



# Houdini

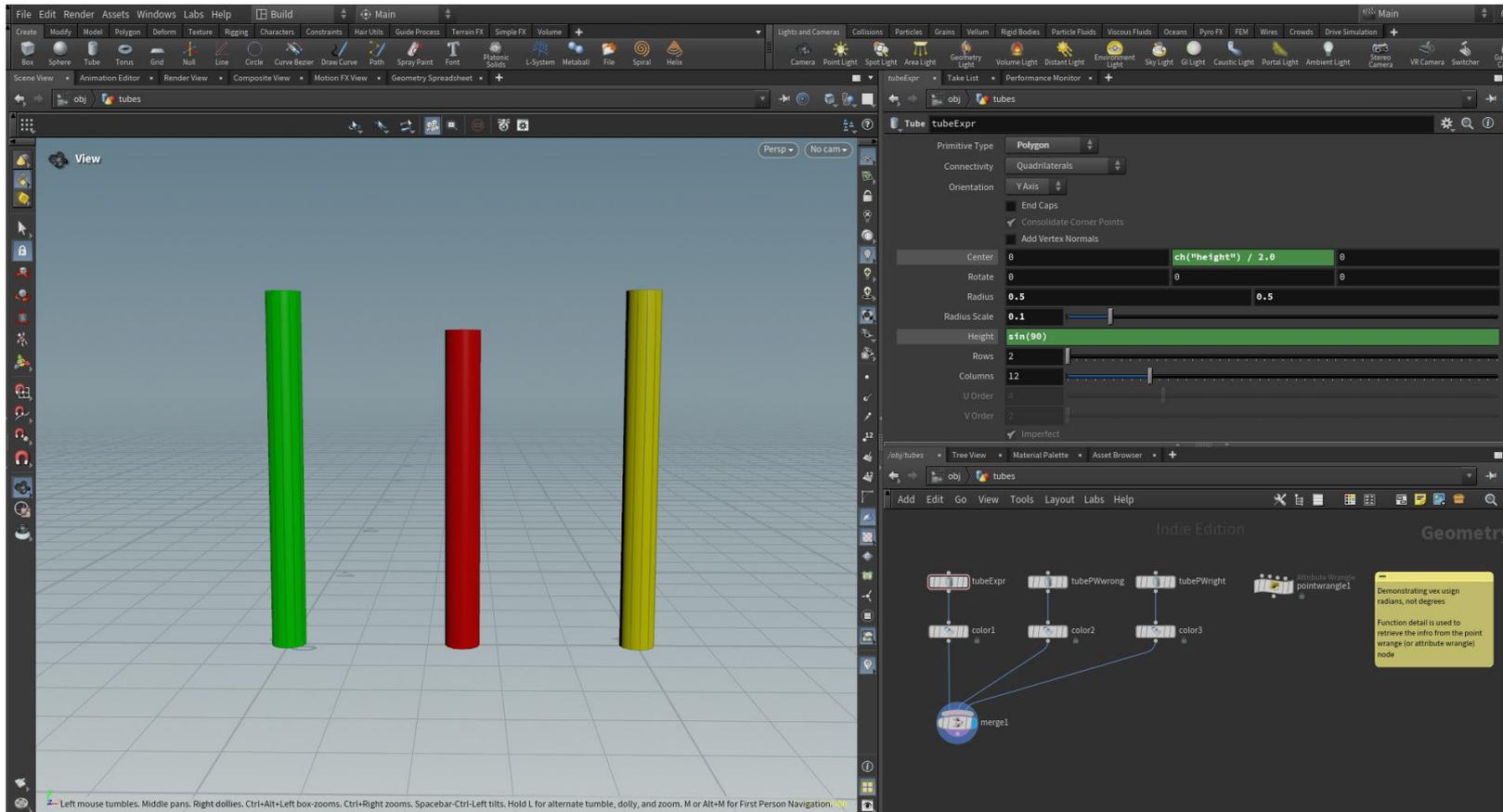
Tips for the Beginner



easy to learn



node based

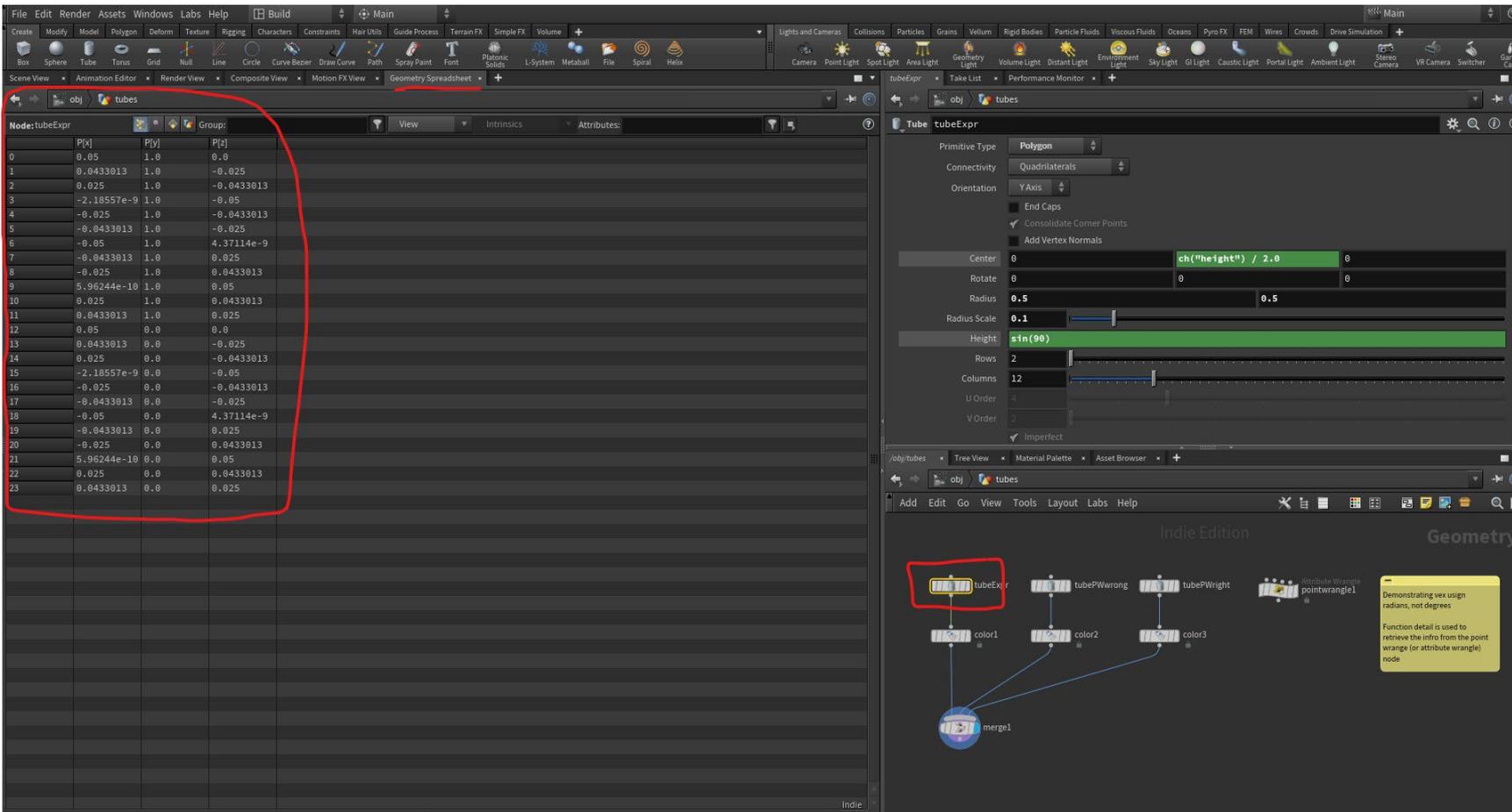


parameters

