

Learn to make Helicopter Dust in Houdini from Scratch

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Learn to make Helicopter Dust in Houdini from Scratch: Greetings! I'm Sachin Singh, boasting over 7 years of rich experience in Arts, Animation, VFX, and Design. My portfolio includes notable contributions to esteemed projects like "Masters of Air" (HBO, Apple TV+), "Pinocchio" (Netflix), "PS1" (Amazon Prime), "Adipurush" (Netflix and other OTTs), "Demeter of Voyage," as well as collaborations with Lego, among others.

Welcome to this comprehensive tutorial, where we'll dive deep into creating Helicopter Rotor Dust using the Sparse Smoke solver in Houdini.

Starting from the ground up, we'll build our emission source and progress to simulate particles to achieve the desired Helicopter Dust effect.

Throughout this journey, we'll focus on:

- Mastering the basics of Houdini
- Understanding the fundamentals of SOPs in Houdini
- Creating an emission source and establishing a particle system
- Navigating through the intricacies of DOPs in Houdini
- Illuminating, rendering, and compositing the scene

Our exploration commences at the SOP level, where we craft our emission source. We'll develop a tailored particle system within a POP network as we advance. Venturing into DOPs, we'll delve into volume sources and pyrosolvers and meticulously adjust parameters such as gravity, buoyancy, and dissipation to sculpt our Helicopter Dust.

We'll unravel the complexities of velocities, microsolvers, and other forces vital for achieving our desired outcome. Ultimately, we aim to grasp the essence of Helicopter Dust in the real world and replicate it within the boundless realm of 3D space.



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