Introduction
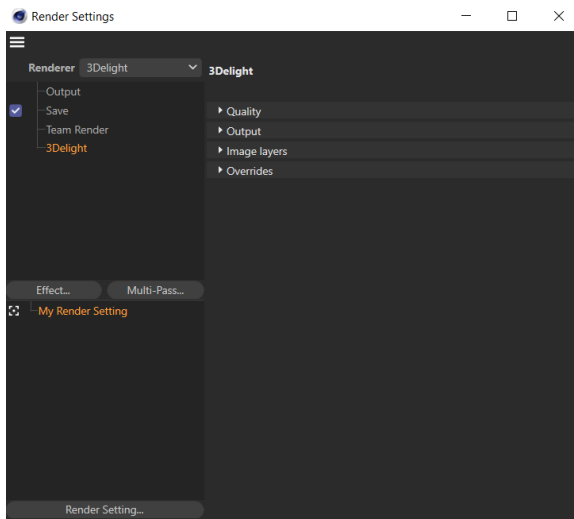

3Delight for Cinema 4D is a flexible and easy to use rendering plug-in for Cinema 4D. It leverages the power of 3Delight[NSI] in support of the most demanding rendering pipelines. Here is an overview of the main components in *3Delight for Cinema 4D*.

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.
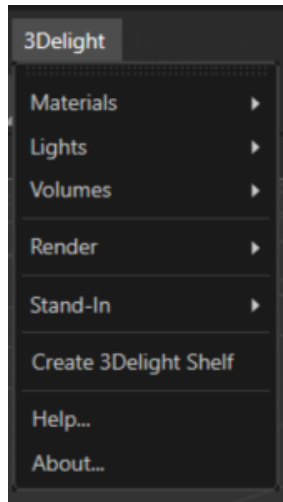
3Delight Shaders

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.
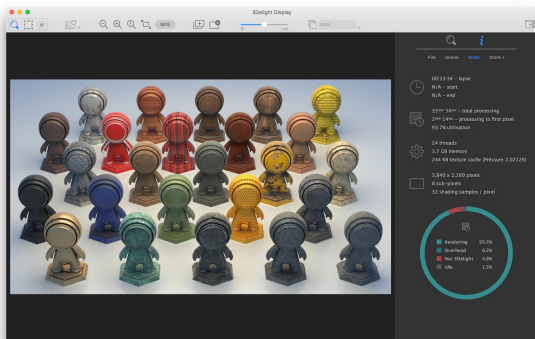
Users can select whether images are displayed in Cinema4D's *Render View* or in *3Delight Display*, an advanced image viewer that comes with *3Delight for Cinema4D*. *3Delight Display* offers several unique features: image layers presentation in contact sheet form, thumbnail view of previous renders 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.