Exercise 2 – Particle Disintegration

DATE DUE: Class 6
Final: Class 7

CHECKLIST:
- hipnc
- jpg
- mp4
- pdf

Goals:

This assignment will focus on the student using particle dynamics in Houdini. The goal of the assignment is to become familiar with particle systems and show clear **control** over particle behavior.

You will create a disintegration effect as covered in class and instructions available on my website (two methods are advised, attribute transfer or particle source spread).

Requirements:

- Research for reference and possible model to disintegrate
- Disintegration must be rendered and should be presented in a polished manner
- A demo reel quality **render** is expected

Considerations:

We will be using particles throughout this quarter. If you have an idea that combines with a later exercise, please propose it for approval of combining exercises.

Submissions guidelines:

The project will be submitted as a directory, **S25_V428_E2_LastnameFirstname/**

This directory should contain the following:
- **S25_V428_E2_LastnameFirstname.hipnc**
- **S25_V428_E2_LastnameFirstname.pdf**, breakdown (detailed if differs from given methods)
- **S25_V428_E2_LastnameFirstname.jpg**, beauty shot
- **S25_V428_E2_LastnameFirstname.mp4**, containing approximately 10 seconds of animation, high-quality H.264 compression, 1920 x 1080 for final version only.

Grading:

Proper use of particle dynamics and demo reel quality results are the emphasis.
The grading of this exercise is structured as follows. Meeting the minimum specifications, 80%.
To move your grade above 80% go beyond the specifications, demonstrate exploration and understanding, excellent look development. Keep in mind a less complex set up that is properly executed is better than one that is too complicated and not completed. See rubric.

Be creative, have fun.