“Creating a Simple Simulation” Quiz

#### What does RBD stand for?

* 1. Round Body Destruction
  2. Rigid Body Dynamics
  3. Rough Bound Data
  4. Right By Design

#### Which of the following is a benefit of using packed primitives?

* 1. Allows for more copies of an object in a scene
  2. Removes all errors from the simulation
  3. Gives a more realistic output when rendering
  4. Allows forces to always be applied correctly

#### How do we describe how the flow of time is handled in the DOPs context?

* 1. Frame Indeterminate
  2. Frame Dependent
  3. Frame Independent
  4. Frame Dynamic

#### Which of the following is *not* an attribute you would see used in a Houdini simulation?

* 1. mass
  2. texture
  3. bounce
  4. density

#### What node do we use to set up the basic properties on our source geometry for an RBD simulation?

* 1. RBD Configure
  2. RBD Bullet Solver
  3. RBD I/0
  4. RBD Cluster

#### When we have a moving collision object that is wired into the RBD Bullet Solver, what collider setting should we select?

* 1. Animated
  2. Static
  3. Deforming
  4. In-Motion

#### On our source geometry, what attribute should we create/modify to give our simulation an initial directional force?

* 1. v
  2. impulse
  3. P
  4. N

#### What do we add to our simulation in order to bind the pieces together with a user-defined strength?

* 1. Connections
  2. Joints
  3. Ties
  4. Constraints

#### What is the name for the object that stops our simulation pieces from going below an infinite, user-defined grid in the XZ axes?

* 1. Floor
  2. Boundary
  3. Ground Plane
  4. Division

#### 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?

* 1. Storage
  2. Substeps
  3. Iterations
  4. Cache Memory