2.6 Quickstart to the HDA Processor

Step：

1. Add HdaProcessor Node, set File Tag = “file/geo/mytag”;
2. Crate Geometry node, rename ip\_box\_variations and enter,add Box Node, Transform Node and Color Node;
3. Select Box node, set Center Y = ch(“sizey”)\*0.5;
4. Select Geometry node,Right click > Create Digital Asset,set Save to Library = $JOB/hda/ip\_box\_variations.hda;
5. Invisible all Parameters, add Color and Uniform Scale Parameter;
6. Set HdaProcessor HDA File = ip\_box\_variations;
7. Select Wedge node, Add Wedge Attributes, set Attribute Name = color;
8. Set HdaProcessor, set HDA paramenter, Scale = @sacle, Color = @color.r, @color.g, @color.b;
9. Coke HdaProcessor