Title	Bring your ideas to life using Houdini		
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**

Belegung über OBS
02.10. - 09.10.2023 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
	2.1.24-5.1.24			
		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	2.1.24 - 5.1.24 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	Tilmann.kohlhaase@h-da.de
Teaching Method	lecture / lecture + seminar / seminar X / project

Course Contents

Bring your ideas to life using Houdini

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 modelling, 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.
This is has been a regular course at the Hda; Here are some reels of previous years:
2019 | 2020
https://vimeo.com/394278780
https://vimeo.com/553793400

Prerequisites
To get up to speed quickly with Houdini, this course requires previous knowledge of other 3D
software and workflows. If you have spent a semester working in your preferred 3D
application or enrolled in a previous 3D/Houdini course, you will be fine

Course structure
● Pre-course:
○ Watching provided/pre-selected tutorials
○ Short pitch of personal project to be executed during the course
● Course Days 1(&2):
○ Introduction to Houdini, clearing up questions, establishing workflows
● Course Days 3+:
○ Working on the personal project with the help of the tutor
● 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)	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, Crysis 4 and Alan Wake 2 while working internationally at studios like RISE VFX, Pixomondo, Animal Logic, Crytek and Remedy Entertainment. There he made experiences as both an artist and a developer in various different departments like FX, VFX, Pipeline, Character FX, Technical Art and Environment. He is currently active as a Senior Technical Artist at Remedy Entertainment in Helsinki, working on various different titles like Alan Wake 2. You can find his portfolio here: https://shadesoforange.de/portfolio/ // https://www.linkedin.com/in/manuel-köster								
Other information	Takes place during semester break in January 24!!!								

* 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: 16.10.2023

Chrismas 23.12.-7.1.24 (due to the short semester there might be some flexibel lecturing during this period.,)

Electives End 16.2.2024 (Examinations could be scheduled after this date if necessary)

Please upload in Moodle Course!