

“Making Attributes Work for Me” Quiz

- 1) “P” is by far the most used attribute in Houdini. What does it describe?
 - a) The 3d position of a point in space
 - b) The color of a geometric element
 - c) How close together two object are
 - d) The velocity of a point
- 2) What is the main and most basic function of Groups?
 - a) To partition geometric elements
 - b) To split polygons in half
 - c) To make particles fall with gravity
 - d) To scatter objects
- 3) Which of the following geometric elements cannot use Groups?
 - a) Point
 - b) Primitive
 - c) Detail
 - d) Vertex
- 4) What is the name for the default attribute that describes how fast something is moving?
 - a) speed
 - b) impulse
 - c) v
 - d) delta
- 5) Which node is most commonly used to take an object and a point cloud, and make duplicates of the object on each point?
 - a) Copy and Transform
 - b) Vellum Transform Pieces
 - c) Unique Points
 - d) Copy to Points
- 6) Which attribute would be used to change the uniform size of geometry being duplicated by a Copy to Points SOP?
 - a) size
 - b) pscale
 - c) radius
 - d) diameter

7) Which of these nodes allow us to use our mouse to draw on our geometry to define an attribute?

- a) Value Paint
- b) Color
- c) Brush
- d) Attribute Paint

8) What UI pane do we use to investigate the values of our attributes?

- a) Scene View
- b) Geometry Spreadsheet
- c) Parameters
- d) Network View

9) What parameter on the Copy to Points node is used to make more efficient copies of our geometry?

- a) Source Group
- b) Pack and Instance
- c) Target Points
- d) Piece Attribute

10) What term is commonly used in Houdini to refer to the process of moving an attribute from one geometry to another based on proximity?

- a) Copy
- b) Move
- c) Transfer
- d) Transform