CSYE 7270
Building Virtual Environments
Houdini Engine

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Houdini Engine

Counts towards assignment score

Houdini Engine

Build procedural game assets and effects and game VFX using Houdini Engine for Unity or Unreal Engine 4.

Houdini Engine for Unity is a Unity plug-in that allows deep integration of Houdini technology into Unity through the use of Houdini Engine.

Houdini Engine for Unreal Engine 4 Plug-In creates powerful procedural workflows with Houdini Engine for UE4. Houdini's node-based workflow makes it easy to publish networks of nodes as shareable Houdini Digital Assets. With the Houdini Engine, these assets can be loaded into the Unreal Editor with procedural controls available to artists.

Part A – (50 Points) Build procedural game assets using Houdini technology

Build procedural game assets using Houdini technology.

Part B – (50 Points) Create game VFX using Houdini technology

Create game VFX using Houdini technology.

Scoring Rubric

100 points possible

Requirement	Points
Procedural game assets	70

Game VFX	30

Submission

You will submit your assignment via BlackBoard. Upload to the week that you do the assignment. If you submit this in week 4 upload to assignment 4, if you submit this in week 5 upload to assignment 5, etc.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.

Houdini Engine

Houdini Engine for Unity

http://www.sidefx.com/index.php?option=com_content&task=blogcategory&id=232&Itemid=393

Houdini Engine for Unity tutorials by FelineArts - Learn to create procedural game assets
- http://sidefx.co/20y1W4o #gamedev #indiedev

Houdini Engine in Unity Demonstration https://youtu.be/5k9QrHVhBuk

Go Procedural https://vimeo.com/goprocedural

Houdini Engine Unreal Engine 4 Plug-In

http://www.sidefx.com/index.php?option=com_content&task=view&id=2756&Itemid=381

"Houdini at GDC2015 | Artist Built Tools for UE4" on @Vimeo https://vimeo.com/124038431?ref=tw-share