**ProdduturuAneeshPavanHW05CS6001**

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**Q: How can I make confetti pop with a convex hull and popnet nodes?**

**A:**

* Create network pane geometry from objects and add grid node as ground.
* Group four corners of the grid using group nodes and adjust base groups.
* Connect the grid's output to all four groups, and use groups for confetti pop from four corners of the grid.
* Connect scatter nodes with a force count of 100 in each node to the output of group nodes.
* Connect the output of scatter nodes to convex hull node and repeat with color node with random color type and the seed of 0.47.
* Connect the output of color node to the merge node.
* Connect the output of the merge node to the input of the popnet node.
* Dive into dynamics by double-clicking the popnet node and adjusting velocity and variance in the pop source node.
* Adjust initial velocity and “add to inherited’’ velocity.
* Make velocity y-axis to if($F10,0,1) and variance to 0.1, 1, 0.1.

