



## Gumroad – Magical Energy Beam – Houdini & Nuke VFX Course

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In the **Gumroad – Magical Energy Beam – Houdini & Nuke VFX Course**, participants will create a comprehensive VFX shot using Houdini, Nuke, and Redshift.

### How to create volume clouds using geometry?

You can use "Gumroad – Magical Energy Beam – Houdini & Nuke VFX Course" to create and design your project.

The course begins with the creation of volumetric clouds using geometry and Volume VOPs for animation. Next, a particle shockwave effect is developed through a pyro simulation, with techniques for modifying velocity advection and adding detailed colors. Custom noise patterns are used to create volumetric fog, optimizing renders by splitting the fog into separate parts. The course also covers creating an energy beam with volume manipulation and includes a bonus section on terrain creation in Houdini and Substance Painter. Rendering is addressed by separating components into layers, setting up light configurations, and rendering with Redshift. In Nuke, the course focuses on compositing renders, using expressions to automate animations, integrating 3D elements, and providing various tips and tricks for enhancing projects.

### "Gumroad – Magical Energy Beam – Houdini & Nuke VFX Course" Samples:



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