CGCircuit – Burning Cloth Tear

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CGCircuit – Burning Cloth Tear: Welcome to an exciting new Houdini tutorial, "Burning Cloth Tear," where we'll delve into Vellum dynamics and attribute growth to create captivating visual effects.

Vellum & Attribute Growth:

- Kick off the course by constructing a simple cloth setup using Vellum.
- Animate the collider geometry to drive critical deformations in our cloth simulation.
- Employ a custom growth solver to selectively delete constraints, resulting in a dynamic cloth tear effect.
- Enhance flexibility by generating a separate Vellum simulation with wind and noise layered atop the primary tearing simulation.

Particles:

- Transition to the particle phase after refining the geometry.
- Base particle emission on the previously created cloth, ensuring seamless integration.
- Address interpolation challenges to achieve a smooth particle source without stepping issues.
- Initiate a smoke simulation and advect particles using the velocity field, creating two distinct layers of particles.

Rendering:

- Enter the rendering domain with a straightforward approach.
- Craft a cloth material using Megascans textures and establish a simple shader for particle layers.

Nuke / Compositing:

- In Nuke, bring all elements together seamlessly.
- Discover a flexible method to incorporate a logo onto the cloth, aligning with the animation.
- Utilize UV coordinates from the cloth to map the logo, and leverage normals AOV to re-light the geometry.
- Color particles directly within Nuke, employing a custom gradient for maximum flexibility.

This course promises an immersive journey into the world of Houdini, offering insights into dynamic simulations, particle dynamics, rendering, and compositing. Get ready to elevate your skills and embark on a thrilling creative exploration!