

## Exercise 2 – Particle Disintegration

**DATE DUE:** see website

### Goals:

This assignment will focus on the student using particle dynamics in Houdini. The goal of the assignment is to become familiar with particle systems and show clear **control** over particle behavior.

You will create a disintegration effect as covered in class and instructions available on my website (two methods are advised, attribute transfer or particle source spread).

### Requirements:

- Research for reference and possible model to disintegrate
- Disintegration must be rendered and should be presented in a polished manner

### Considerations:

We will be using particles throughout this quarter. If you have an idea that combines with a later exercise, please propose it for approval of combining exercises.

### Submissions guidelines:

The project will be submitted as a directory, **S24\_V428\_E2\_LastnameFirstname/**

This directory should contain the following:

- **S24\_V428\_E2\_LastnameFirstname.hipnc**
- **S24\_V428\_E2\_LastnameFirstname.pdf**, breakdown. Please include a list of the members, a general description describing your process, and a technical breakdown.
- **S24\_V428\_E2\_LastnameFirstname.jpg**, beauty shot
- **S24\_V428\_E2\_LastnameFirstname.mp4**, containing approximately 10 seconds of animation, high-quality H.264 compression, 1920 x 1080 for final version only.

**Important note:** Adherence to these naming and format conventions constitutes 5% of your grade. This is the naming convention that will be used for all exercises and projects. Failure to use proper naming conventions will also affect your participation grade.

### Grading:

Proper use of particle dynamics and demo reel quality results are the emphasis. The grading of this exercise is structured as follows. Meeting the minimum specifications, 80%. To move your grade above 80% go beyond the specifications, demonstrate exploration and understanding, excellent look development. Keep in mind a less complex set up that is properly executed is better than one that is too complicated and not completed. See rubric.

Be creative, have fun.