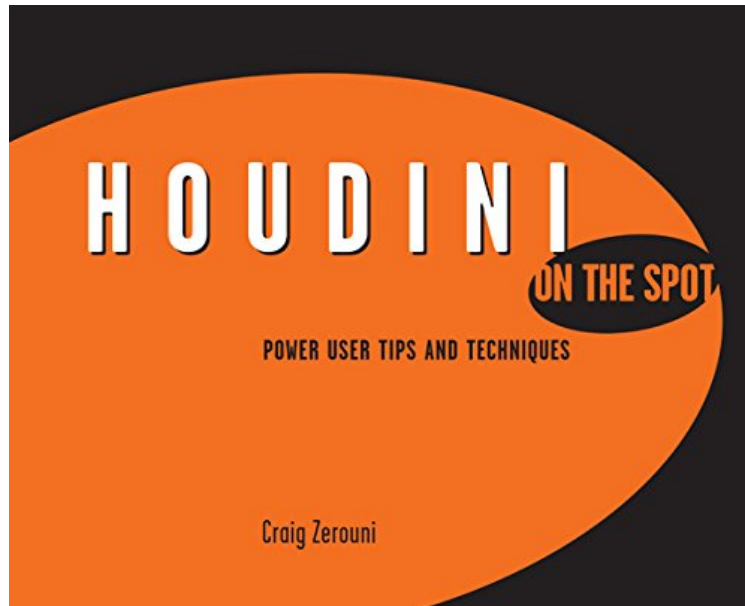


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# Houdini On the Spot: Power User Tips and Techniques (On The Spot {Series})

Von Craig Zerouni

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**Von Craig Zerouni : Houdini On the Spot: Power User Tips and Techniques (On The Spot {Series})** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Houdini On the Spot: Power User Tips and Techniques (On The Spot {Series}):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Valuable set of tips tricksVon MichaelEven though the book was written for Houdini 8 / 9, it still provides a great deal of tips and tricks that are of value. Some tips, especially in the interface section are not valid anymore for the latest versions (I am using 12.5) but the other sections provide great value and are perfectly adaptable to the latest version.

KurzbeschreibungPacked with more than 350 techniques, this book delivers what you need to know-on the spot. Its concise presentation of professional techniques is suited to experienced artists whether you are:\*Migrating from another visual effects application\*Upgrading to Houdini 9\*Seeking a handy reference to raise your proficiency with HoudiniHoudini On the Spot presents immediate solutions in an accessible format. It clearly illustrates the essential methods that pros use to get the job done efficiently and creatively. Screenshots and step-by-step instructions show you how to:\*Navigate and manipulate the version 9 interface\*Create procedural models that can be modified quickly and efficiently with Surface Operators (SOPs) \*Use Particle Operators (POPs) to build complex simulations with speed and precision\*Minimize the number of operators in your simulations with Dynamics Operators (DOPs) \*Extend Houdini with customized tools to include data or scripts with Houdini Digital Assets (HDAs) \*Master the version 9 rendering options including Physically Based Rendering (PBR), volume rendering and motion blur\*Quickly modify

timing, geometry, space and rotational values of your animations with Channel Operators (CHOPs)\*Create and manipulate elements with Composite Operators (COPs); Houdini's full-blown compositor toolset\*Make your own SOPs, COPs, POPs, CHOPs, and shaders with the Vector Expressions (VEX) shading language \*Configure the Houdini interface with customized environments and hotkeys\*Mine the treasures of the dozens of standalone applications that are bundled with Houdini

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- \*Navigate and manipulate the version 9 interface
- \*Create procedural models that can be modified quickly and efficiently with Surface Operators (SOPs)
- \*Use Particle Operators (POPs) to build complex simulations with speed and precision
- \*Minimize the number of operators in your simulations with Dynamics Operators (DOPs)
- \*Extend Houdini with customized tools to include data or scripts with Houdini Digital Assets (HDAs)
- \*Master the version 9 rendering options including Physically Based Rendering (PBR), volume rendering and motion blur

Quickly modify timing, geometry, space and rotational values of your animations with Channel Operators (CHOPs)\*Create and manipulate elements with Composite Operators (COPs); Houdini's full-blown compositor toolset\*Make your own SOPs, COPs, POPs, CHOPs, and shaders with the Vector Expressions (VEX) shading language \*Configure the Houdini interface with customized environments and hotkeys\*Mine the treasures of the dozens of standalone applications that are bundled with Houdini

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