Title	Bring your projects to life using Houdini II Remote Edition			
Cluster Title PO 07 To be filed by focus managers s.u.				
Cluster Title PO 2012 To be filed by focus managers s.u.				
Cluster Title PO 2014 To be filed by focus managers s.u.	Technical Art for Animations and Games			
Date of first course event / first organizational meeting with students***/ Room**		NN		NN
kind of room if not indicated above	onlne		**Seminarraum**	**Labor**

Belegung über OBS WED 30.09.2019 bis 08.10.2019 14:00

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
	15.10.18 – 18.01.19					
			weekday of course		Block	
	frequency of course-events	weekly		bi-weekly		blocked
	prospective timeframe**** (Block = 90 min)	Block 1 **8:30**		Block 2 10:15	X	Block 3 12:00	X
		Block 4 **14:15**	X	Block 5 16:00	X	Block 6 **17:45**
	course language			English	X	German
	suitable for students of course/focus			**DM**		**AG**	X
				IMD		**MP**	X
				SMP		**IW (BA)**
				OJ/WJ/OK		**KMI**	X
Content(s): (check one or more)	Design		Informatics / Technology	X	Economy / Business	Culture
Time frame in case of blocked event	4.-8.1.21 -- Attention takes place during holiday break!					

Course Portrait	
Lecturer(s) Name(s)	Manuel Köster
Lecturer(s) email	manuelkoestercg@gmail.com
Contact Prof. @ fbmd	Tilmann.kohlhaase@h-da.de
Teaching Method	lecture lecture + seminar seminar X project

Course Contents	Short description: 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 procedural modeling, hair grooming, fire FX, python tool creation, lighting/shading or magical FX... Anything, as long as the scope is within the bounds of this course. Remote organisation: The meetings will be held in the already existing Discord server of last year's elective. Students will be split up into working groups starting day 2. ● 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 will be analysed by the tutor pre-course so the students 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 approach projects using 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

Type of Exam	homework		work+presentation		paper			

Milestones if known		
		Examination
		Examination / Presentation

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. •A-Level Degree•Bachelor of Arts•RISE FX • Houdini FX Intern•Animal Logic • FX TD•Pixomondo • FX TD•Animal Logic • Technical Character FX Artist•h_da - University Darmstadt • Lecturer•Freelance FX Artist•Crytek • Technical Procedural Artist
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
Christmas Holiday 21. Dez. 2019 bis 12. Jan. 2020 (There might be Electives during 8.1. until 12.1.19)
Electives End 25.1.20