

# Houdini-Showreel 2010

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Shot	Start	Name	Description	One Pass	Software	Year/Month
1	00:01:09	Slug-Thing	<b>Current test</b> -Simple modeled and lighted hallway -Slug increases wet-Attribute on the floor scattered points -All Shaders are prebuild Houdini-Shaders but changed drastically like „Skin“ for slug and „Concrete“ for floor -Floor-Shader changes color, displacement and specular for wet-parts -Slug animated with sinus and random in early stage before skinning -Some random and CHOP animation makes the skin-movement more interesting -No GI, Occlusion and other fancy stuff to reduce rendertime -Rough compositing in Nuke with Depth of Field	No	Houdini Nuke	2010/08
2	00:09:09	Low Poly City Generator	<b>Current test</b> (Procedural-Modeling) -Digital Asset -A Few VOP Networks -Just rendered out something to have it on the reel -Still a lot of work like more variance in the Buildings, better Textures and Shaders and many more things and for sure finally good light and proper compositing	Yes	Houdini	2010/11
3	00:56:00	Dancing Cubes	-YouTube Dance-Video in COP -Difference and Luma-Key to extract dancer -Mask for walls, ceiling and floor -Values for movement and color transferred to cubes	Yes	Houdini	2010/07
4	01:04:15	Woodskycraper	<b>Current test</b> (Procedural-Modeling) -Digital Asset -VEX-Nodes to calculate Plank-Size and Edge-Length -All wood-planks are individual Objects and copied to point to make Particle-Animation easily possible	Yes	Houdini	2010/09
5	01:34:13	Metal-Water-Glas	-Growing Metall-Tubes -End of Tubes is Fluid-Emitter -Waterglas gets shown where fluid gets close	Yes	Houdini	2010/07
6	01:46:13	Letter-Cubes	Boxes parented to particles get lifted and rotated when on curve attached sphere collides with them	Yes	Houdini	2010/07
7	01:50:23	1-2-Fluid	Particel-Fluid forms numbers and changes it color when it is falling to the next number	Yes	Houdini	2010/07
8	02:04:23	Picture-Cubes	Textured boxes rotate and show other sides	Yes	Houdini	2010/07

**All Shots are completly done by myself**