

Gumroad – Mirror Dimension: Houdini & Nuke VFX Course

2025-02-10 16:37:47 [label](#) [我要反馈](#) [下载页面](#)



Mirror Dimension: Houdini & Nuke VFX Course: Let's embark on a creative journey in this course as we explore the art of visual effects, focusing on three key elements: Fracture, Nebula, and Particles.

How to use shard movement to generate additional particles to enhance the magical nature of your effect?

You can learn from Gumroad – Mirror Dimension: Houdini & Nuke VFX Course.

Where can I download the product?

After subscription, You can download it for free from here.

Nebula:

- Moving on to creating terrain and environment, we explore a simple yet effective method for crafting nebulae. This involves combining simulations with diverse noise setups post-simulation.

Particles:

- Leveraging the motion of shards, we generate additional particles to enhance the magical nature of our effect.
- This section addresses common challenges in running pyro and pops simulations, offering optimal solutions for achieving speedy and efficient results.

Rendering:

- Our rendering journey takes place in Redshift, where we discuss using Redshift proxies to accelerate render times.
- I'll share my preferred setup method for a smoother compositing process.

Compositing:

- In the Nuke section, we bring everything together. Assembling render layers from Houdini, we use these layers to craft new elements such as fog and background atmospheres.
- Additionally, we create a straightforward particle system to add the finishing touches to our visual masterpiece.

Join me in unraveling the intricacies of visual effects, from fracture to rendering, and discover how to integrate various elements seamlessly for a captivating final result.

- We start by delving into a custom fracturing technique to create captivating glass shards.
- We craft a dynamic portal opening animation using SOP (Surface Operator) level animation. This unique setup provides unparalleled control over shard movement, spreading, and spinning in real-time—no reliance on simulations required.

Course Content

- 01- Initial Fracture
- 02- Recursive Fractures
- 03- Fracture Details
- 04- Growth Setup
- 05- Initial Movement
- 06- Secondary Movement
- 07- Create Terrain
- 08- Camera Setup



去下载

标签

Tutorial

平面设计

- 09- Adjustments
- 10- Nebula Base
- 11- Nebula Volume
- 12- Particles Smoke Simulation
- 13- Particles Advection
- 14- Particles color scale
- 15- Redshift Proxies
- 16- Sky and Ground
- 17- Glass Render
- 18- Particles and Camera Export
- 19- Environment Compositing
- 20- Nebula Compositing
- 21- Shards Compositing
- 22- Nuke particles Conclusion



产品数量
已有 42647个



付费会员
已有 1676位



价值评估
商业价值约 ¥6635.87万元



下载数量
已下载 222908次