**Aneesh Pavan Prodduturu**

**Q: How do I use the popnet and windforce nodes?**

**A:**

We can start by making the network pane geometry from objects and adding the grid node into the network pane. Then, add the popnet node to the network pane and connect the grid node's output to the popnet node's input. Popnet is used to produce particles for the newly added grid node, and we can then click on the Popnet node in the network editor window to see the assets that come with the Popnet node and add the Windforce node between the Popsolver and output nodes. Simply set the velocity on the x-axis to 0, the y-axis to 1, the z-axis to 0, and the scale force to 20 in the windforce node. Because we're using a PopNet node, which already has built-in animations, we can simply click the keyboard shortcut "u" to return to the geometry node and add a color node to make the wind more appealing.

