



Magical Butterfly FX in Houdini

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Magical Butterfly FX in Houdini: Welcome to this fantastic fx course. We will create a magical butterfly FX using Houdini.

Some Of The Topics Covered In This Course:

- Creating Geometry With Alpha Maps
- Procedural Animation With CHOPs (Channel Operators)
- Soft Body Simulations With Vellum
- Forcing Vellum Constraint To Follow Animation
- Particles Simulation
- Shading Particles With Image Texture
- Particles Advection
- Smoke Simulation
- Working Inside Solaris/LOPs
- Working With MaterialX Shaders
- Rendering With Karma XPU
- Compositing In After Effects

The first step is creating butterfly wings; the next step is to use the chops to create wings that flap procedurally.

We will use vellum to model butterfly wings; then, we will employ particle simulation to create particles from the wings of butterflies.

We will be taught ways to color our objects using image texture.

We will develop a smoke simulation and then use the velocities of the smoke simulation to expand our particles.

We will discover how to import our entire scenes into LOPs Solaris to control lighting, shading, and rendering.

We will discover how to use our Karma and XPU for rendering the fx with magic.

Then we'll finish our compositing process with the after-effects.

We can figure out how to transfer our rendered sequence and then pass it into the suitable OCIO color space.

This course is designed for anyone who wants to improve their Houdini abilities and incorporate fx with magic into their portfolio.

We have a lot of things to discuss, so let's begin



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