**ProdduturuAneeshPavanHW15CS6001**

**Aneesh Pavan Prodduturu**

**Q: How do I create ocean waves in Houdini SideFX?**

**A:**

* Make network pane geometry out of objects and add two grids to it.
* Add color to one grid, which will be used to make the waves and everything.
* To make the grid look like a square box, group the outer part of the grid in the polyextrude and increase the distance to 2 and the inset to 1.
* In the amplitude section, add an ocean spectrum node with a scale of 0.5.
* Add the ocean evaluate node, Connect the ocean spectrum node's output to the second input and the grid's output to the first input, in my case, it's color node.
* To add waves to the grid, add another ocean evaluate node and an ocean waves node.
* Enable waves and Change the number of waves to 10, the points per wave to 10, the size to 60, the separation to 45, the speed to 8, and the offset to -15 in the ocean waves node's waves section.
* In the second ocean evaluate node, Connect the ocean waves node's output to the second input and the first ocean evaluate node's output to the first input.
* Finally, add a merge node and input all of the outputs from both grids and the second ocean evaluate node to make the square box and ocean waves visible.

