

TOTAL DESTRUCTION: HOUDINI RIGID BODIES AND FX PIPELINE



INTRODUCTION

Learn how large-scale destruction is created in real film pipelines.

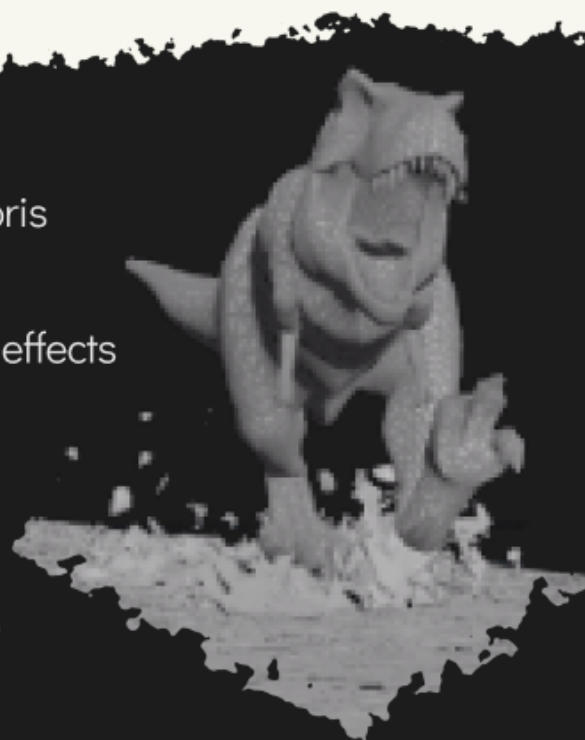
Using the bridge sequence as your production base, you'll simulate structural collapse, rigid-body dynamics, secondary debris, dust, and pyro - building a clean, controllable setup that reflects true studio workflows.

Every step focuses on clarity, efficiency, and understanding the "why" behind the tools, so you can create destruction that looks both physically convincing and visually powerful.

Guided by senior artists in a real studio environment, this course gives you near-mentored training with individual feedback, ensuring your final shot is portfolio ready and production quality.

WHAT YOU WILL LEARN:

- Rigid Body Dynamics (RBD) for buildings and debris
- Particle simulations for fine debris and secondary effects
- Pyro simulations for dust and impact realism
- Caching and performance optimization strategies
- Integration with Maya-Arnold render pipeline
- Compositing & final look development in Nuke



Difficulty Level: Advanced

Duration: 5 days

Requirements: Houdini, Maya, Nuke

Material Included: Dino Bridge scene assets

COURSE STRUCTURE



○ RBD SIMULATION

Break down structures with physics-driven accuracy.

○ PARTICLE DEBRIS

Add detail with secondary particle systems.

○ PYRO & DUST

Enhance realism with volumetric effects.

○ PIPELINE INTEGRATION

Connect Houdini simulations to Maya-Arnold.

○ CACHING & OPTIMIZATION

Ensure efficiency for complex scenes.

○ COMPOSITING & FINAL LOOK

Merge all elements into a polished cinematic shot.



[CLICK TO SEE THE
FINAL RESULT](#)