

AUTHENTIC HAIRSTYLES ANIMATING XGEN IN A SHOT-BASED WORKFLOW

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INTRODUCTION

Learn professional hair and fur simulation inside a real VFX pipeline. This short, intensive course reveals the complete process behind lifelike hair creation using Maya's XGen - the same methods used in studio productions.

Instead of theoretical demos, you'll build a dynamic, production-ready hair system that can adapt to multiple shots efficiently.

Perfect for artists who want to elevate their character work and understand how professionals think, optimize, and deliver results.



WHAT YOU WILL LEARN:

- Understand how and why we work with dedicated XGen patches
- Learn how to create caches out of your animation.
- Dive into the world of XGen by creating descriptions and collections, and create guides for your character's hair.
- Take your guides to the next level by converting them to dynamic hair curves, ensuring they behave realistically.
- Gather the caches to bring your XGen to life.
- Learn the final steps to bring all elements together for rendering, making your character come to life with realistic hair and fur.

Difficulty Level: *Advanced*

Duration: *5 days*

Material Included: *Maya Files*

Requirements: *Maya, XGen*

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COURSE STRUCTURE



○ INTRODUCTION TO HAIR SIMULATION

- Discover the power of XGen and learn why realistic hair is essential for professional 3D characters.
- Explore the workflow from setup to final render.

○ CREATING PATCHES

- Learn to create and manage dedicated XGen patches for precise control over hair placement.
- Prepare your character's scalp for optimal hair generation.

○ CREATING CACHES

- Convert your animations into caches to ensure smooth, realistic hair movement.
- Manage cache files efficiently for dynamic testing and iterations.

○ BUILDING XGEN HAIR

- Add and shape guides to define natural hair flow, creating a base for your character's hairstyle.
- Dive into XGen collections and descriptions.

○ DYNAMIC HAIR SIMULATION

- Fine-tune simulations for realistic motion that reacts naturally to movement and physics.
- Transform static guides into dynamic hair curves.

○ FINAL RENDERING

- Apply shaders and materials for lifelike hair and fur.
- Gather caches and render your character with professional-quality results.

○ SCENE INTEGRATION AND FINAL TOUCHES

- Import all elements and organize your scene for rendering.
- Polish the final look to bring your character fully to life with realistic hair.

[CLICK TO SEE THE FINAL RESULT](#)