

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

Maya versions: 2016*, 2016.5, 2017, 2018

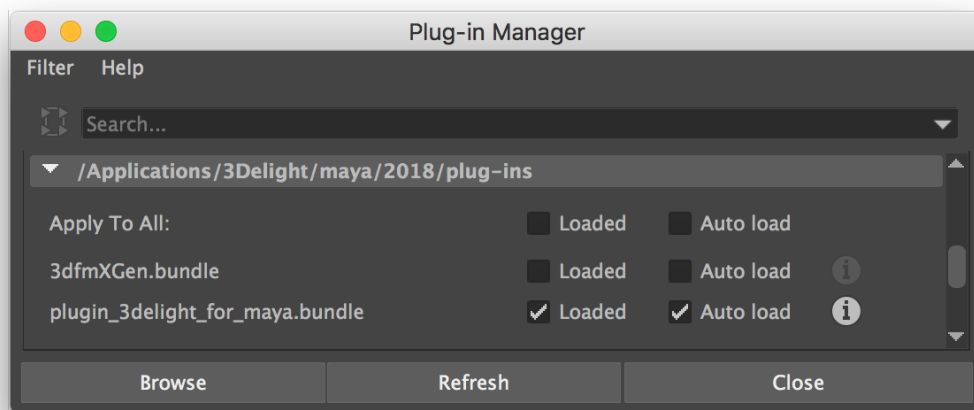
Operating systems: Windows, Linux, macOS

*the oldest Maya version supported on macOS is 2016.5.

Once 3Delight for Maya is 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 .dll 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.