Houdini fundamentals

Recursive polyextrude

>> **Workshop 9**

>> Design Tools and Skills 1

>> *Semester 1 - August-December 2024*

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>> *Coordinator:*
Tom Jenkins

>> *Faculty Team:*
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1. Pedagogical Activities

- Students will learn the basics of Houdini, including: Understanding geometry:What is geometry? What are attributes?What are points, vertices, and primitives?How can we store attributes on these geometry data types?Exploring recursion:
- What is recursion?How can recursion be used in Houdini?

2. Objectives

- Create a recursive setup with the polyextrude sop in Houdini to generate a system that embodies Bauhaus-like design principles.

Presentation can be found

Here

Videos can be found here

Ws9_tutorial_1 Ws9_tutorial_2 Ws9_tutorial_3 Ws9_tutorial_4 Ws9_tutorial_5 Ws9_tutorial_6 Ws9_tutorial_7 Ws9_tutorial_8

Scene file can be found here

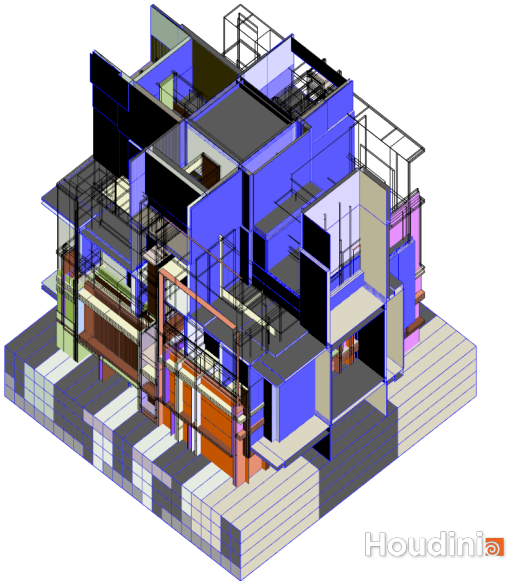
Scene file

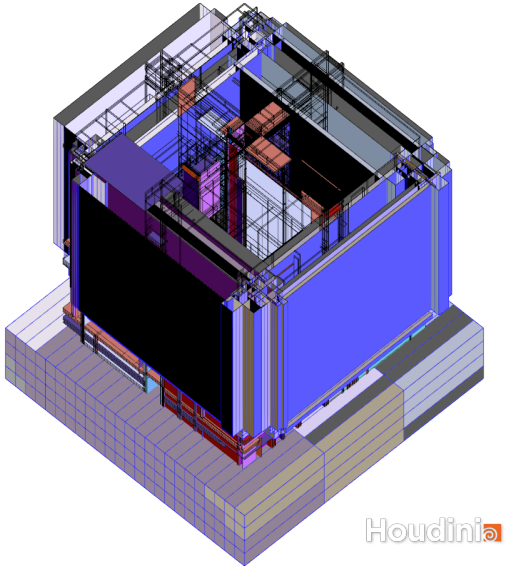
3. Procedures

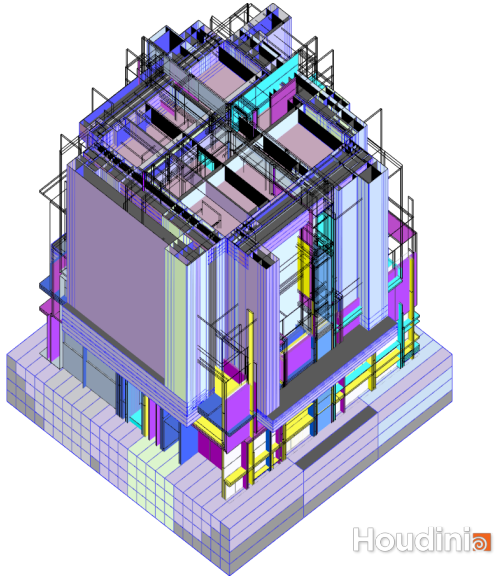
3.1. Location
online

3.2. Agenda
13:00 - 13:15 - Attendance Check *(Aj.Joris)*
13:15 - 13:45 - DTS Introduction *(Aj.Joris)*
13:45 - 14:15 - Workshop Introduction *(Aj. Joris)*
14:15 - 14:30 - Set up
14:30 - 17:30 - executing task
17:30 - 18:00 - Attendance Check + Tutorial *(All)*

