

FOUR SEASONS SERIES: PART 1. SANTA SLOTH CINEMATIC SNOW VFX



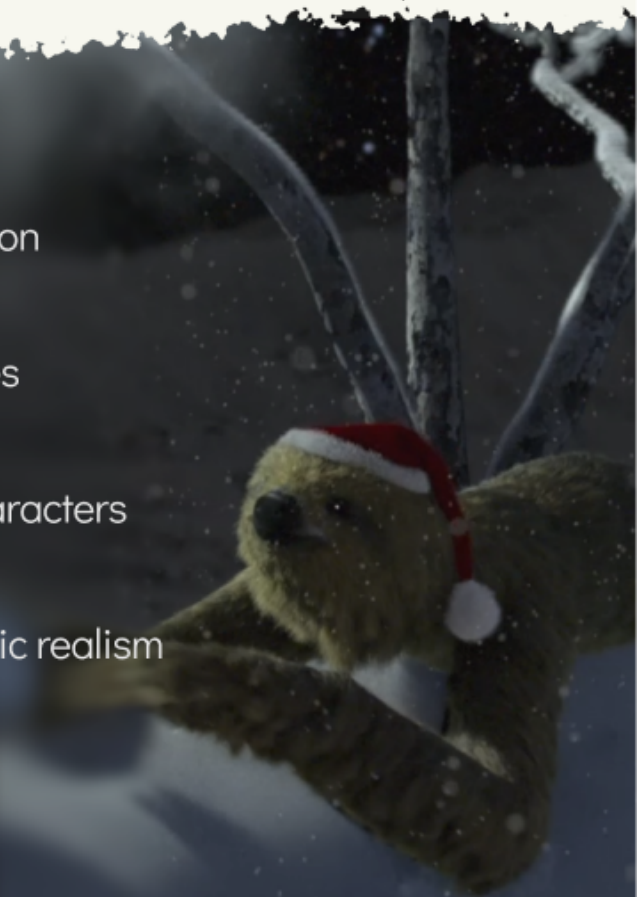
INTRODUCTION

In this Houdini course, you'll learn to simulate falling and settling snow using production-ready particle and volume workflows. You'll create realistic footstep interactions, proper collisions with fur, and optimize scene performance so only areas where the character interacts are active.

Discover tips and tricks for snow on trees, and refine your workflow to maintain cinematic realism while keeping simulations efficient. Every step mirrors real studio pipelines, from emitter design to shading, lighting, and scene optimization, helping you understand why every node matters and craft results that are physically accurate and emotionally resonant.

WHAT YOU WILL LEARN:

- Creating believable snowfall and snow accumulation
- Working with POPs, volumes, and custom attributes
- Simulating snow interaction with surfaces and characters
- Lighting and shading techniques for cold, cinematic realism
- Rendering and compositing for film-quality results



Difficulty Level: *Intermediate*

Duration: *5 days*

Material Included: *Scene assets*

Requirements: *Houdini, Nuke*

COURSE STRUCTURE



○ **EMITTER SETUP**

Build efficient emitters and particle systems.

○ **SNOW DYNAMICS**

Simulate flakes and accumulation with POP and VDB workflows.

○ **SHADER AND LIGHTING DESIGN**

Capture translucency and cold lighting.

○ **INTEGRATION**

Blend simulation into real or CG environments.

○ **FINAL RENDER AND COMPOSITING**

Complete a polished cinematic snow shot.



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FINAL RESULT](#)