



## The Gnomon Workshop – Creating Tire Smoke FX in Houdini

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**The Gnomon Workshop – Creating Tire Smoke FX in Houdini:** Join Senior FX Artist Eric Mancha in this intermediate-level workshop as he guides you through creating impressive tire smoke FX using Houdini's Pyro Sparse Solver. Tailored for users with some experience in Houdini and Nuke, this workshop provides insights into what is expected from an FX artist in a studio environment.

In this 2-hour workshop, Eric demonstrates the entire process of creating a smoke simulation from scratch, covering collisions, Micro Solver Setup, and custom velocity creation. You'll also learn adequate lighting and rendering techniques and discover how to composite FX elements using Nuke for the final presentation.

**Key topics covered in the workshop include:**

- Preview
- Scene Setup
- Pyro Sparse Solver Setup
- Creating Collisions in Houdini
- Using Micro Solvers in Houdini
- VEX for Custom Velocity Fields
- Gathering References & Refining the Simulation
- Lighting & Rendering for Compositing
- Compositing in Nuke for the Final Presentation

By the end of the workshop, you'll have gained valuable insights into creating tyre smoke FX using Houdini's Pyro Sparse Solver, along with practical tips for integrating the simulation into your projects. Project files, including an animated 3D model and final setup from the scene, are provided to aid in your learning journey. Don't miss this opportunity to enhance your FX skills and take your projects to the next level!



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