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**Q: How do I create water flooding out of the outlet in Houdini SideFX?**

**A:**

* Make network pane geometry out of objects and add a grid to it.
* To make it more interesting, add a color node and change the color.
* Connect the grid node's output to the color node's input.
* Add a tube node for the water flow outlet and change the orientation to the x-axis
* Add another grid node for water flow
* Add a popnet node and another grid to make a wall for the water dam, and adjust its size according to the previously added grid, as well as the grid's y-axis to ch("sizex").
* Add another popnet, and in both popnets, change the substeps to 5 in the parameters pane.
* In the dynamics level of both popnet nodes, make changes to the pop source node source and birth sections, change the Impulse count to $F\*10, and set the Const Activation to 5.
* Enable Initial velocity in the pop source node's attributes section for only the first popnet by selecting add to inherited velocity from the dropdown and adjusting velocity and variance to make the particles move as we want.
* To control the flow speed, set the timescale of both nodes in the pop solver node to 1.2.
* Press the play button to see the water flooding out of the outlet.

