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®. User's Manual
3Delight for Houdini	Our proprietary rendering plug-in for Side FX's Houdini. User's Manual
3Delight for Cinema 4D	Our proprietary rendering plug-in for Maxon Computer's Cinema 4D. 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. 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. 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. * 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. * 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. Documentation ** 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.