# Introduction

Both Free 3Delight[NSI] and 3Delight[NSI] come with the following components:

| Plug-ins | |
|---|---|
| **3Delight for Maya** | Our proprietary rendering plug-in for Autodesk® Maya®.<br>User's Manual |
| **3Delight for Houdini** | Our proprietary rendering plug-in for Side FX's Houdini.<br>User's Manual |
| **3Delight for Cinema 4D** | Our proprietary rendering plug-in for Maxon Computer's Cinema 4D.<br>User's Manual |
| **3Delight for Katana** | Our proprietary rendering plug-in for Foundry's KATANA. Note that 3Delight is built-in KATANA free of charge for interactive renders. For this reason, 3Delight for Katana is not included as part of the Free 3Delight[NSI] package.<br>User's Manual |
| **Standalone Tools** | |
| **`renderdl`** | The command line NSI renderer. This program reads a binary or ASCII-encoded NSI files and outputs an image.<br>Documentation |
| **`3Delight Display`** | An advanced image viewer offering several unique features: image layers presentation in contact sheet form, thumbnail view of previous renders and easy A/B comparaison, graphical presentation of rendering statistics, real-time light mixer and user friendly tools to inspect images in details.<br>* The application is named **i-display** for launching using the command line. |
| **`oslc`** | The Open Shading Language (OSL) compiler. It can be used to compile custom OSL shader nodes both for Maya's HyperShade and Katana.<br>* The compiler is provided with the package for convenience and is built from the main source tree without modifications. |
| **`tdlmake`** | The texture optimizer. This program reads a number of input image files and produces a TIFF optimized texture for the renderer.<br>Documentation<br>** 3Delight now automatically optimize textures if they are not. So no user action is necessary in the general case. Optimizing textures by hand prior to rendering could potentially save a little bit of time at render start.* |
| **Libraries** | |
| **`lib3delight`** | A library that can be linked to other applications to render images. The library implements the NSI API. |