

Exercise 4 –Simulation – Sand, Snow or Water

DATE DUE: see website

Goals:

This assignment will focus on the student using the sand (grain) solver to be used to create sand or snow. Alternatively, the flip fluid solver (including various tanks) can be used to create a water simulation of pre-approved choice.

You will be assigned to a new team by the Professor and will work together to produce a final result in the form of a commercial.

Requirements:

Using grain or flip solver to create a believable visual effect.

Considerations:

Simulation time can be substantial – plan accordingly.

Submissions guidelines:

The project will be submitted as a directory, **F17_V428_E4_LastnameFirstname_Title/**

This directory should contain the following:

- **F17_V428_E4_LastnameFirstname_Title.hipnc**
- **F17_V428_E4_LastnameFirstname_Title.pdf** breakdown. Please include a general description to a viewer as well as a more technical description to someone looking at your file.
- **F17_V428_E4_LastnameFirstname_Title.png** a beauty shot please!
- **F17_V428_E4_LastnameFirstname_Title.mov**, containing a minimum of 10 seconds of animation, high-quality H.264 compression, 1280x720 pixels (720x480 if you are rendering at peak renderfarm usage or on your personal workstation and using *Houdini Apprentice*).

Important note: Adherence to these naming and format conventions constitutes 5% of your grade. This is the naming convention that will be used for all exercises and projects. Failure to comply with naming conventions will also affect your participation grade.

Grading:

Proper use of flip fluids and understanding dops is the emphasis.

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, excellent look development. Keep in mind a less complex set up that is properly executed is better than one that is too complicated and not completed. See rubric.

Be creative, have fun.