render Settings* is shown in the *Attribute Editor*.
	Set the specified *Render Settings* node as the current *Maya* selection. The selected *Render Settings* is shown in the *Attribute Editor*.
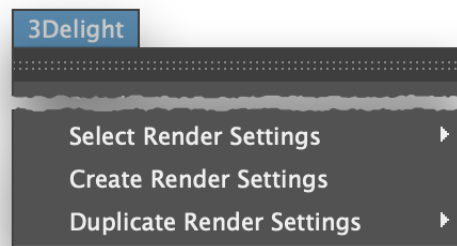
Object Creation

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

|	
	Create a new *Maya* area light with a quadratic decay rate.

	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.

3Delight

Create Environment
Create Incandescence Light
Create Open VDB
Create Set
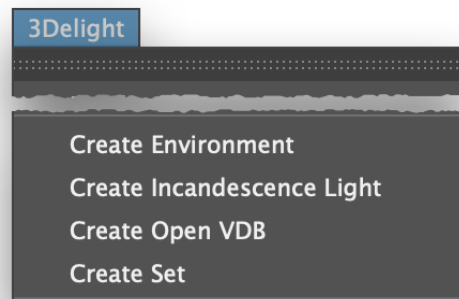
Material Creation And Assignment

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

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

3Delight

Preferences...
Help...
About...