

Pipes Rack Generator HDA

Asset Overview

Asset Name	Pipes Rack Gen
Category	Procedural Asset HDA
Unreal Version Tested	5.6
Version	Houdini Commercial 20.5.684
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Author	Amr Ahmed

What This Asset Is For

This asset is made to give the 3D artist the ability to create different variations of an oil field pipes rack procedurally through exposed parameters controlling its main features and dimensions.

What This Asset Is NOT For

This asset is made for creating only one type of pipes racks with different variations, and not all the types of pipes racks exist in life

Inputs & Outputs

Index	Type	Description
0	Geometry	Doesn't require a pre input

Add more rows as needed.

Parameters

Parameter	Type	Description	Notes
Rack Length	Integer	Controlling the overall asset length	
Rack Width	Float	Controlling the overall asset width	
Rack Levels	Integer	Controlling the overall asset height	
Rack Repetitions	Integer	Controlling the repetition of the modular T-shaped pieces (the vertical towers holding the horizontal bridge)	
Towers Width	Float	Controlling the vertical towers width	

Towers Top Height	Float	Controlling the start & end towers' top cap height	
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Performance Notes

Describe performance, limitation and optimization tips.