



# HOUDINI DIGITAL ASSET GUIDELINES

---

It is important for Houdini Digital Assets to be neatly organized and prepared so that artists that use your tool can spend more time on creative tasks instead of trying to figure out how the tool works or how it is intended to be used.

To help with this, the following guidelines are highly recommended:

- Use **namespaces** and **version numbers** in HDA definitions.  
Use the **VHDA** functionality from SideFX Labs to easily make use of this.
- Give your tool an accurate and descriptive name and label.  
Set the label in **Type Properties > Basic**.
- Create a descriptive icon for your tool.  
Set the icon in **Type Properties > Basic**.
- When you add and promote Parameters to your tools, be sure to use names that indicate the role of the parameter from the artists perspective.  
Set the parameters in **Type Properties > Parameters**.
- Add tooltips to your tool's inputs & outputs to help guide the users.  
Set these in the **Type Properties > Input/Output** tab of the tool.
- Add your tool to a non-default TAB menu category.  
For example use **TAB/MyToolset** and not **Digital Assets**. Set this in **Type Properties>Interactive>Shelf Tools>Context>TAB Submenu Path**
- If your tool is a **SOP** or **TOP**, make use of an **Output** node to make sure your asset isn't broken if the display flag is on the wrong node.
- Create **documentation** for your tool that follows the Houdini tool documentation guidelines.  
[\[https://www.sidefx.com/docs/houdini/help/nodes.html\]](https://www.sidefx.com/docs/houdini/help/nodes.html)
- Create a simple but effective **.hip** showing your tool in action as an example for users