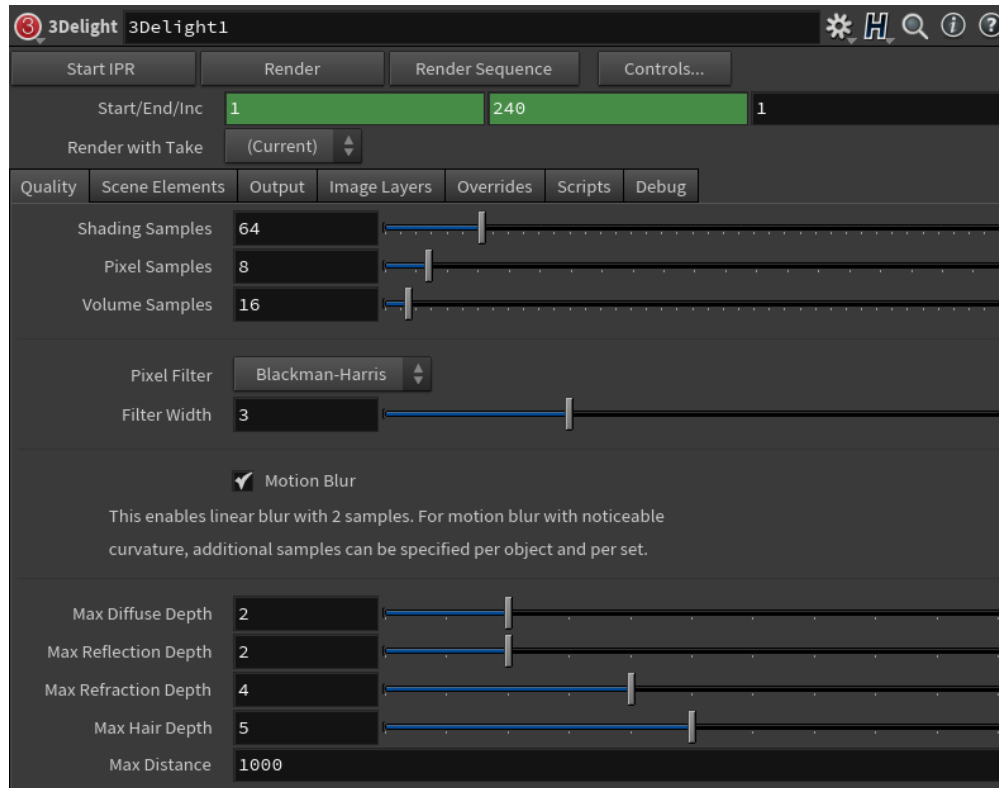


# 3Delight ROP




*The 3Delight ROP*

The options defining the objects to render, rendering quality and image layers to produce are all contained as attributes of *3Delight Render Settings* nodes.

## Outside the *Houdini Render Settings* window

Create a new *Render Settings* by either:

- clicking  in the *3Delight Shelf*, or
- choosing *Render > Create Render Node > 3Delight (or 3Delight Cloud)*

## Render Settings Attributes

The rendering options are grouped into the following categories:

- Quality** – Contains all the settings related to image quality (filtering, sampling, etc...).
- Scene Elements** – Specifies the scene elements to use for rendering, including the camera and environment.
- Image Layers (AOVs)** – Specifies the image layers (AOVs) to output, including Multi-Light output.
- Overrides** – Specifies overrides to various settings to obtain quick interactive renders.

## Rendering the Scene

The *Render* button can be used to start or abort renderings. Clicking on the *Render* button would switch it to *Abort* button and make other buttons insensitive. You can *Render* a Sequence of frames or *Start an IPR* using the other buttons beside *Render* button. See [Rendering with 3Delight](#) for more information about the rendering modes, and the other means to start a rendering job.