

Houdini

- [Facet Geometry node](#)
- [POP Network](#)

Facet Geometry node

Facet Geometry (facet n. 1)

Facet Geometry

Facet Divide Compute Normals

Facet Geometry







Facet Geometry .dxf

Facet

Facet

Facet

Group	Facet
Pre-Compute Normals	Facet
Make Normals Unit Length	Facet 1.
Unique Points	Facet
Consolidate	<div><div>No ConsolidateFacet</div><div>Consolidate Points Slow/FastFacet</div><div>Consolidate Normals Slow/FastFacet</div></div> <div>Facet</div>
Distance	Facet
Use Accurate Distance	Facet
Remove Inline Points	Facet
Distance	Facet
Orient Polygons	Facet

Cusp Polygons	
Cusp Angle	
Remove Degenerate	
Make Planar	
Post-Compute Normals	
Reverse Normals	

POP Network

POP

Standard

Start Time	FPS
Preroll Time	PreRun
Initial State	
Random Seed	
Oversampling	
Max # of Particles	0
Remove Unused Points	

Input Geo

SOP N	N SOP
-------	-------

Viewer

Transform Object	
Cache Frames	0-1