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**Q: How do I create Ocean Spectrum in Houdini SideFX?**

**A:**

* Make network pane geometry out of objects and add a grid to it.
* To make it more interesting, I added a test geometry Tommy and a mat to make it appear as if the mat is moving on top of the ocean.
* For Ocean: Add ocean spectrum node with a scale of 3 in the amplitude section
* Connect the output of the ocean spectrum node to the second input and the output of the grid to the first input; in my case, I also added the polyextrude and to add the image I used uvquickshade nodes.
* For Mat and Test geometry: Add ocean spectrum node with a scale of 1 in the amplitude section
* Add an ocean evaluate node and connect the output of the ocean spectrum node to the second input for the first input. Tommy and mat use a grid, polyextrude and uvquickshade node so add a merge node to combine all the nodes into one and used that as the first input for the ocean evaluate node.
* Finally, both oceans evaluate ocean nodes and combine mat and test geometry into a single node, enabling the blue tag.
* Press the play button to see the see ocean, mat and test geometry moving.

