



## CGCircuit – Houdini Elements – Particles FX

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**CGCircuit – Houdini Elements – Particles FX:** In this online class, the student will get to know the basics of Particles in Houdini as they create energy FX which will interact with the character.

The course will begin by creating the character mesh needed for particle interaction. Then, we'll move to create the main source for the blast and all of the required attributes needed to create an impressive energy blast with POPs. Then, we'll work on adding radial blasts with FLIP. A third effect layer will consist of a POP simulation where we'll see an energy blast envelope the character. The finalization will include additional FX effects like electric arches as well as sparks. We'll then bring it all together by combining a variety of render techniques while focusing on the super-fast Redshift.



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This course has been designed for beginner-intermediate users, so I expect you're already familiar with the essentials of Houdini. The depth of the subjects and assignments will begin easy but will gradually become more complicated throughout the course.

After completing this course, participants can feel comfortable creating complicated Particle FX with Houdini using advanced techniques and rendering these FXs using Redshift or Karma within Solaris.

## Gfx plugin details of CGCircuit – Houdini Elements – Particles FX

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### Chapter 1

We'll start by doing a quick overview of the start scene used for the course's promotional video. Next, we'll make sure we have a Robot mesh prepared for properly interacting with the Particles. Finally, we'll work on our main energy blast, making use of a POP network with POP Forces, advection volumes, and more.

### Chapter 2

We'll go through the process of creating radial blast waves using FLIPs combined with some POP elements that will allow us to control and shape the effect as we want.

### Chapter 3

We'll work on our third FX layer consisting of a part of the energy effect enveloping the character. We'll be using some advanced particle advection and custom Forces to control how the particles behave.

### Chapter 4

We'll develop two more layers for the final effect: Electricity Arches and Sparks. We'll use POPs and a custom system for pairing points and creating the electric arches traveling through our character's body. These will occasionally generate Sparks that we'll base on the new Houdini 19.0 quick setup and some customization.

### Chapter 5

Finalizing the energy blast's look will be accomplished in the final chapter by rendering all the different FX layers in Redshift.

### Chapter 6

We'll explore shading, lighting, and rendering with Karma in Solaris.

- Enhancing the animation cache of geometry particle simulations
- Simulating Particle FX by using POPs
- Simulating Particle FX using FLIP
- The sway in Houdini 19.0
- Controlling the movement of particles and their behavior
- Customizing velocity fields for particle advection
- Combining a variety of "simple" is to build an interesting and complex result
- Individualized "electric" arches/lightning with Particles
- Utilizing Houdini 19.0 Simulated Sparks
- Redshift Rendering Redshift
- Shading particles for energy FX
- Light with Particles
- Lighting and rendering using Karma in Solaris
- Dividing The FX into multiple rendering passes gives you total control over Compositing

### What is Houdini Elements

Houdini, developed by SideFX, is a well-known and highly regarded 3D animation and visual effects software used in the film, TV, gaming, and advertising industries. It is known for its procedural and node-based workflow, which allows artists to create complex simulations, animations, and visual effects.



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