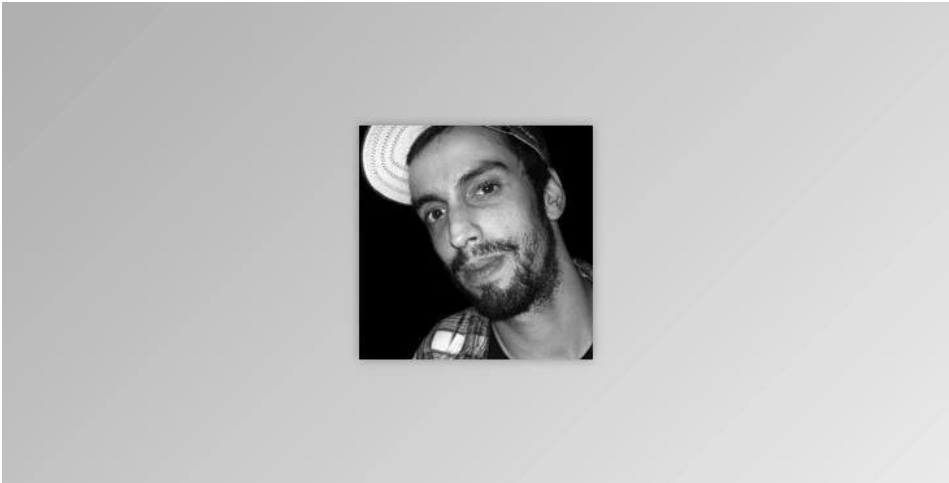




The Gnomon Workshop – Liquid Simulation on Houdini

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The Gnomon Workshop – Liquid Simulation on Houdini: Dive into the art of interacting with Rigid Body Dynamic objects and FLIP Fluid Particles with our comprehensive 3.5-hour workshop by Stavros Sofianos. Learn how to simulate milk pouring into a bowl of cereal, crafting a dynamic, art-directable splash effect that fills the bowl with milk and allows the cereal pieces to float. This tutorial is tailored for intermediate-level artists with a basic understanding of Houdini.

Stavros begins by creating various layers of cereal and strategically placing them to facilitate a satisfying splash interaction later using the FLIP solver. You'll explore Voronoi fracture techniques to accurately create proxies for use in an RBD simulation, generating the initial state of the cereal in the bowl.

Discover how to reconnect the proxies back to the original geometries, create emitters for the FLIP simulation, master a custom stick field technique for controlling the stickiness of milk on the bowl and cereal, and efficiently set up RBD and FLIP solvers to interact with each other.

This workshop also covers creating custom meshes for the FLIP simulation, generating wet maps, and detailing Stavros's shading and rendering techniques using the Arnold renderer.

This workshop includes project files containing two bowl geometry files (one in Alembic and one in FBX format) and the Houdini file with the setup created by Stavros. Links to the models and free assets used are also provided.

CHAPTER LIST:

- Preview
- Introduction
- Import & Prepare the Geometries
- Creating the Proxies for the RBD Simulation
- RBD Simulation: Initial State of the Cereal
- Create the Emitters for the FLIP Simulation
- RBD & FLIP Interaction Simulation
- Create the Mesh of the FLIP Simulation
- Create Wet Maps
- Prepare the Final Scene for Rendering

Immerse yourself in this workshop and elevate your skills in Houdini, mastering the art of creating dynamic fluid simulations and realistic interactions.



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