node network

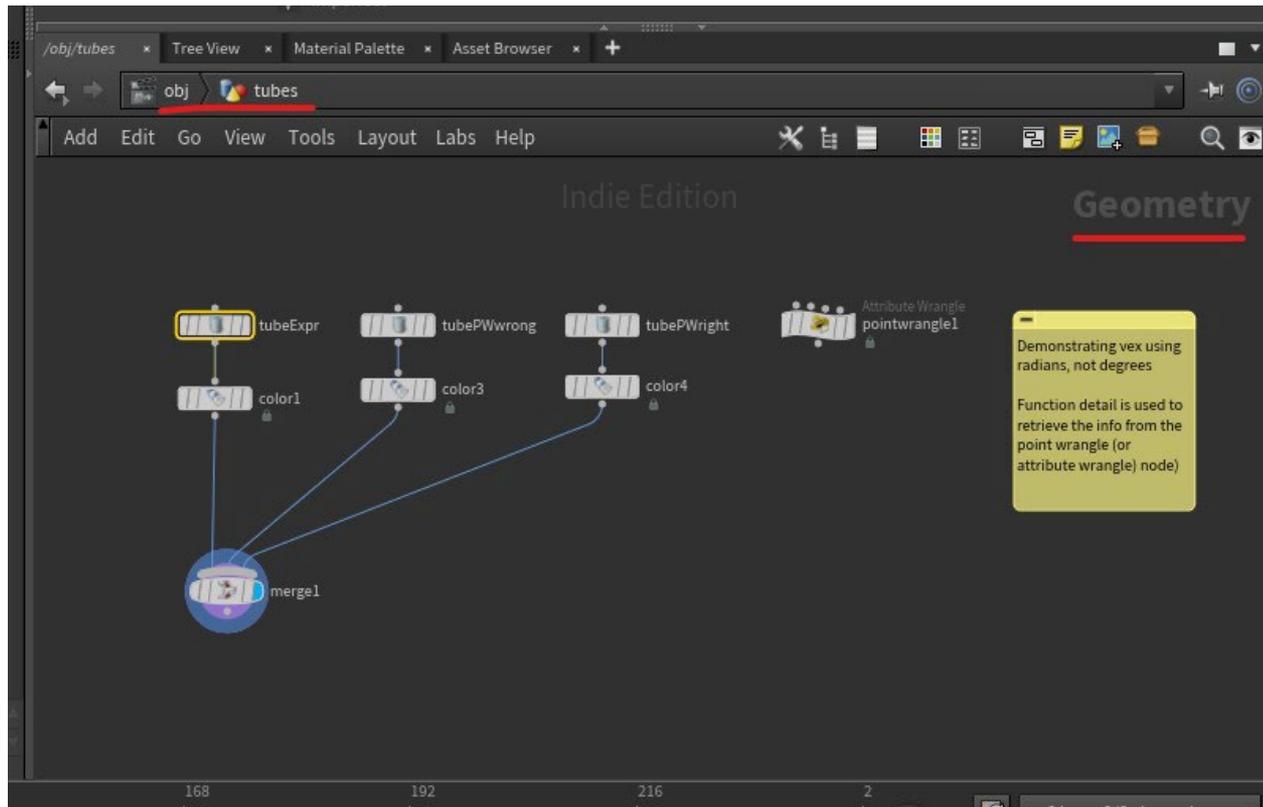
Examples of nodes, parameters, expressions and functions! Sticky nodes too!

attributes



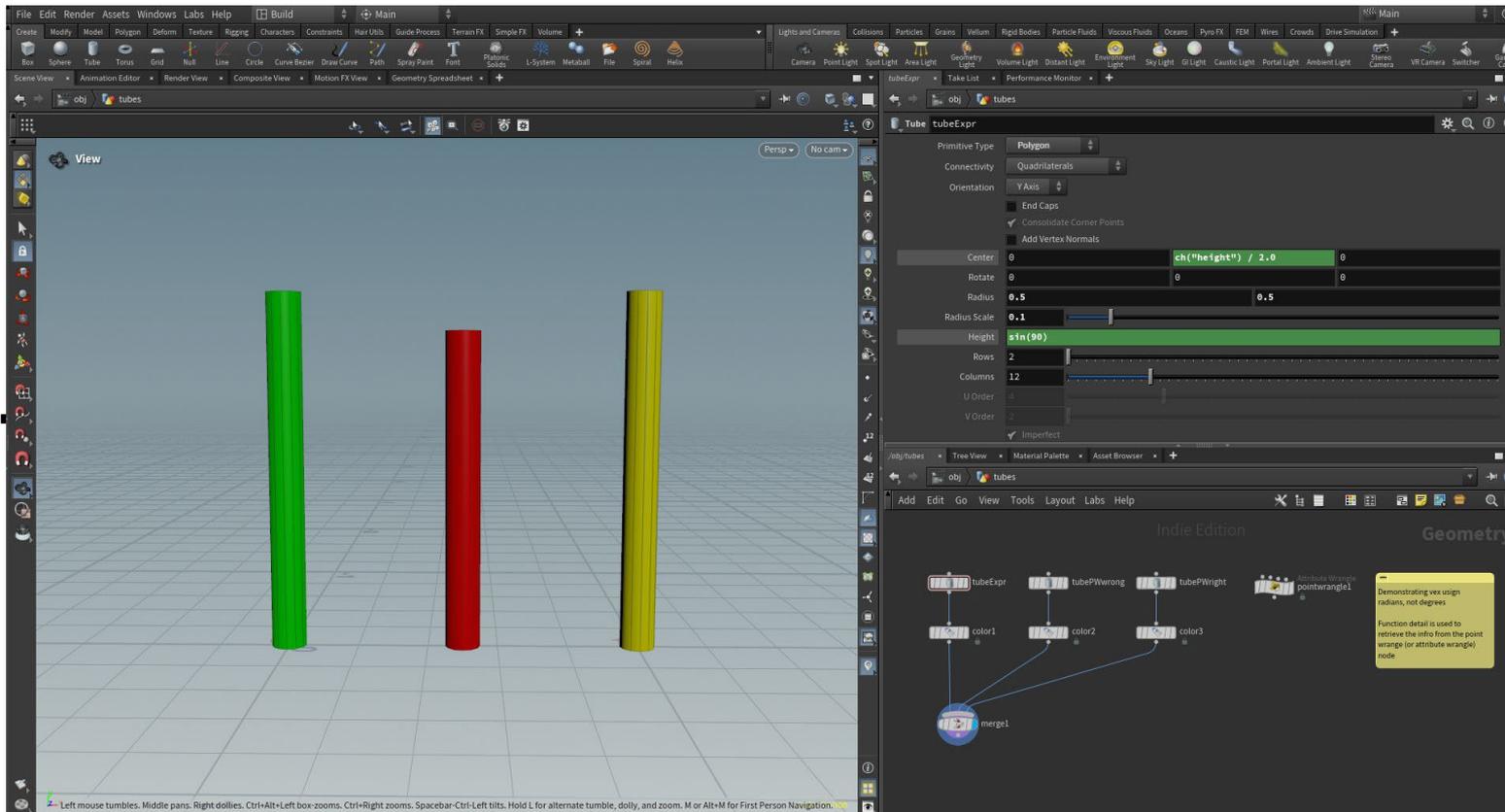
Geometry spreadsheet display point (shown) as well as vertex, primitive and detail  
Think of attributes as information that follow the node around

