Learning Houdini

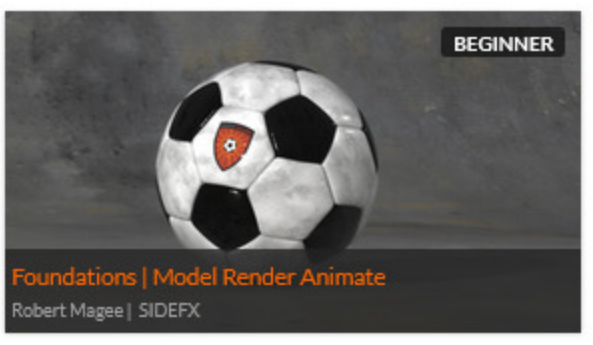
GETTING STARTED

As a creator of 3D animation and VFX for Film, TV, Video Games and VR, you need a combination of technical and creative skills. Houdini is perfect for bringing these worlds together as you explore, create and refine your CG projects from concept to final signoff. While Houdini has a wide variety of tools designed for generating CG content, it is its node-based procedural workflow that sets it apart because it makes it easier for you to create directable CG shots, explore multiple iterations and refine your work, even deep into production. As you learn Houdini, understanding how to leverage this approach will be important to your success.

FOUNDATIONS

Foundations Book
Robert Magee | SIDEFX

Foundations | Overview
Robert Magee | SIDEFX

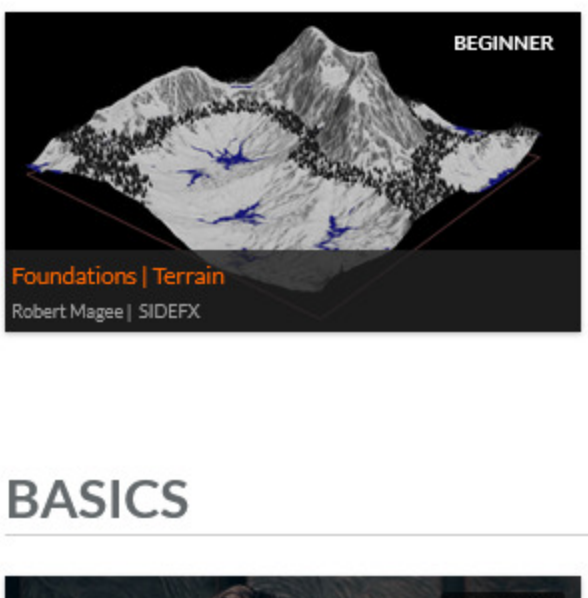


Foundations | Model Render Animate
Robert Magee | SIDEFX

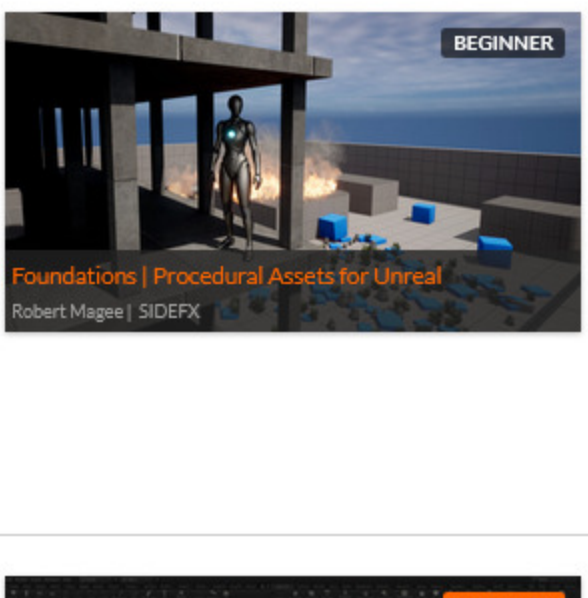
Foundations | Nodes Networks Assets
Robert Magee | SIDEFX

Foundations | Smashing Wine Glass
Robert Magee | SIDEFX

Foundations | Destruction FX
Robert Magee | SIDEFX



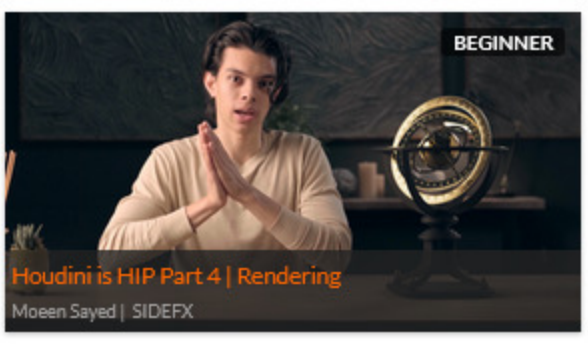
Foundations | Terrain
Robert Magee | SIDEFX



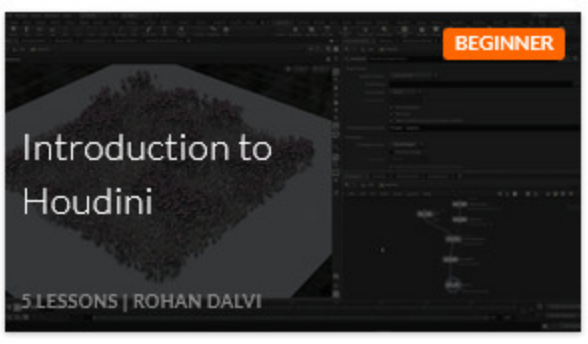
Foundations | Procedural Assets for Unreal
Robert Magee | SIDEFX

