

# “Creating a Simple Simulation” Quiz

- 1) What does RBD stand for?
  - a) Round Body Destruction
  - b) Rigid Body Dynamics
  - c) Rough Bound Data
  - d) Right By Design
- 2) Which of the following is a benefit of using packed primitives?
  - a) Allows for more copies of an object in a scene
  - b) Removes all errors from the simulation
  - c) Gives a more realistic output when rendering
  - d) Allows forces to always be applied correctly
- 3) How do we describe how the flow of time is handled in the DOPs context?
  - a) Frame Indeterminate
  - b) Frame Dependent
  - c) Frame Independent
  - d) Frame Dynamic
- 4) Which of the following is not an attribute you would see used in a Houdini simulation?
  - a) mass
  - b) texture
  - c) bounce
  - d) density
- 5) What node do we use to set up the basic properties on our source geometry for an RBD simulation?
  - a) RBD Configure
  - b) RBD Bullet Solver
  - c) RBD I/O
  - d) RBD Cluster
- 6) When we have a moving collision object that is wired into the RBD Bullet Solver, what collider setting should we select?
  - a) Animated
  - b) Static
  - c) Deforming
  - d) In-Motion

- 7) On our source geometry, what attribute should we create/modify to give our simulation an initial directional force?
- a) v
  - b) impulse
  - c) P
  - d) N
- 8) What do we add to our simulation in order to bind the pieces together with a user-defined strength?
- a) Connections
  - b) Joints
  - c) Ties
  - d) Constraints
- 9) What is the name for the object that stops our simulation pieces from going below an infinite, user-defined grid in the XZ axes?
- a) Floor
  - b) Boundary
  - c) Ground Plane
  - d) Division
- 10) If we have a large number of pieces in our simulation, what parameter would we need to change so that Houdini can store more frames in memory?
- a) Storage
  - b) Substeps
  - c) Iterations
  - d) Cache Memory