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](https://plus.google.com/s/%23gamedev) [#indiedev](https://plus.google.com/s/%23indiedev)﻿

### 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>