# Installation

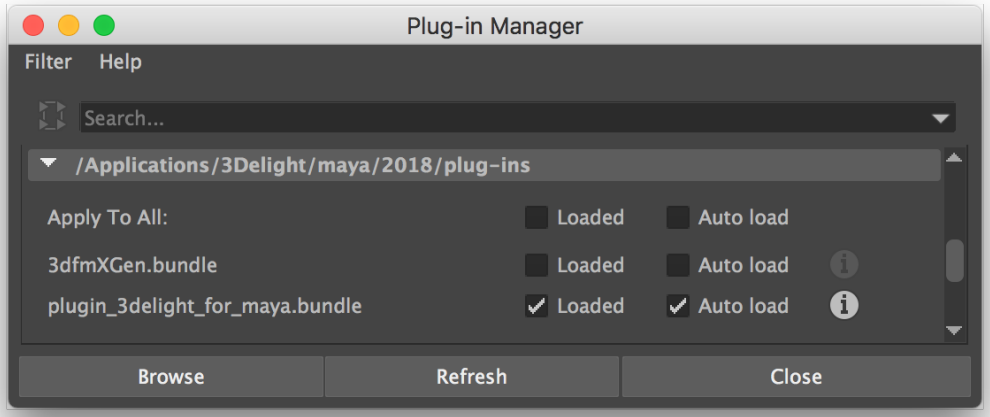
Installing 3Delight$^{NSI}$ consist of downloading the package (available here) and running the installer. Once this is done, you have to load the plug-in in *Maya* (this is explained in details below).

> System Requirements
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> **Maya versions:** 2016*, 2016.5, 2017, 2018
>
> **Operating systems:** Windows, Linux, macOS
>
> *the oldest Maya version supported on macOS is 2016.5.

Once *3Delight for Maya* in loaded in *Maya,* the *3Delight Menu* and *Shelf* will appear and you will be able to render using *3Delight*. The free 3Delight$^{NSI}$ does not require a licence file, but if you are running the paid version and you have no license file installed, you will have a watermark in the image when you render. Installing a license file is explained in Configuration.

## Loading the Plug-in in Maya

If 3Delight$^{NSI}$ is properly installed, the only thing to do in *Maya* is to load the *3Delight for Maya* plug-in. This is done through the *Plug-in Manager*. To display the *Plug-in Manager*, select the *Maya  Window  Settings/Preferences  Plug-in Manager* menu item.




*The* 3Delight *plug-ins in the* Plug-in Manager.

*The plug-in extension varies (`.bundle`, `.so` and `.mll` on OS X, Linux and Windows, respectively).*

Turn on the *Loaded* check box next to `plugin_3delight_for_maya`. After this step, the *3Delight Menu* and *Shelf* will appear in *Maya*.

### Recommended *Plug-in Manager* Settings

- If you wish to have *3Delight for Maya* automatically load upon launching *Maya*, turn on the `plugin_3delight_for_maya` *Auto load* check box.
- The `3dfmXGen` plug-in will be automatically loaded when needed by *3Delight for Maya*. It is not necessary to set neither its *Load* nor its *Auto load* settings.

### *The Maya* plug-ins that comes with 3Delight$^{NSI}$

`plugin_3delight_for_maya`

This is the main plug-in that allows rendering *Maya* scenes with *3Delight*.

`3dfmXGen`

This plug-in allows rendering *XGen's Interactive Groom Splines* nodes. It is automatically loaded when *3Delight for Maya* detects that the XGen Toolkit plug-in is loaded in *Maya*.