2.6 Quickstart to the HDA Processor

Step：

1. Create **HdaProcessor** Node, set Output Tag = “file/geo”;
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(Alt + MMB)**,

set Save to Library = $JOB/hda/ip\_box\_variations.hda;

1. Invisible all Parameters, add Color and Uniform Scale Parameter;
2. Set HdaProcessor Node : HDA File = ip\_box\_variations;
3. Select Wedge node, Add Wedge Attributes, set Attribute Name = color;
4. Set HdaProcessor, set HDA paramenter, Scale = @sacle, Color = @color.r, @color.g, @color.b;
5. Coke HdaProcessor;