| Title | Bring your ideas to life using Houdini |
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| **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** | 2.1.23 | | F17/105 | | NN | |
|---|---|---|---|---|---|---|
| **kind of room if not indicated above** | **Online** | | **Seminarraum** | | **Labor** | |

| **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 | 2.1.23 - 6.1.22 whole day Attention: Out of regular lecturing period, during christmas break | | | | | | |
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| **Course Portrait** | |
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| 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 | Learning Houdini is difficult, especially if you don't find the right tutorials for your tasks. The 4th 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. 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:<br>The meetings will be held in the already existing Discord server of last year's elective.<br>Students will be split up into working groups starting day 2.<br>● Pre-course:<br>○ Watching provided/pre-selected tutorials<br>○ Short pitch of personal project to be executed during the course-days 3-5<br>● Course Days 1/2:<br>○ Introduction to Houdini, clearing up questions, establishing workflows<br>● Course Days 3-5:<br>○ Working on the personal project with the help of the tutor<br>● Post Course:<br>○ Finishing up the personal project<br>○ Getting graded by the uploaded personal project |
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| Type of Exam | homework | | work+presentation | | paper | | | |
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| Milestones if known | | | | | | | | |
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| | | Examination | | | | | | |
| | | Examination / Presentation | | | | | | |
| End of Elective | | | | | | | | |

| Suitability | beginner course<br>intermediate course<br>advanced course |
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| Preconditions | |
| Info about lecturer (especially if guest) | Manuel Köster is a Technical Artist/Director with experience in most CG industries like VFX,<br>Animation, Advertising, Film and Games. He has been part of projects like Doctor Strange,<br>Cpt Marvel, Peter Rabbit 2, Lego Movie 2 and Crysis Remastered while working<br>internationally at studios like RISE VFX, Pixomondo, Animal Logic and Crytek. There he<br>made experiences as both an artist and a developer in various different departments like FX,<br>Pipeline, Character FX and Environment.<br>He is currently active as a Senior Technical Artist at Crytek in Frankfurt, working on an<br>unannounced AAA project.<br>You can find his portfolio here: |
| Other information | Takes place during semester break in January 23!!! |