Exercise 4 – Destruction (RBD, Particles/Debris, Dust/Pyro)

DATE DUE: see website

Goals:

This assignment will focus on the student using DOPS to destroy a statue.

For those of you experienced with RBDs, you may choose a more complex project but it must be pre-approved. For those of you with less experience, please select a simpler object.

Requirements:

Apply the lessons learned for fracturing. You are not required to use a customized fracture and may use the new tools designed for specific materials. Boolean or Voronoi fractures are both acceptable. If time permits, add smoke (pyro) and debris (particles). Again, the tools are set up to do this more easily and are excellent to use.

Considerations:

This is an introductory exercise for the student to become familiar with destruction in Houdini. The goal is to make the animation as believable as possible.

Submissions guidelines:
The exercise will be submitted as a directory, **S24_V728_E4_LastnameFirstname_RBD/**
This directory should contain the following:
- **S24_V728_E4_LastnameFirstname_RBD.hipnc**
- **S24_V728_E4_LastnameFirstname_RBD.pdf** breakdown. Please include a general description to a viewer as well as a more technical description.
- **S24_V728_E4_LastnameFirstname_RBD.jpg** beauty shot
- **S24_V728_E4_LastnameFirstname_RBD.mp4**, containing a minimum of 10 seconds of animation, high-quality H.264 compression,

   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 to naming conventions will also affect your participation grade.

NOTE: There will be two separate due dates – one for the customized destruction, another for the debris/pyro

Grading:

Proper use of dynamics and learning Houdini's DOP network 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.