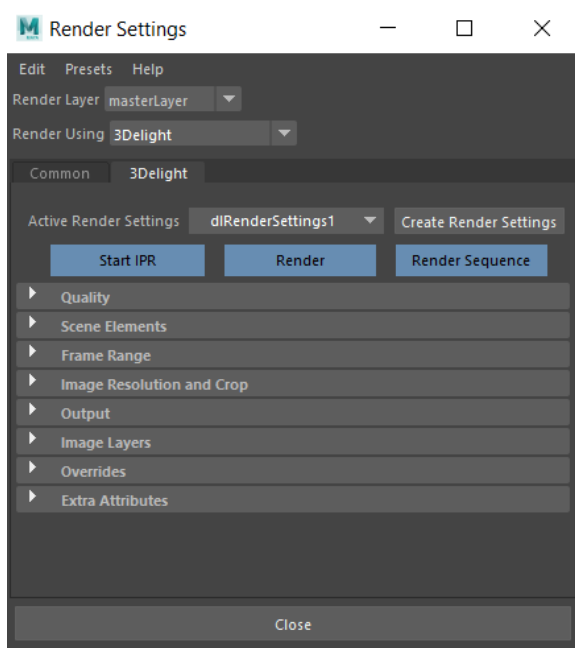


# Introduction

③ *Maya*

*3Delight for Maya* is a flexible and easy to use rendering plug-in for Maya. It leverages the power of 3Delight<sup>NSI</sup> in support of the most demanding rendering pipelines. Here is an overview of the main components in *3Delight for Maya*.

## Render Settings



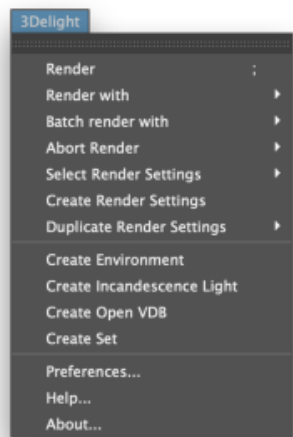
3Delight's rendering options include settings for items such as image quality, resolution and image layers (AOVs). They can be edited in Maya's *Render Settings* dialog. These options can also specify the list of objects to use for rendering.

Since 3Delight for Maya encapsulate these Render Settings options in regular Maya nodes, they can also be edited in Maya's Attribute Editor and it possible to have multiple and save them with distinct names. Although it is not mandatory to have more than one *Render Settings*, having the possibility to define multiple *Render Settings* gives increased flexibility in the production pipeline. See [Render Settings](#) for a complete description.

### 3Delight Shelf and Menu



*3Delight* for Maya comes with its own Shelf with buttons to start and stop rendering, access *Render Settings* and for objects creation such as lights and materials. It also comes with a *3Delight* menu that offers most of the actions related to rendering, render settings and object creation. See [The 3Delight Shelf and Menu](#) for a complete description.



## 3Delight Shaders

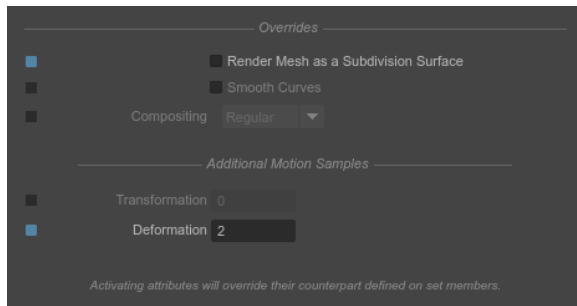
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*3Delight for Maya* comes with several shaders and a set of handy *physically-plausible* HyperShade materials. Glass, Metal, Skin, Substance and more are offered. Sky, Atmosphere and Open VDB shaders are also included. See [Shaders](#) for a complete description.

## Object Attributes

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*3Delight for Maya* supports many of Maya's *Render Stats* options and defines additional attributes on some *Maya* nodes. See [Object Attributes](#) and [Set-Based Attributes](#) for a complete description.

## 3Delight Preferences

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Users of *3Delight for Maya* can configure some of its operations to their personal preferences. Such options are available in the [3Delight Preferences](#) dialog. These options are not project or scene specific (such as render settings or object attributes) and they have no effects on the look of the images being rendered.

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