Gumroad – Lightning Strike Destruction – Houdini & Nuke VFX Course

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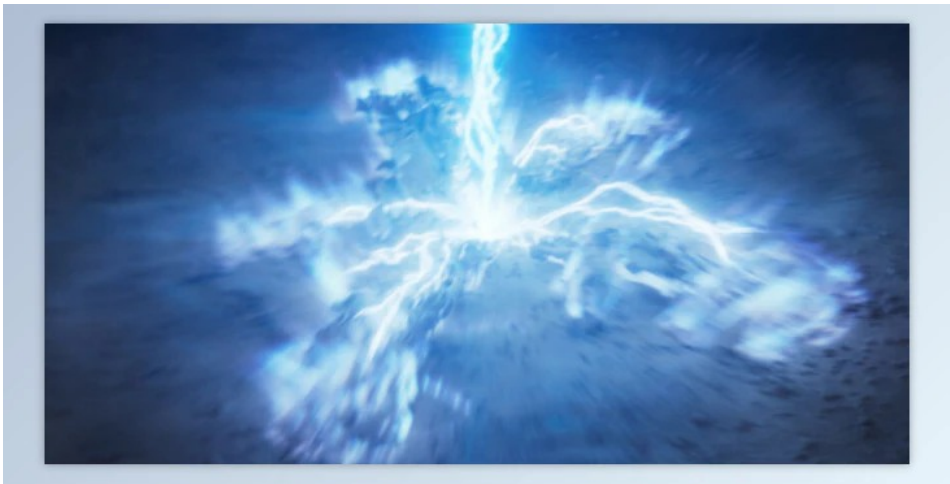

Lightning Strike Destruction – Houdini & Nuke VFX Course: We'll craft the entire scene from scratch in Houdini, covering effects, geometry, and compositing. Starting with the heightfield workflow, we'll shape the terrain. Employing various cutting techniques, we'll fracture pieces selectively.

What will be the design of parts using different cutting techniques?

You can learn how to use the techniques with the "Gumroad – Lightning Strike Destruction – Houdini & Nuke VFX Course" Tutorial.

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Our simulation will feature a custom vector steering the piece's movements. To enhance realism, we'll introduce small rock debris to the simulation.

Lightning FX and Rays

We'll employ different methods, POP simulations, copy-to-points techniques, and attribute VOPs to exert precise control for lightning. Fractured pieces will give rise to volumetric rays, enhancing the lightning effect.

Debris, Smoke and Dirt

Using our fractured geometry, we'll generate smoke debris and an additional layer of particles for a dirt-like appearance.

Render and Composite

In the rendering phase, we'll set up distinct renders for each layer, complete with AOVs for precise control. The Nuke section will combine everything for the final look, blending elements seamlessly. This straightforward process will include occasional tips, tricks, and insights into preferred daily-use nodes.

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