**Chapter 1 – Basics 07.04.2021**

1. Interface
   1. Viewport
   2. Parameter Window
   3. Network View
   4. Timeline
   5. Shelves
2. Contexts
   1. Obj
   2. Mat
   3. Img
   4. …
   5. …
   6. …
3. Network
   1. SOP
   2. DOP
   3. POP
   4. VOP
   5. COP
   6. CHOP
   7. ROP
   8. Etc.
4. Attributes
   1. Geometry spreadsheet

**Chapter 2 – Proceduralism 07.04.2021**

1. Rock Generator
   1. SOPs – Simple Introduction
      * Nodes
      * Modelling
   2. HDAs
      * Tools
      * Parameters
      * Interface
   3. References & Expressions
      * Relative References
      * UI
      * Expressions
2. Procedural Modelling
   1. House / Water Well
      * Line
        + Groups
          - Point
          - Vertex
          - Primitive
      * Copy to Points
        + Packing
        + Instancing
      * Randomization, VEX
        + Attributes
        + Functions
        + Channels
      * Exporting
        + ROPs
        + Fbx & Obj

**Workshop / Consultation 1 - 14.04.2021**

**Chapter 3 – Solvers 21.04.2021**

1. Growth
   1. Concept
      * Solver Basics
      * SOP Solver
2. POPs
   1. Particles
      * Structure
      * Forces
      * DOP I/O
   2. Cache
      * Bgeo.sc
      * Alembic

**Workshop / Consultation 2 - 28.04.2021**

**Chapter 4 – Rendering Mantra 05.05.2021**

* + - 1. Out Context
         1. Mantra node
         2. Materials

Building Shaders

SOP Attributes

* 1. Lighting

1. COPs
2. Mplay

**Workshop / Consultation 3 12.05.2021**

**Chapter 5 – Character Animations 19.05.2021**

* + - 1. KineFX
         1. Rigging
         2. Retargeting

IK Solver

Rig Simulation

* + - 1. Crowds Simulation (optional)

**Workshop / Consultation 4 26.05.2021**

**Chapter 6 – Vellum – Cloth Simulation 02.06.2021**

Initialization

Curves

Remesh

Groups

Drape

Constraint Types

* + - 1. Vellum Setup
         1. Settings
         2. Solver

**Workshop / Consultation 5 09.06.2021**

**Chapter 7 – Houdini Engine 16.06.2021**

Unreal

Maya

HDAs

**Workshop / Consultation 6 23.06.2021**

**Chapter 8 – Free topic (Invite Guest) 30.06.2021**

1. Pizza