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0-9

Page: 2D Textures
Page: 3D Textures
Page: 3Delight Preferences

The 3Delight Preferences dialog offers options for a user to configure based on how he or she likes to use 3Delight per his or her personal preference. As such, these settings: are independent of the scenes and projects the user is working on; have no eff

Page: 3Delight Sky

image2019-10-25_14-21-18.png The 3Delight Sky Environment

Shader 3Delight Sky

Α

Page: AOV Selector

image2020-10-21_10-33-26.png The AOV Selector. AOV Selector

Page: Area Light

Area Light is a light source emitting light from a geometric shape. It offers a selection of pre-defined geometric shapes. Creating an Area Light An area light source can be created directly from the 3Delight shelf or under 3Delight Menu in the Cinema4D

Page: Atmosphere

image2019-10-25_16-35-55.png The 3Delight Atmosphere Shader

3Delight Atmosphere

В

Page: Box Noise

Box Noise

C

Page: Car Paint

image2020-10-21_11-0-40.png 3Delight Car Paint Material

3Delight Car Paint

Page: Changelog Changelog

Page: Color Blend

image2019-10-16_15-7-27.png Color Blend Utility Shader Color

Blend

Page: Color Correction

image2019-10-16_12-46-30.png The Color Correction utility node

Color Correction
Page: Color Variation

image2019-10-16_12-47-26.png The Color Variation utility node.

Color Variation

Page: Configuration

Advanced configuration options are explained in the 3delight.config File https://www.3delight.com/documentation/display/3C4

/The+3delight.config+File. Information about the supported environment variables is available here https://documentation.

3delightcl

D

Page: Decay Light Filter

*Decay Filter Overview Creating and Applying a Decay Filter To create a new filter and apply it to a light source: Select the light source. In the Attribute Editor, click Add Light Filter Button Choose

the light filter type you want to create. A new light

Page: Demo Scenes
Demo Scenes

Page: Directional Light

A distant light is a infinitely far light source. It is generally used to replicate the light effect from the sun. Creating a Directional Light A Directional light source can be created only using 3Delight

Menu in the Cinema4D toolbar. To create it from

Page: Displacement Blend

image2021-12-24_16-16-40.png Displacement Blend

E

Page: Environment
Page: Environment Light

The Environment Light uses a user-specified image, often an high dynamic range one (HDRI), projected on an infinitely large sphere to light the scene. Creating an Environment Light An Environment light source can be created directly from the 3Delight shel

F

Page: Facing Ratio

image2019-10-15_12-11-56.png The Facing Ratio Utility shader.

Facing Ratio

Page: Flakes

image2019-10-16_12-43-32.png Flakes 3D Texture Shader Flakes

G

Page: Glass

image2020-10-21_11-1-57.png The full UI of the glass material. Only two main components: reflection and refraction, supplemented by a physically accurate thin-film interference and volumetric rendering. 3Delight Glass

Page: Gobo Light Filter

*Gobo Light Filter Overview Creating and Applying a Gobo Light Filter To create a new filter and apply it to a light source: Select the light source. In the Attribute Editor, click Add Light Filter Button Choose the light filter type you want to create. A

н Page: Hair & Fur image2020-10-21_11-2-43.png 3Delight Hair and Fur shader. 3Delight Hair & Fur J Page: Layered Material image2020-10-21_11-32-53.png 3Delight Layered Page: License Installation License Installation Page: Lights and Light Filters

3Delight for Cinema4D does not support Cinema4D's standard lights. Instead it has 3Delight-specific lights. Three of them including the environment can be created using 3Delight shelf whether the other lights can be created under 3DelightLights

menu. Are Page: Loading OSL shaders

It is now possible to load any OSL shader to 3Delight for Cinema4D plugin, but with a little work from the user side. Currently, the plugin will be looking on \$Delight/osl and \$Delight /cinema4d/osl folders, so you can load any osl shader found on these tw

Page: Image Layers (AOVs)

Image Layers Overview image2020-10-21_10-26-1.png List of Layers (AOVs) Image Layers (AOVs) List The second section of the Image Layers group is used to specify the list all the layers that will be generated during the rendering process (subject to the se

Page: Incandescence Light

The Incandescence Light allows editing the incandescence material attributes of one or more objects as light attributes (provided that the object material has support for incandescence). The difference between a mesh light and an incandescence light is

Page: Index Page: Installation

Installing 3DelightNSI consist of downloading the package (available here https://www.3delight.com/download) and running the installer. Once this is done, the plugin is automatically loaded in Cinema 4D, and the plugin files are into the %Delight%/cinema4

Page: Introduction

cinema 4D 01.png 3Delight for Cinema 4D is a flexible and easy to use rendering plug-in for Cinema 4D. It leverages the power of 3DelightNSI in support of the most demanding rendering pipelines. Here is an overview of the main components in 3Delight for C

Κ

М Page: Materials Page: Metal

image2020-10-21 11-29-46.png 3Delight Metal with it's three main sections: Coating Layer, Base Layer and Bump. Base layer allows for tempered (thin-film) metal simulation. The default values of the metal are these of copper. 3Delight Metal Included Preset

