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**CS6001Exam01 Part02**

To begin, increase the number of frames displayed in the animation bar to 30, and then place the play bar below it to loop the animation. Include a colour node and a font node at the object level, then make more alterations in the parameters section, and finally add a font node to make it more engaging. You may make an HDA out of a torus node by right-clicking on the node and selecting "Create HDA." The torus node should contain a mountain and a colour node. Simply adding the bonfire effect from the pyroFX shelf will cause the creation of two nodes: the bonfire node and the bonfire simulation node. Adjust the translate in the bonfire parameters so that it reads 0 0 0, rotate the y-axis by $F \* 10, set the scale to 0.5 4 0.5, and set the uniform scale to 0.5. Alter the scale time in the bonfire simulation node so that it is set to 2 seconds.