CGCircuit – Houdini Advanced Particle Simulations

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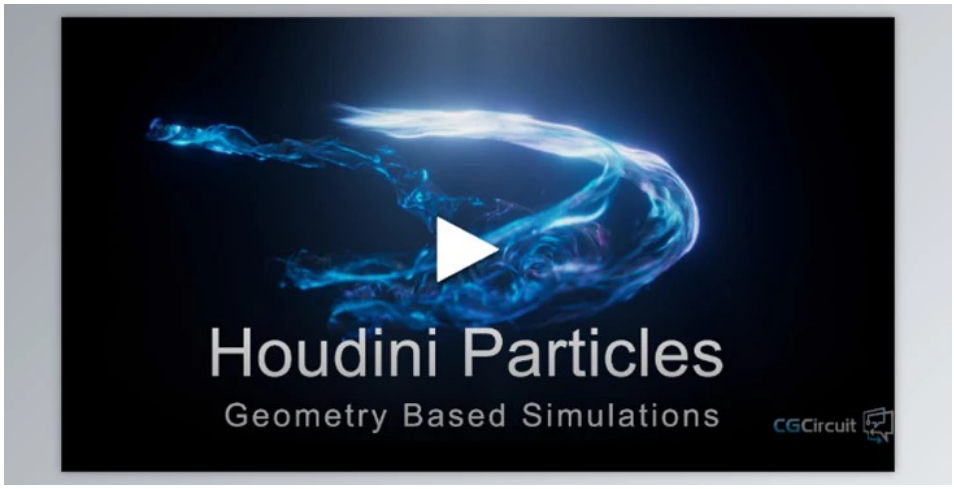

CGCircuit – Houdini Advanced Particle Simulations: Welcome to the "Advanced Particles 1: Geometry Based Simulations" course, where we explore the fascinating realm of geometry-based simulations using Houdini. In this comprehensive series, we'll leverage an alembic animation of an opening hand to generate dynamic particles. The course covers the intricacies of utilizing geometry to create diverse attributes and guides you on optimizing particle movement using these attributes.

Course Highlights:

- Particle Attribute Creation: Learn how to create various attributes using geometry, enhancing the versatility of your particle simulations.
- Deforming Geometry Interaction: Discover techniques to make particles adhere to deforming geometry, allowing for realistic and engaging simulations.
- Transitioning Particle Movements: Explore the art of transitioning particles seamlessly from one movement type to another, adding depth and dynamism to your simulations.
- Material Setup and Rendering: Gain insights into setting up basic materials and rendering using Redshift, elevating the visual appeal of your particle simulations.
- Nuke Compositing: Learn the art of compositing your rendered elements inside Nuke, ensuring a polished and professional final output.

Course Prerequisites:

While a working knowledge of Houdini is assumed, I'll explain different operations along with the underlying logic. This approach ensures that even if you're not entirely familiar with certain operations, you'll grasp how they work and the reasoning behind each step.

Tools Used: Houdini, specifically Houdini 19

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