

Exercise 1 – Introduction to Crowd Simulation

DATE DUE: Class 6 (Final render Class 7)

DATE ASSIGNED: Class 2

Goals:

This assignment will focus on the student becoming familiar with Houdini's crowd tools. The scope of this Exercise will depend on the experience of the student, but minimal expectation is to have a working crowd, using the shelf tool agents, rendered. The crowds must be of a significant size so as to justify a crowd simulation.

Requirements:

Using the Houdini crowd tools, create a crowd simulation from concept to completion.

Considerations:

You will be creating a more substantial crowd result in your project during this class. Use this as a testing crowd to become familiar with the tools.

Submissions guidelines (**READ THIS**):

The project will be submitted to your dropbox in a **folder (also called a directory)** named:

F17_T450_E1_LastnameFirstname_Title/

This directory should *contain* the following:

- **F17_T450_E1_LastnameFirstname_Title.hipnc**
- **F17_T450_E1_LastnameFirstname_Title.pdf**, a brief description of information you would like to communicate.
- **F17_T450_E1_LastnameFirstname_Title.exr (or png. jpeg NO tifs!)**, still image
- **F17_T450_E1_LastnameFirstname_Title.mov** [optional but *highly* encouraged] a rendered animation, a compressed *QuickTime* movie (**any file > 1GB will not be accepted**)

Important note: Adherence to these naming and format conventions constitutes 5% of your exercise grade. The naming conventions above will be used for all exercises and projects. No spaces please! If you do not have your work properly labeled your professionalism grade as well as your exercise grade will be affected.

Grading:

Proper use of Houdini's crowd tools and complexity of simulation and environment count, however focus will be on the crowd behavior. The grading of this exercise is structured as follows. Meeting the minimum specifications, 80%. To move your grade above 80% go beyond the specifications, demonstrate exploration and understanding.