



Stylized Skin Growth in Houdini - CGCircuit

2025-02-10 16:48:47

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In this course, we'll explore how to create an organic, stylized, and slightly creepy effect that is somewhere in between VFX as well as Motion Graphics.

In creating this highly particular effect, viewers will gain a wealth of helpful techniques and tips which can be applied to their work.

Gfx plugin details of Stylized Skin Growth in Houdini - CGCircuit

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We'll create the effect from scratch by using multiple simulations that function in unison. We begin with an individual grain simulation that is the basis for our skin simulation based on vellum and then influences the simulation of hair. After we've completed the simulation, we'll add the deformable geometry to our model base.

Following this, we'll discuss some rendering and shading using Redshift.

We'll be using a substantial number of VEX and finish with a tidy and reusable set-up.

This course is designed for the beginner or intermediate-level users of Houdini.

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