3.3. In-Class Task | **semantic mapping** *(in Class)*







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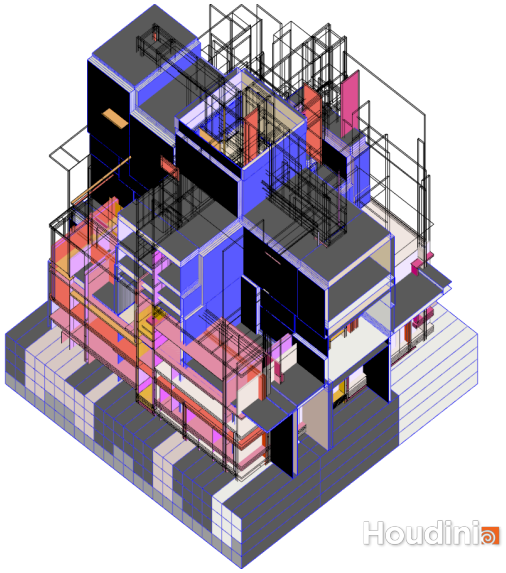
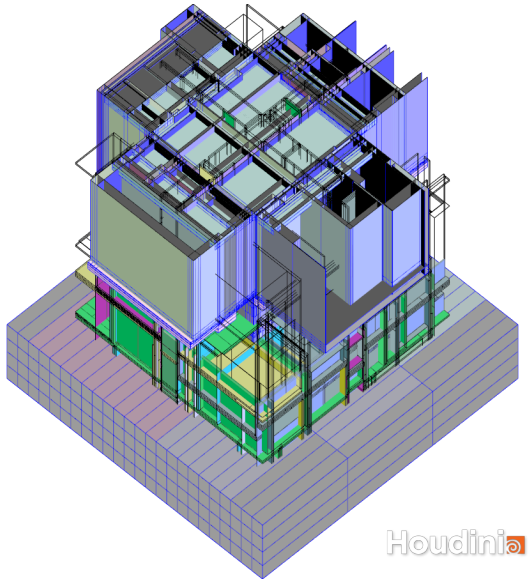

Houdini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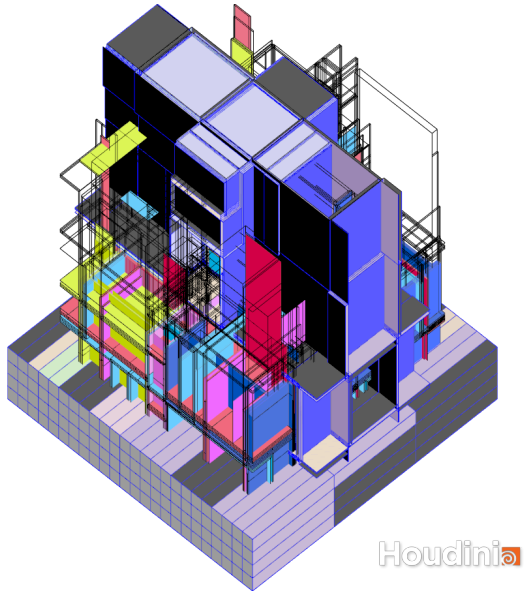
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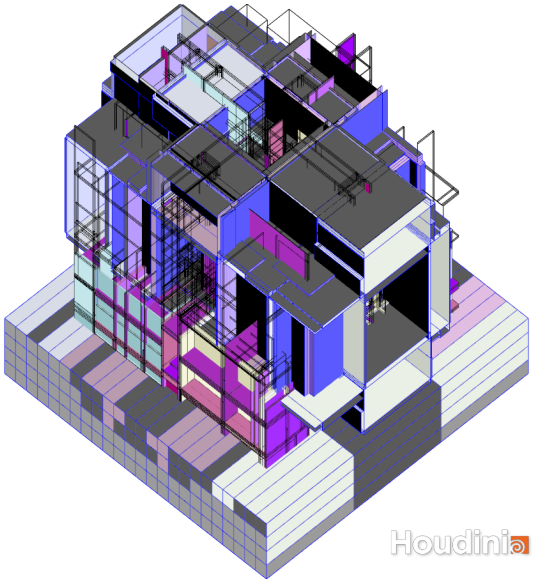
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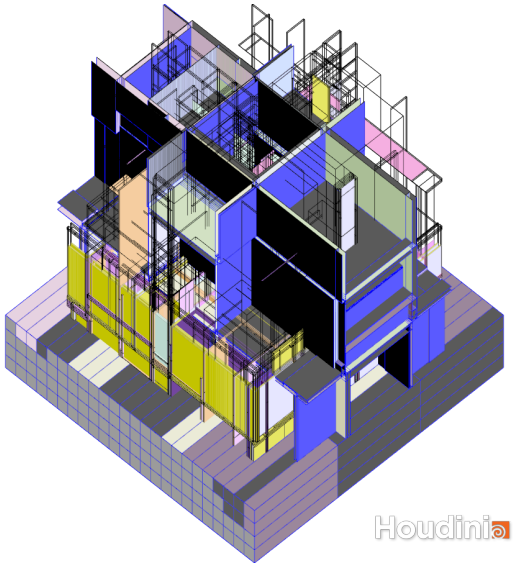
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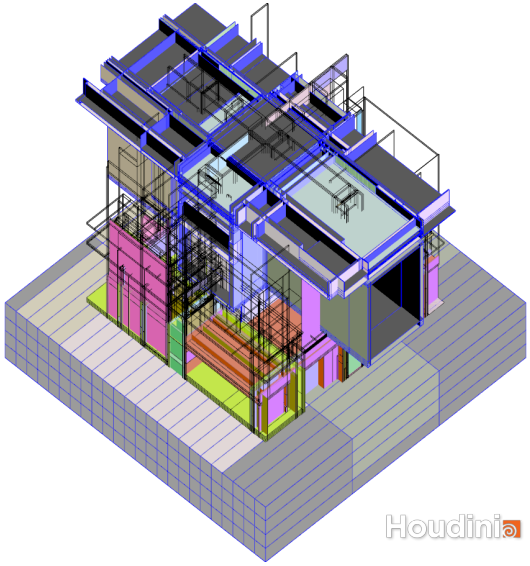
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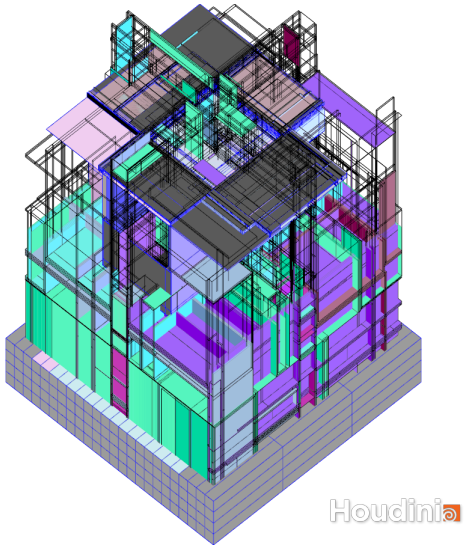

