



CGCircuit – Abstract in Houdini V2

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CGCircuit – Abstract in Houdini: Let's return to the fundamentals with the second iteration of my initial course – "Abstract in Houdini Version Two!" In this immersive experience, we will embark on a journey to craft breathtaking visual effects, guiding you from inception to completion.

Course Overview:

- **Geometry Manipulation:** We kick off our creative exploration by delving into the art of geometry manipulation, laying the foundation for visually captivating effects.
- **Vellum Simulation:** Chapters two and three will immerse you in Vellum simulation, accompanied by detailed insights into Unreal Engine and Redshift rendering techniques.
- **Fabric Creation:** Chapter four invites you to master the creation of fully controllable fabric, exploring techniques to enhance realism and control within your designs.
- **Stunning Ice Growth Effect:** The last and most extensive chapter unfolds the creation of a mesmerizing ice growth effect, taking you through the intricacies of rendering to bring your vision to life.

Included Assets:

As a bonus, you'll receive a detailed SLS AMG Car model to enhance your learning experience further.

Course Details:

- **Total Duration:** 5 hours, 15 minutes, and 40 seconds
- **Skill Level:** Suitable for beginners progressing to intermediate proficiency

Tools Utilized:

- Houdini 18 and Unreal Engine 4

Embark on this transformative journey to elevate your skills from a beginner to an intermediate level. Explore the magic of abstract visual effects in Houdini as we cover essential techniques in geometry manipulation, Vellum simulation, fabric creation, and the enchanting world of ice growth effects. Your creative evolution starts here!



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