



## INTRODUCTION

Step into the procedural world of Houdini, where every node is a building block of cinematic magic.

This course introduces artists to the core concepts of procedural workflows in Houdini, from attributes and reusable tools to Digital Assets — the heart of Houdini's power. Guided in a real production studio environment, you'll gain hands-on experience building a fully procedural solar system, complete with orbiting planets, animated textures, and reusable assets for any future project.

Learn why nodes work the way they do, not just how to click buttons, and leave with a solid foundation to integrate procedural thinking into your personal or professional pipeline.

## WHAT YOU WILL LEARN:

- Node-based workflow fundamentals for Houdini
- Understanding attributes and “Ping Pong” procedural logic
- Creating and using Digital Assets for reusable tools
- Animating a procedural solar system (planets, orbits, materials)
- Best practices for efficient, production-ready procedural workflows

Difficulty Level: *Beginner*

Duration: 3 days

Requirements: *Houdini*

Material Included: *Project files for Solar System*

## ○ **NODE-BASED WORKFLOW INTRODUCTION**

Master the Houdini interface and logic.

## ○ **ATTRIBUTES & PROCEDURAL LOGIC**

Learn the foundational concepts for controlling simulations.

## ○ **DIGITAL ASSETS WORKSHOP**

Build reusable tools that mirror real studio production.

## ○ **PROCEDURAL SOLAR SYSTEM PROJECT**

Apply learned techniques to animate planets, orbits, and materials.

## ○ **EFFICIENCY & WORKFLOW OPTIMIZATION**

Tips to integrate procedural methods into your own pipeline.

