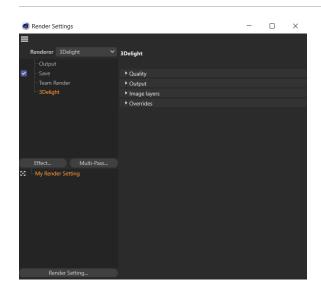
Introduction



3Delight for Cinema 4D is a flexible and easy to use rendering plug-in for Cinema 4D. It leverages the power of 3Delight^{NSI} in support of the most demanding rendering pipelines. Here is an overview of the main components in 3Delight for Cinema 4D.

Render Settings



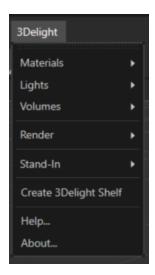
3Delight's rendering options include settings for items such as image quality, image layers (AOVs) and overrides. They can be edited in Cinema 4D's *Render Settings* dialog. These options can also specify the list of objects to use for rendering.

See Render Settings for a complete description.

3Delight Shelf and Menu



3Delight for Cinema 4D 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



3Delight for Cinema 4D comes with several shaders and a set of handy physically-plausible materials. Glass, Metal, Skin, Substance and more are offered. Sky, Atmosphere and Open VDB shaders are also included. See Shaders for a complete description.



Users can select whether images are displayed in Cinema4D's *Render View* or in *3Delight Display*, an advanced image viewer that comes with *3Delight for Cinema4D. 3Delight Display* offers 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.

3Delight Display is also used to sign in and monitor 3Delight Cloud rendering activities.