

Elective Course Description Winter Term 2021/2022

| | | | | | |
|--|--|--|-------------|--|-------|
| Title | Bring your ideas to life using Houdini | | | | |
| Cluster Title PO 2014 <small>To be filed by focus managers S.U.</small> | Technical Art for Animations and Games | | | | |
| Date of first course event / first organizational meeting with students****/ Room | 3.1.22 | | NN | | NN |
| kind of room if not indicated above | Online | | Seminarraum | | Labor |

Belegung über OBS
04.10. - 11.10.2021 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 | | | | | |
| | 18.10.21-18.2.22 | | | | | | |
| | | weekday of course | | | | | |
| | frequency of course-events | weekly | | bi-weekly | | blocked | x |
| | prospective timeframe**** (Block = 90 min) | Block 1 8:30 | x | Block 2 10:15 | x | Block 3 12:00 | x |
| | | Block 4 14:15 | x | Block 5 16:00 | x | Block 6 17:45 | x |
| | course language | English | | German | | | |
| | suitable for students of course/focus | ER | x | AG | | | x |
| | | IMD | | MP | | | |
| | | SMP | | IW (BA) | | | |
| | | OJ/WJ/OK | | KMI | | | x |
| Content(s): (check one or more) | Design | x | Informatics / Technology | x | Economy / Business | | Culture |
| Time frame in case of blocked event | 3.1.22 - 7.1.22 whole day Attention: Out of regular lecturing period, during christmas break | | | | | | |

Course Portrait

| | |
|----------------------|--|
| Lecturer(s) Name(s) | Manuel Köster |
| Lecturer(s) email | manuelkoestercg@gmail.com |
| Contact Prof. @ fbmd | Tilman.kohlhaase@h-da.de |
| Teaching Method | lecture <input type="checkbox"/> lecture + seminar <input type="checkbox"/> seminar <input checked="" type="checkbox"/> project <input type="checkbox"/> |
| Course Contents | <p>Learning Houdini is difficult, especially if you don't find the right tutorials for your tasks.</p> <p>The 3rd edition of 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.</p> <p>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.</p> <p>Remote organisation:</p> |

| | | | | | | |
|---|--|--------------------------|-------------------|--------------------------|-------|--------------------------|
| | <p>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.</p> <ul style="list-style-type: none"> ● Pre-course: <ul style="list-style-type: none"> ○ Watching provided/pre-selected tutorials ○ Short pitch of personal project to be executed during the course-days 3-5 ● Course Days 1/2: <ul style="list-style-type: none"> ○ Introduction to Houdini, clearing up questions, establishing workflows ● Course Days 3-5: <ul style="list-style-type: none"> ○ Working on the personal project with the help of the tutor ● Post Course: <ul style="list-style-type: none"> ○ Finishing up the personal project ○ Getting graded by the uploaded personal project | | | | | |
| Type of Exam | homework | <input type="checkbox"/> | work+presentation | <input type="checkbox"/> | paper | <input type="checkbox"/> |
| Milestones if known | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| End of Elective | | | | | | |
| Suitability | beginner course intermediate course advanced course | | | | | |
| Preconditions | | | | | | |
| Info about lecturer (especially if guest) | Manuel Köster is a Technical Artist/Director with experience in most CG industries like VFX, Animation, Advertising, Film and Games. He has been part of projects like Doctor Strange, Cpt Marvel, Peter Rabbit 2, Lego Movie 2 and Crysis Remastered while working internationally at studios like RISE VFX, Pixomondo, Animal Logic and Crytek. There he made experiences as both an artist and a developer in various different departments like FX, Pipeline, Character FX and Environment. He is currently active as a Senior Technical Artist at Crytek in Frankfurt, working on an unannounced AAA project. You can find his portfolio here: | | | | | |
| Other information | Takes place during semester break in January 22!!! | | | | | |

* 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: er = Expanded Realities , 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: 18.10.2021

Christmas 20.12.-7.1.22 (due to the short semester there might be some flexibel lecturing during this period, the campus will not be shut this season)

Electives End 18.2.2022 (Eximinations could be scheduled after this date if necessary)

Please upload in Moodle Course!