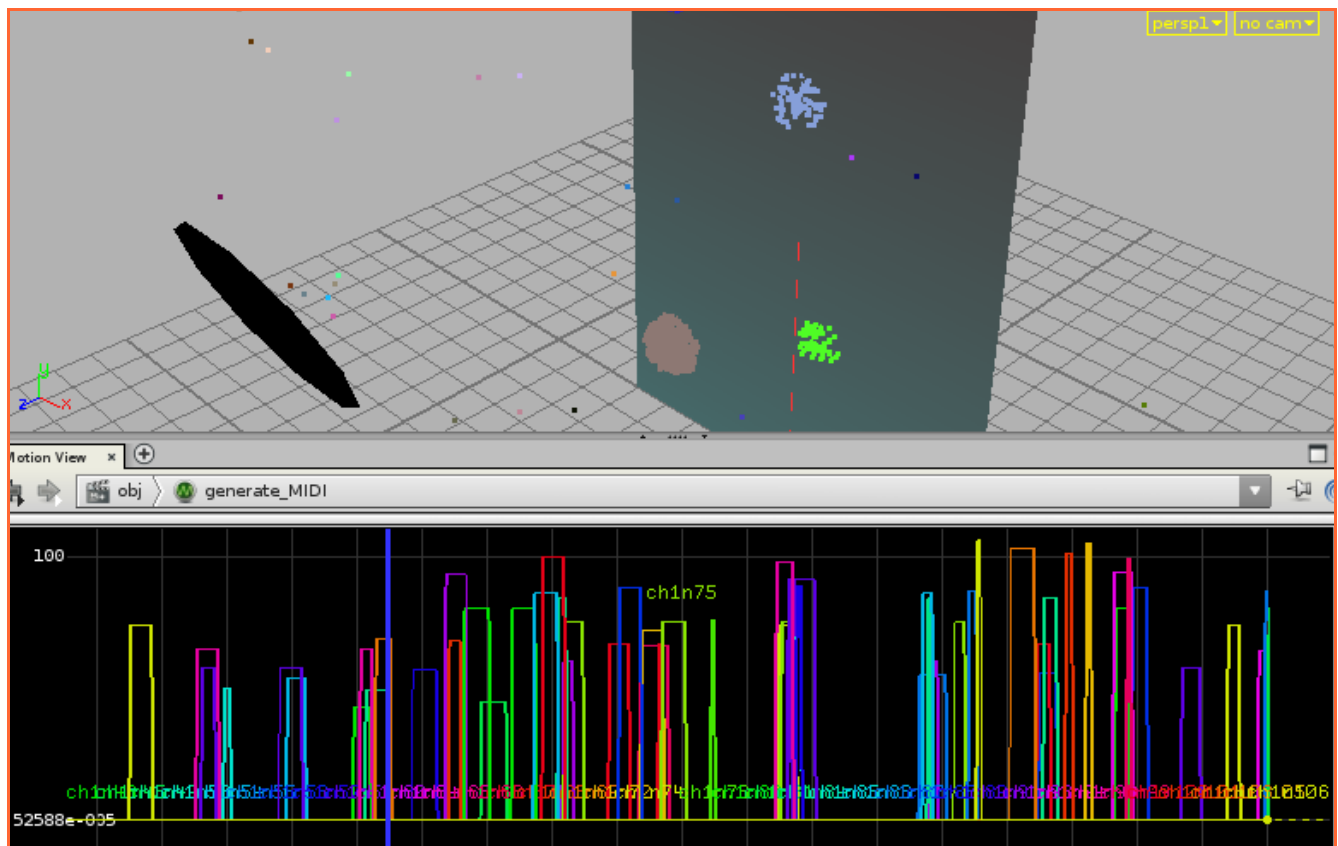


Houdini Music/Audio Techniques

Instruction by Andrew Lowell



Hour	Subject	CHOPs/Expressions
0	<i>Class Introductions, conversation on CHOPs/MIDI/Audio usage,</i> <u>CHOPs theory</u> ● samples ● channels ● cooking/memory ● common data types (<i>object animation / geometry / audio</i>)	
1-2	MIDI and procedural sound / music Use Houdini particles to generate MIDI notes	MIDI theory MIDI in CHOP trigger CHOP MIDI out CHOP uses with Digital Assets
3-4	Audio and Spatial Audio Recording Use a dynamics system to create random sounds based on impacts data. Scale the volume of this data according to impact intensity. Then use Spatial Audio objects in Houdini for a virtual recording.	File CHOP switch CHOP copy CHOP spatial audio CHOP