Houdini Learning Plan

by Dmitry Ryabchuk

LINKS:

- Secret Language of Houdini by Robert Magee, on the right side of the page (https://www.sidefx.com/learn/getting_started/)

Timestamps:

03:08 - SOPS

09:05 - CHOPS

11:39 - DOPS

15:35 - VOPS

16:55 - ROPS

19:28 - COPS

Summary: a concise and on point explanation about the inner mechanics of Houdini. First viewing is recommended prior to learning controls, as the video gives you an idea of what the software is like. Second viewing is recommended after learning the controls so as to start working with Houdini on a deeper level.

- Learn hotkeys & controls (https://www.sidefx.com/learn/collections/quickstart-houdinis-interface/)

View Tools Panes and Pane Tabs

Workspace

Network View

Create Projects

Display Objects

Asset Menu

Tag Visualiser

- Node Index for Reference
  (https://www.sidefx.com/docs/houdini/nodes/index.html)

Summary - a full list of nodes in Houdini, which is useful for users of all levels. Ideal for learning the basics alongside the tutorials and getting ideas for potential projects and experiments.

- Tutorials from Entagma community Summary - an intermediate level of tutorials, which go into the deep areas of all functions that Houdini has. Two tutorials are recommended to start with.

- SideFX section (https://www.sidefx.com/learn/collections/entagma/)

- Quartz Crystal by Moritz Schwind (https://vimeo.com/205629784)

Summary - a tutorial which explains the basic principles of modeling, implementation of VDB in modelling process, shader creation and rendering specifics within Houdini's Mantra render engine.

- Procedural Vehicle Modelling by Kenny Lammers
  (https://www.udemy.com/course/vehicle-modeling-in-houdini-16-scifi-dropship/)

Summary - a full production tutorial that takes the users through basic modelling and detailing, implementation of procedural tools, coding in VEX language, UVing, texturing, and implementation of game engines in rendering process.