

Installation

Installing 3Delight^{NSI} consist of downloading the package (available [here](#)) and running the installer. Once this is done, re-starting Houdini will make 3Delight available as a renderer.



System Requirements

Houdini versions: 17.5, 18.0+, 18.5+

Operating systems: Windows, Linux, macOS

Once *3Delight for Houdini* is loaded in *Houdini*, the *3Delight* and the *3Delight Cloud ROP* will become accessible 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](#).

Linux

On linux platforms, it is necessary to run the setup script to setup system wide environment variables. This can be done using the following command:

```
source $DELIGHT/.3delight_bash
```

This command can be placed into your `~/.bashrc` file so that it is executed at each session.

If you are using a csh shell, use the `.3delight_csh` file instead.

Loading the Plug-in

If 3Delight^{NSI} is properly installed, 3Delight for Houdini will be loading on Houdini startup