



Houdini 19.5, UE5 – Procedural Stylized Pencil Case(s) + RBD

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Houdini 19.5, UE5 – Procedural Stylized Pencil Case(s) + RBD: I will not share the source documents (HDA or Houdini) to alter your expectations. This allows you to try out and develop an understanding of Houdini.

My goal is to try my best to assist people to feel the power of Houdini and harness its potential. There's no quick way to grasp anything without practice.

The course is wholly narrated. The last video is an animation.

Houdini has to do with effectiveness. It is possible to create the tool once, apply it to many projects, and then modify it for various tasks.

Although the final models look straightforward, This course will cover typical procedural modeling methods like randomization for each loop and other issues when creating procedural models. Knowing similar methods will allow you the creation of any other model you're required to build.

This course starts from the upper beginner level and "climbs" to the intermediate-advanced level. The course is broken down into parts to ensure it's not overwhelming.

The course is designed at:

- Provide examples of how the model could be utilized in real-world scenarios instead of creating some abstract concept.
- Increase your knowledge of Houdini and the way certain things function.
- Learn more about the uses that you can make use of Houdini Engine for Unreal Engine 5.

This is a project-based class that will create four Houdini Digital Assets (HDA) that you could reuse in various projects:

- Pencil HDA.
- Case HDA.
- Case and Pencil HDA (scatter pencils inside the box).
- Use pencils to spread cases around within the boundaries of HDA.

All HDAs are expected to include "Case HDA" and to support Rigid Body Simulation because pencils work with collisions. I've designed this model to help me with my personal environment project, and I decided to share my method for making it.

The course is divided into three parts:

- Pencil HDA creation + RBD.
- Pencil case HDA, scattering pencil HDA in that case, and RBD and randomizing pencils.
- Scatter pencil cases, randomizing cases/pencils RBD.

Specific lectures have further explanations with information that I did not get. Like, what's the reason for a particular node(s)?



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