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**Q: What is HDA?**

**A:**

Hdanc, or HDA, is a sort of extension used in Houdini to produce digital assets. HDA stands for Houdini Digital Asset. ".hdanc" is comparable to the ".hda" extension, with the exception that ".hdc" is only accessible in commercial versions while ".hdanc" is only available in non-commercial versions. A digital asset is a collection of actions that may be reused. Digital assets can be produced from the object level in the network editor pane or from the geometry level in the network editor pane; however, this requires the assistance of another node known as a "subnetwork." To create a digital asset, just add any node in the network editor pane's object level and right-click on the box node to get the "digital asset" option. Then choose the sub-option "make new," from which we can see prompts to "name construction," "tab menu," and "save to," which may be utilized as needed. It is advised to uncheck the author, branch, and version boxes in the name construction section and the prefix type category in the save to part, as well as to change the library path to "custom" and manually add the path to it rather than clicking on the browse button and picking the location. Furthermore, make changes to the operator type properties, then click on "apply changes" and accept it to successfully create a digital asset. From here, we can use this digital asset in a variety of places by right-clicking in the network editor pane's objects level and selecting the sub-options in the digital asset section.