Page: Multi-Light

image2020-10-21_10-36-33.png The Multi-Light section of the Image Layers group of settings. Multi-Light Turning on the multilight value will render all layers with each of the lights used (It can also be Environment). Multi-Light list supports interactiv

Page: Object Attributes

3Delight adds some attributes to Cinema4D's geometry using 3Delight Tags. These attributes allow to conveniently toggle 3Delight features on a per-object basis. To control some of these attributes on several objects at once, group those objects in a null

Page: Open VDB

Using Open VDB assets with 3Delight for Cinema4D involve using a Cinema4D shape and a shader. The 3Delight Open VDB shape allows specifying what VDB file will be used and positions the VDB volume in the scene. The shading attributes are specified in an as

Page: Output

image2020-10-22_12-17-2.png The Output group The Output group of rendering attributes specifies the details of the rendering output such as display, format and file. This applies to all image layers (AOVs). Display Enables the display of the image in a wi

Page: Overrides

The Overrides options are handy to override some render settings in order to accelerate rendering while working interactively. Some of the most costly rendering features are made available for that purpose. Overrides can also be useful to temporary turnin

Ν

Page: Point Light

The point light is an omnidirectional light source - a small sphere emitting light in all directions. image2020-10-21_10-52-11.png Point Light Attributes Point Light

Page: Primitive Attribute

image2021-12-24_15-57-35.png The Primitive Attribute shader. This node is meant to read attributes that are attached to the underlying geometric primitive, commonly referred to as primvars. Name The name of the attribute to read.

image2020-10-21_10-59-1.png 3Delight Principled Material 3Delight Principled

Q

Page: Quality

The settings in this section directly affect image's quality and rendering speed. image2020-10-21_10-24-36.png 3Delight's Quality render settings. Quality - Motion Blur Motion Blur Enables motion blur for the entire scene. 3Delight will produce a 2-sampl

Page: Ramp Page: Shaders ramp_text.jpg Ramp 3Delight for Cinema 4D provides a rich variety of shaders. Page: Random Color including materials for physically plausible shading, high image2019-10-16_15-8-46.png Random Color Utility Shader performance volume shaders and utility nodes. They are all Random Color efficient OSL based shaders. For custom materials, users can Page: Random Material define their own Page: Skin image2021-12-24_14-48-32.png The 3Delight Random Material. 3Delight Random Material image2020-10-21_11-30-39.png The 3Delight Skin attributes Skin Page: Render Settings Page: Sky Light image2020-10-21_10-55-56.png The 3Delight tab in the image2019-10-25_14-21-18.png Creating a Sky Light A sky light Cinema4D Render Settings window The options defining the can be created by connecting a 3Delight Sky texture to the Texture attribute of an environment light. 3Delight Sky objects to render, rendering quality and image layers to produce Page: Solid Ramp are all contained as attributes of 3Delight Render Settings nodes. Render Setti sr.jpg Solid Ramp Page: Rendering with 3Delight Page: Spot Light image2019-9-17_18-38-31.png image2020-4-27_15-23-14.png image2020-10-21_10-49-9.png The Spot Light attributes. Spot Light The 3Delight Shelf buttons to control renderings. The 3Delight Page: Stand-ins menu items to control renderings. 3Delight renderings can be 3Delight Stand-ins will allow you to export and import your working scene geometry and shaders attached to them. This will make it launched and stopped by using controls in the 3Delight Shelf or in the 3Del possible to export and import complex scenes fast and easy. There Home page: Root are two Stand-in options (Import and Export) Export Stand-Page: Substance image2020-10-21_11-31-40.png 3Delight Substance Assigning Textures to a 3Delight Substance material Click on the Assign Textures button and select one texture of a Substance texture file set. 3Delight for Cinema4D will find all files from that texture set U Page: Test Scenes Page: Utility anime_girl.png Scene designed to test faceset feature of 3Delight. Page: UV In Cinema4D this is done using PolygonSelection Tag. So when image2021-12-24_15-59-24.png UV you assign a material to some specific faces of a polygon, these faces will now have a PolygonSelection Tag to keep their infor Page: Texture image2020-10-21_11-45-42.png Texture
Page: The 3Delight Shelf and Menu Upon loading the 3Delight for Cinema4d plug-in, a 3Delight shelf will be installed. image2020-10-21_10-57-2.png The 3Delight shelf The shelf has three sections: rendering & render settings, object creation, and material creation. The 3Delight menu also of Page: The 3delight.config File The 3delight.config File Page: Thin image2020-10-21_11-34-1.png 3Delight Thin material 3Delight Thin Page: Toon Toon.png Toon Page: Toon Glass image2021-12-24_15-42-37.png Toon Glass image2020-4-23_10-21-38.png Triplanar V W Page: Volume Page: Worley Noise worley.png Worley Noise 3D Texture Shader Worley Noise X Υ Ζ !@#\$

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