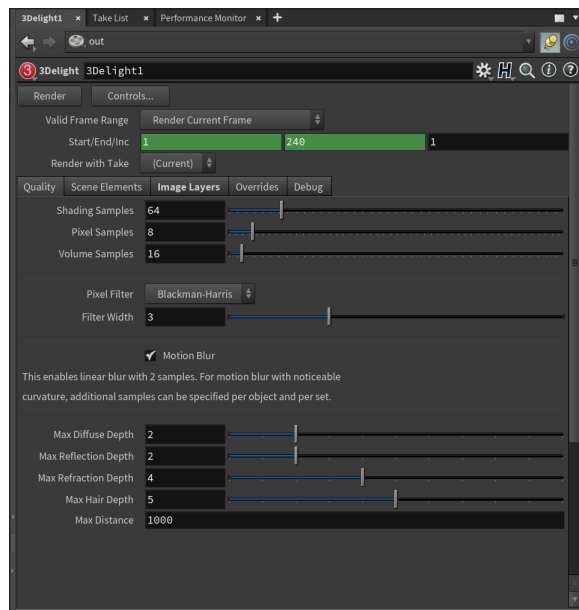


# Introduction

## ③ Houdini

*3Delight for Houdini* is a flexible and easy to use rendering plug-in for SideFX's Houdini. It leverages the power of 3Delight<sup>NSI</sup> in support of the most demanding rendering pipelines. Here is an overview of the main components in *3Delight for Houdini*.

### 3Delight ROP



3Delight and 3Delight Cloud ROPs include settings for items such as image quality, frame range and image layers (AOVs). They can be edited in Houdini's *ROP* node. These options can also specify the list of objects to use for rendering.

See [3Delight ROP](#) for a complete description.

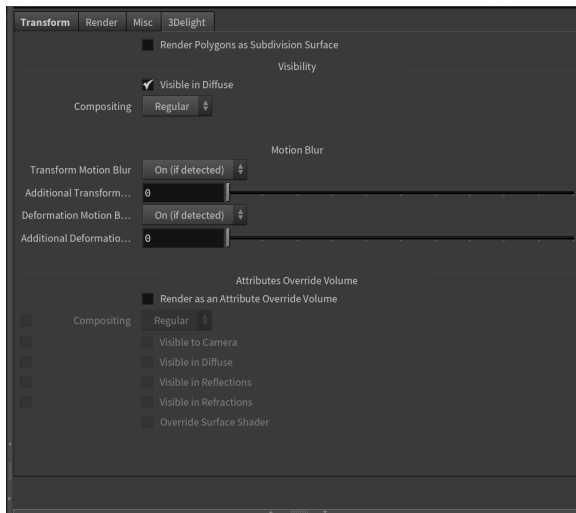
### 3Delight Shaders



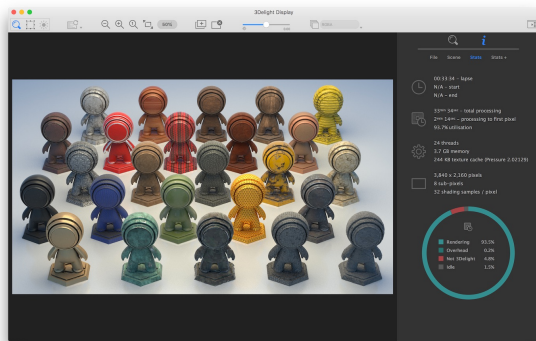
*3Delight for Houdini* comes with several shaders and a set of handy *physically-plausible* materials. Glass, Metal, Skin, Substance and more are offered. Atmosphere and Open VDB shaders are also included. See [Shaders](#) for a complete description.

### Object Attributes

*3Delight for Houdini* supports many of Maya's *Render Stats* options and defines additional attributes on some *Maya* nodes. See [Object Attributes](#) and [Set-Based Attributes](#) for a complete description.



## 3Delight Display



*3Delight Display*, an advanced image viewer that comes with *3Delight for Houdini*. *3Delight Display* offers several unique features: image layers presentation in contact sheet form, thumbnail view of previous renders and easy A/B comparison, 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.