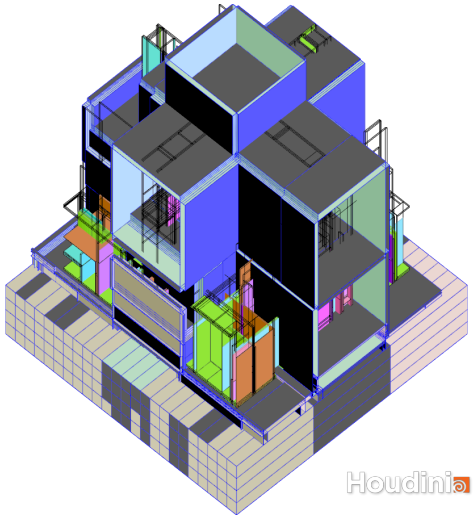

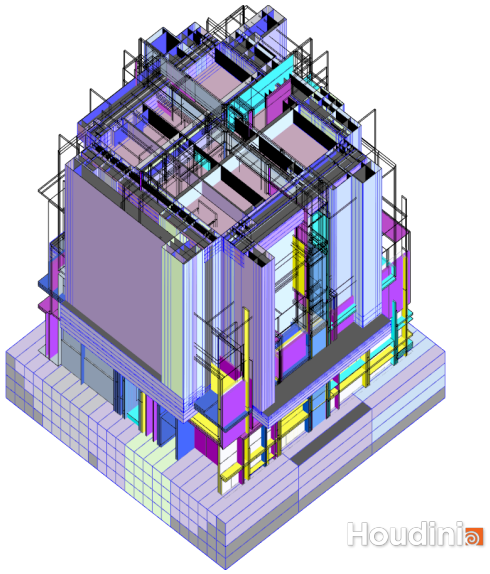

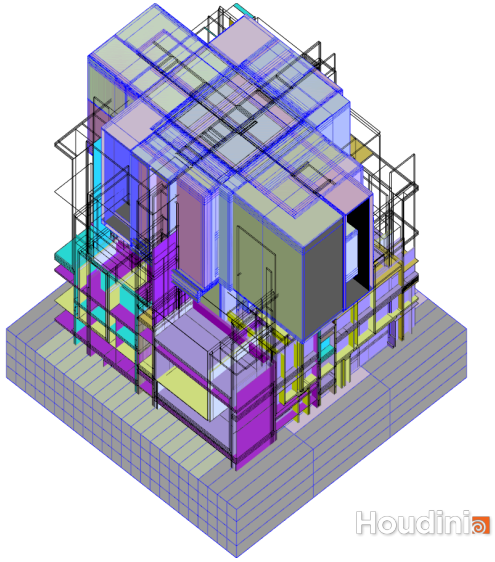

4. Material required

Houdini apprentice 20.5

Houdini labs tools

5. Submissions

Material to be submitted should be complete and in accordance with the guidelines presented in class.

File Naming:
[Your DTS Code]_WK09_phase_A.zip
[Your DTS Code]_WK09_phase_B.zip
[Your DTS Code]_WK09_phase_C.zip

Submission fases Form

Submit the digital copy of your work via this google form by Tuesday 9st October, 8pm.

6. Grading Criteria

All submissions are present and performed according to the instructions defined by the brief procedure.

Completion
Timely submission in good condition ……..…….…….. 40%

Quality
Conceptual clarity and craftsmanship …..…….. 60%

7. Keywords

#recursion #bauhaus #recursion #houdini