Exercise 2 – Simulated Studio with Particles

DATE DUE: see website

Goals:

This assignment will focus on the student using particle dynamics in Houdini 16. The goal of the assignment is to become familiar with particle systems and in particular, the workflow with pops in dops.

You will be assigned to a team by the Professor during week 2 and will work together to produce a final result in the form of a commercial.

Requirements:

- Select from the proposed studio projects that involve particle dynamics to produce a realistic effect as specified in class

Considerations:

Note: If you have an alternative proposal in the realm of particle behavior with geometry copied such as insect swarms or others you may propose this and have it approved prior to Class 5.

Submissions guidelines:

The project will be submitted as a directory, **F17_V728_E2_Teamname/**
This directory should contain the following:

- **F17_V728_E2_Teamname.hipnc**
- **F17_V728_E2_Teamname.pdf**, breakdown. Please include a list of the members, a general description describing your process, and a technical breakdown.
- **F17_V728_E2_Teamname.png**, beauty shot
- **F17_V728_E2_Teamname.mov**, containing a minimum of 10 seconds of animation, high-quality H.264 compression, 720x480 (or 405) is sufficient.

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 use proper naming conventions will also affect your participation grade.

Grading:

Proper use of particle dynamics and demo reel quality results are 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.