Foundations | Build a City with PDG
Robert Magee | SIDEFX

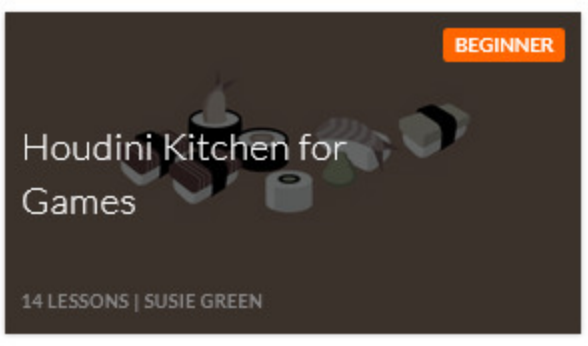
BASICS

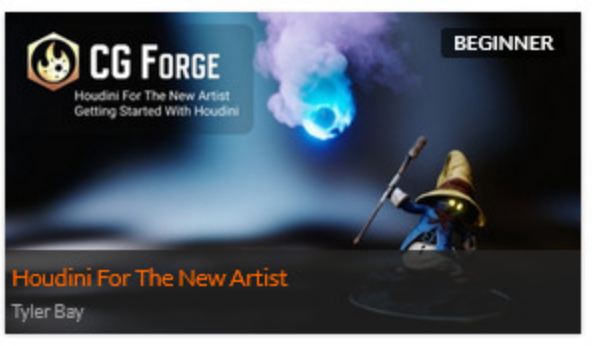


Houdini is HIP Part 4 | Rendering
Moeen Sayed | SIDEFX



Games Quickstart
Simon Verstraete | SIDEFX





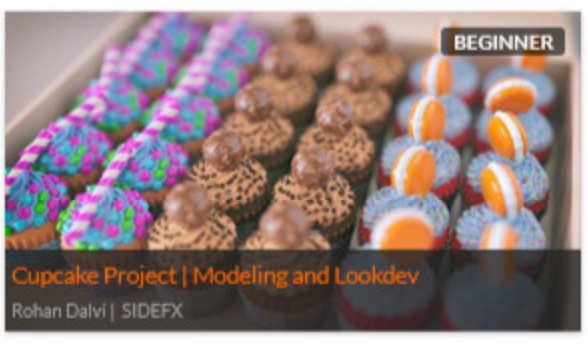
Houdini For The New Artist
Tyler Bay

Vellum Nodes
Paul Esteves | SIDEFX

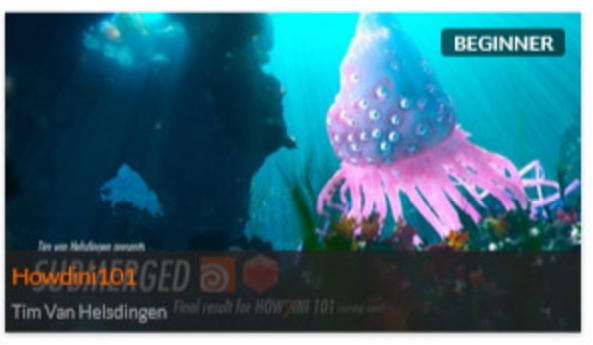
The Core Essentials
Fraser Shiers

CG Wiki | Quick Lessons
Matt Estela

PROJECT-BASED LEARNING



Cupcake Project | Modeling and Lookdev
Rohan Dalvi | SIDEFX

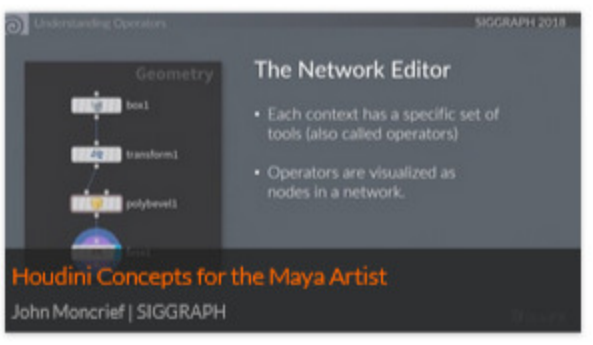


Howdini101
Tim Van Helsdingen

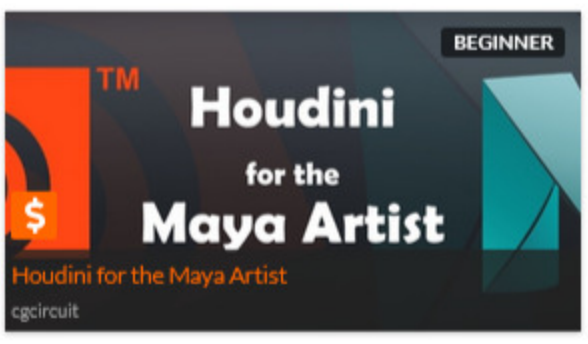
TRANSITION GUIDES

Maya to Houdini Transition Guide
Robert Magee | HOUDINI HIVE WORLDWIDE

CG Wiki | Maya to Houdini
Matt Estela



Houdini Concepts for the Maya Artist
John Moncrief | SIGGRAPH



Houdini for the Maya Artist
cgcircuit

Softimage to Houdini Transition Guide
Jordi Bares

MORE TUTORIALS...

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