

Houdini & Simulation course

Creative Simulation Technologies

Practical Information

Below, we have assembled some practical information regarding your participation in the Houdini & Simulation course.

Registration and payment

Formal registration

You will receive an acceptance letter when you are registered as a participant on the course.

Payment of the course

You will receive an invoice for the entire course fee in March before the start of the course.

VIA IT systems – registration required

You will receive an automatic email from VIA (Welcome to VIA IT systems) before the start of the course. The mail is in Danish at the top, but English at the bottom, and for instance you will need to upload your photo. After completing the registration, it will give you this link:

<http://en.via.dk/programmes/new-student-information>

Some of the info on the page does not apply for this particular course. It is important that you complete the registration, so you can have a VIA ID and email.

Online edition of the course

Due to the high number of people infected by Covid-19 in Europe, the 2021 edition of the Houdini & Simulation course will be offered online. This is to ensure that the course will be able to run as planned, and to ensure it runs smoothly without complications that could arise from factors such as international travel, quarantine rules, potential restrictions and shutdowns etc.

Schedule

The daily schedule of the online edition of the course is broken down into 3 separate stages:

09:00 – 11:00	Lecture and learning
11:00 – 14:30	Offline project work (includes lunch break)
14:30 – 16:00	Group review and help session

All times are CEST (Central European summer time). Please see the course program for more details about the structure.



Computers and software

In general, the student uses his or her own computer. All classwork will be done locally to the student's machine. From there students will use their internet connection for screen sharing and voice/video conferencing, as well as sharing files to a shared folder online. The video conferencing will be conducted over Zoom or Microsoft Teams.

The precise technical setup will depend on the most suited solutions available at the time of the start of the course, but this list of specifications for local workstations will provide you with an overview of what you need as a student:

- a).** A local ***workstation capable of supporting gaming***
- b). Remote licensing.** Software is expensive and provided by the school. The student will download and install software if needed, and obtain licensing from a license server located at the school.
- c). A shared file repository** will be used to exchange any files and for archival. Email and chat is insufficient for large file sizes. More info will be provided later on which platform will be used for this.
- d).** Students should have ***suitable headset microphones and webcams***. You can potentially use your phone for the webcam and microphone.

Please contact us if you expect to be challenged by the technical requirements of the course.

We look forward to welcoming you to this course organized by The Animation Workshop, VIA University College :)

