CTAN 497 Special Topics - Procedural Animation

SIDEFX HOUDINI | DERIVATIVE TOUCHDESIGNER |

LEARN THE POWER OF PROCEDURALISM IN HOUDINI & TOUCHDESIGNER

Artist Friendly

- Node based visual workflow
- Experiment easily
- Create complex particle effects easily
- Build re-usable projects, just change the input

Procedural Audio Driven Animation

- Easily create complex motion graphics
- Procedural key-framing with Motion FX
- Layer animation curves to easily create complex animations

Easily Imports into Maya, Cinema 4D, Unreal Engine, and Unity

- Create complex animations and export easily
- Render in Cinema 4D or Maya
- Export geometry, simulations, or whole scenes with USD
- Mix and blend character animation in real-time

State of the Art Particles and Dynamics

- Easily create dynamic simulations
- Powerful particle system
- Fast and responsive simulations

INSTRUCTOR // Jordan Halsey

WEBSITE // www.jordanhalsey.com

CLASS HOURS //
Lecture: Wed. 9-11:50am
Lab: Tues. 4-6:50pm

CLASS RESOURCES //

Side FX Houdini - www.sidefx.com
Derivative Touchdesigner - derivative.ca