**ProdduturuAneeshPavanHW19CS6001**

**Aneesh Pavan Prodduturu**

**Q:**

**How do we create user-defined parameters using a null node in Houdini SideFX?**

**A:**

* Make network pane geometry out of objects and add one grid to it.
* In the network editor pane, insert a null node.
* In the top bar, we can see an option from the null node's parameter pane. click on the option to see “edit parameter interface”
* The edit parameter interface popup is visible; this is where we create new parameters.
* Select Integer and move into the existing parameters section by clicking on the right arrow in between the sections and renaming the name and label in the parameter description. We can also enable the range option and define an integer range.
* Once we've made our changes, we can click apply and accept.
* In the null node's parameter pane, we can see the option user-defined parameter. We can now use this option to connect to other objects' parameters and adjust them from a null node.
* Simply copy the parameter and paste the relative references into the desired parameter.

