

Digital Assets

Houdini **Digital Assets** (HDAs) are a general mechanism to build re-usable and updateable compounds in the various Houdini context. Digital assets can capture the functionality of a network as a tool or material with a customized interface that can be made available to other users.

HDAs can be created at VOP or SHOP level by collecting the network in a subnet, saving as a digital asset, and then adding parameters from nodes inside the asset as parameters or handles on the asset itself.

- **VOP Shader Compounds**
- **SHOP Materials**