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**Q: How to create a staircase using a box?**

**A:**

In order to create a staircase in Houdini, by adding a geometry node to the network editor pane and double-clicking on it, you can convert the network editor pane from objects to geometry. Now, in the network editor pane, right-click and add a box to create the step of the staircase and add a “color” node to it. Create a staircase border with another box node and a color node, then merge both boxes with a “merge” node. Then, use the “merge” node’s output to link to a new node named “copy and transform,” where we may rotate the staircase using “rotate” in the parameter pane as well as the number of steps using "total number" and a little “translate” to move the staircase in the y-axis. To make it more appealing, use the “tube” and “color” nodes to insert a “tube” between the stairs, then merge “copy and transform” with a new "merge" node.

