

Houdini

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

Facet Geometry node

Facet (facet n. [0])

[0]

Facet [] Divide [] Compute Normals [] []

[]

[] .dxf []

[] Facet

[] []

[]

Group	[]						
Pre-Compute Normals	[]						
Make Normals Unit Length	[]1.						
Unique Points	[]						
Consolidate	<table border="1"><tr><td>No Consolidate</td><td>[]</td></tr><tr><td>Consolidate Points Slow/Fast</td><td>[]</td></tr><tr><td>Consolidate Normals Slow/Fast</td><td>[]</td></tr></table> <p>[]</p>	No Consolidate	[]	Consolidate Points Slow/Fast	[]	Consolidate Normals Slow/Fast	[]
No Consolidate	[]						
Consolidate Points Slow/Fast	[]						
Consolidate Normals Slow/Fast	[]						
Distance	[]						
Use Accurate Distance	[]						
Remove Inline Points	[]						
Distance	[]						
Orient Polygons	[]						

Cusp Polygons	<input type="checkbox"/>
Cusp Angle	<input type="checkbox"/>
Remove Degenerate	<input type="checkbox"/>
Make Planar	<input type="checkbox"/>
Post-Compute Normals	<input type="checkbox"/>
Reverse Normals	<input type="checkbox"/>

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
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Viewer

Transform Object	
Cache Frames	0-1