**contextual**



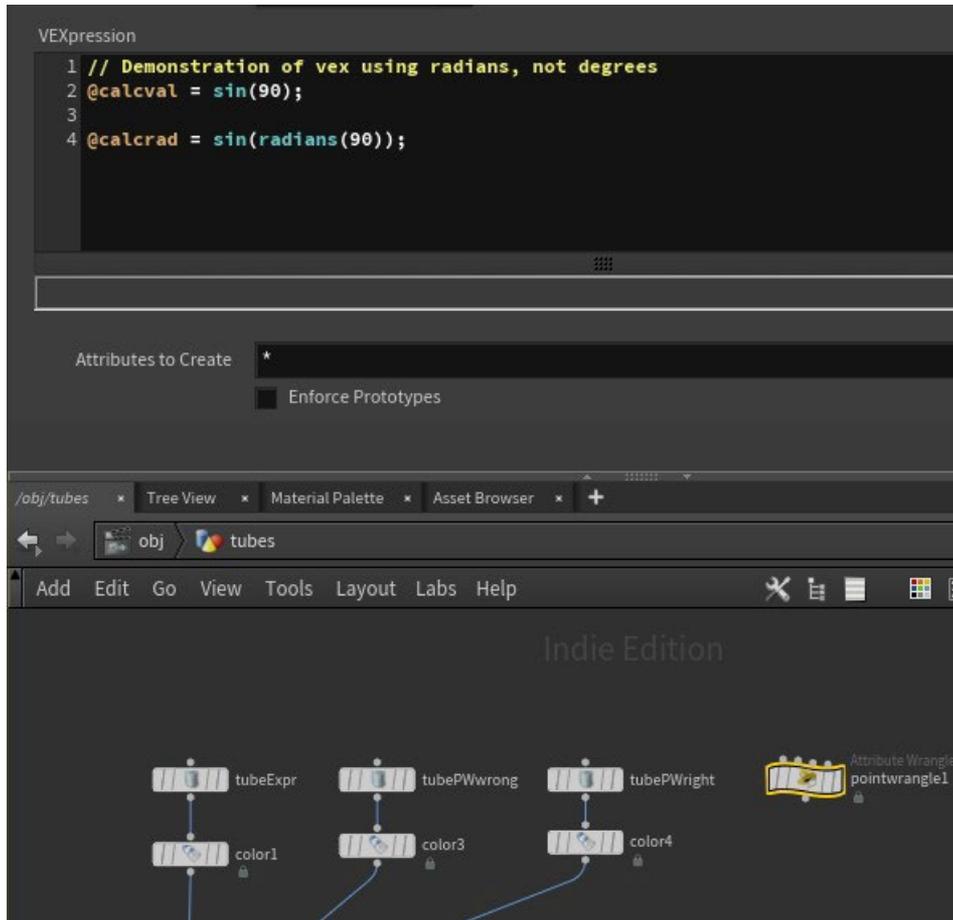
Most commonly you are in the obj/geometry context – but you can be in other contexts as well such as “out” for rendering, “mat” for shaders, etc.

function do things for you



Functions are a concept from programming class that will help you understand expressions. Inline functions go off and return something. For example, if you give sin and argument sin(90) it will return a value (1 if it is expecting degrees and .893997 if it is expecting radians).

multilingual



In Houdini you can use multiple languages. There are many ways to add functionality and proceduralism. We will start with hscript and vex, but you can also use python, vops and so on.

Shown is an example of vex code which is adding a detail attribute that can be referenced elsewhere.



modular



lots of nodes



custom nodes