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**Q: What is HDA and how do you create it?**

**A:**

Hdanc, also known as HDA, is a type of extension used in Houdini to create digital assets. HDA is an abbreviation for Houdini Digital Asset. ".hdanc" is similar to the ".hda" extension, but ".hdc" is only available in commercial versions, whereas ".hdanc" is only available in non-commercial versions. A digital asset is a collection of reusable actions. Digital assets can be created from the network editor pane's object level or the geometry level; however, this requires the assistance of another node known as a "subnetwork." Simply add any node in the network editor pane's object level and right-click on the box node to access the "digital asset" option. Then select the sub-option "create new," from which we can see prompts to "name construction," "tab menu," and "save to," all of which can be used as needed. It is recommended to uncheck the author, branch, and version boxes in the name construction section, as well as the prefix type category in the save to section, and to change the library path to "custom" and manually add the path to it rather than clicking the browse button and selecting the location. Change the operator type properties as well, then click "apply changes" and accept to successfully create a digital asset. By right-clicking in the network editor pane's objects level and selecting the sub-options in the digital asset section, we can use this digital asset in a variety of places.

