“Making Attributes Work for Me” Quiz

#### “P” is by far the most used attribute in Houdini. What does it describe?

* 1. The 3d position of a point in space
  2. The color of a geometric element
  3. How close together two object are
  4. The velocity of a point

#### What is the main and most basic function of Groups?

* 1. To partition geometric elements
  2. To split polygons in half
  3. To make particles fall with gravity
  4. To scatter objects

#### Which of the following geometric elements cannot use Groups?

* 1. Point
  2. Primitive
  3. Detail
  4. Vertex

#### What is the name for the default attribute that describes how fast something is moving?

* 1. speed
  2. impulse
  3. v
  4. delta

#### Which node is most commonly used to take an object and a point cloud, and make duplicates of the object on each point?

* 1. Copy and Transform
  2. Vellum Transform Pieces
  3. Unique Points
  4. Copy to Points

#### Which attribute would be used to change the uniform size of geometry being duplicated by a Copy to Points SOP?

* 1. size
  2. pscale
  3. radius
  4. diameter

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

* 1. Value Paint
  2. Color
  3. Brush
  4. Attribute Paint

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

* 1. Scene View
  2. Geometry Spreadsheet
  3. Parameters
  4. Network View

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

* 1. Source Group
  2. Pack and Instance
  3. Target Points
  4. Piece Attribute

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

* 1. Copy
  2. Move
  3. Transfer
  4. Transform