



## Sidefx – Project Titan Tree Pivot Painter

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**Sidefx – Project Titan Tree Pivot Painter:** Project Titan is an in-house tech demonstration designed to test Houdini's procedural workflows and create a 3D environment that uses the most recent technologies available within Unreal Engine 5. The techniques and tools developed for this demonstration will be available to the public as educational resources and downloadable content.

To help with procedural software, the geometry of KitBash3D was a significant factor in providing models with textured surfaces that could be rearranged using Houdini tools. Houdini tools.

Project Titan has various tools that operate within the Unreal editor, using the Houdini Engine plug-in extension. By using these tools within the editor, artists working in environments can create levels more quickly with the same artistic control and accuracy. When building structures, building fences, or making props, this procedural workflow allows an enlisted group to attain a high degree of precision.

An overview of the various elements of the lesson. Check out the direction you're taking through this course.

Learn to utilize Pivot Painter to make your trees come to life with wind-related effects. Pivot Painter is a SideFX Labs tool that can create wind-like effects with a realistic look. Learn how to build the tree and obtain all Pivot Painter data.

Project Titan is an in-house technology demo that is designed to test Houdini's procedural workflows while creating an immersive 3D environment that makes use of the most recent technologies in Unreal

### 1 | Make Base Tree

Learn to create the bare tree in Houdini. In this course, you'll learn what SideFX Labs tree tools can be used to create trees quickly. It is done in a procedural setting and allows you to create multiple trees.

### 2 | Use Pivot Painter

Learn to utilize this Pivot Painter tool. Once you have the tree set, you can create the pivot painter's data. The tree must have specific attributes, such as the hierarchy, to function with pivot painting. After all, the data has been exported, you can open it into Unreal Engine and set up the shader to produce a wind effect.



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