Title: Bring your projects to life using Houdini

Cluster Title PO 07
To be filed by focus managers

Cluster Title PO 2012
To be filed by focus managers

Cluster Title PO 2014
Technical Art for Animations and Games

Date of first course event / first organizational meeting with students
8.1.20 10:00
F17/105

kind of room if not indicated above
Hörsaal  Seminarraum  Labor

Date of first course event / first organizational meeting with students
8.1.20 10:00

Kind of room if not indicated above
Hörsaal

Course Data
credit points 5 credit points
workload/semester 125-150 h
presence/week on average** 4 SWS
Group size according to cnw
Min. size 8 students

Course Contents
Learning Houdini is difficult, especially if you don't find the right tutorials for your tasks.
This course will get you up to speed on the basics of Houdini.
After that I will help you apply your learned skills to one of your personal/semester project tasks to further your knowledge. No matter what you want to do.
Tasks could be anything from Hair grooming, Pyro FX, python tool creation, lighting/shading or magical FX. Anything (apart from HDK :) ), as long as the scope is within the bounds of this course.

- **Pre-course:**
  - Watching provided/pre-selected tutorials
  - Getting familiar with proceduralism
  - Viewport navigations/UI
  - Couple of optional tutorials for the eager students
  - Short pitch of personal project to be executed during the course-days 3-5
    - Example projects will be provided to set the scope
    - Project can be some task of a semester project or a small personal project
    - Pitch be analysed by the tutor pre-course so he can prepare materials accordingly
    - Will be rejected with feedback if scope is too big

- **Course Day 1:**
  - Introduction to Houdini, clearing up questions, establishing workflows

- **Course Day 2:**
  - How to accomplish basic tasks with Houdini's shelf-tools

- **Course Days 3-5:**
  - Working on the personal project with the help of the tutor at the personal desk/at the beamer

- **Post Course:**
  - Finishing up the personal project
  - Getting graded by the uploaded personal project

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<thead>
<tr>
<th>Type of Exam</th>
<th>homework</th>
<th>work+presentation</th>
<th>paper</th>
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<td>Milestones if known</td>
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**Examination**

**End of Elective**

**Suitability**
- beginner course
- intermediate course
- advanced course

**Preconditions**

**Info about lecturer (especially if guest)**
I am very passionate about VFX, its community and helping other artists to get better at their skills. That’s why I created the website shadesoforange! I also love doing research on
complex subjects and optimizing workflows.

Degree•Bachelor of Arts•RISE FX •
Houdini FX Intern•Animal Logic •
FX TD•Pixomondo Frankfurt • FX TD

shadesoforange.de/portfolio

Other information

* According to our examination law, the course titles have to be matched to a given catalogue with common course titles. This title will appear in the Transcript of Record and the Bachelor Certificate. Field has to be filed by Focus Managers, all clusters can be found below
** The official presence-time is 3 SWS for the whole semester. As the elective period is condensed to 12 weeks instead of 16 weeks, the presence time for the electives is 4 SWS.
*** Courses and focal points: dm = Digital Media , oj = Online Journalismus; wj = Wissenschaftsjournalismus, blank field = please insert appropriate course. (check as many as apply)
**** Block 1 = 8.30 - 10.00 Uhr, Block 2 = 10.15 - 11:45 Uhr, Block 3 = 12.00 - 13.30 Uhr, Block 4 = 14.15 - 15.45 Uhr, Block 5 = 16.00 - 17.30 Uhr, Block 6 = 17.45 - 19.15 Uhr
***** In case that the course does not start in the first week 15.10.2018 there has to be a first organisational meeting to finalize the application process

Elective Start: 21.10.19
Electives End 25.1.20