

FROM BONES TO DUST: PARTICLE DISINTEGRATION IN HOUDINI



INTRODUCTION

Experience how real studios craft complex FX shots from start to finish. In this production-based Houdini course, you'll learn how to design cinematic disintegration effects that fuse seamlessly with real footage. From preparing Alembic files to building animated emitters and dynamic environments, you'll follow the same logic and techniques used in professional pipelines.

This is not just about particles - it's about storytelling through destruction and control. Short, focused, and results-driven - you'll finish with a fully cinematic shot ready for your portfolio.

WHAT YOU WILL LEARN:

- Preparing mesh with animations for simulation in Houdini.
- Recreating realistic environments (e.g. snow surface) using curves for seamless FX integration.
- Creating animated emitters and integrating them with the environment.
- Simulating a skeleton disintegration where the body vanishes and transforms into drifting ash-like particles.



Duration: 5 days

Difficulty Level: *Intermediate, Advanced*

Requirements: *Houdini, Nuke*

Material Included: *Alembic files*

COURSE STRUCTURE

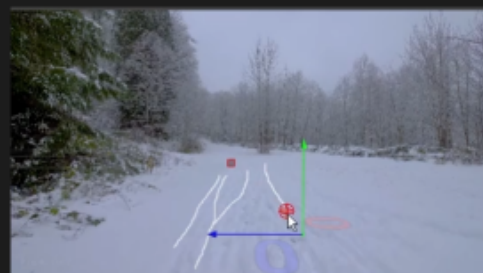


○ PREPARING ALEMBIC FILES FOR SIMULATION

Learn to import and organize animated Alembic files for simulation in Houdini.

○ RECREATING REALISTIC ENVIRONMENTS

Learn how to build believable environments that naturally interact with your simulations.



○ CREATING DESTRUCTION FOR FALLING WEAPONS

Simulate objects breaking apart as they fall, mastering control over active and deforming states for accurate physics-driven results.

○ CREATING ANIMATED EMITTERS AND ENVIRONMENT INTERACTION

Generate emitters from Alembic animation data and integrate them with the environment.

○ SKELETON DISINTEGRATION SIMULATION

Simulate a skeleton vanishing and transforming into drifting, ash-like particles.

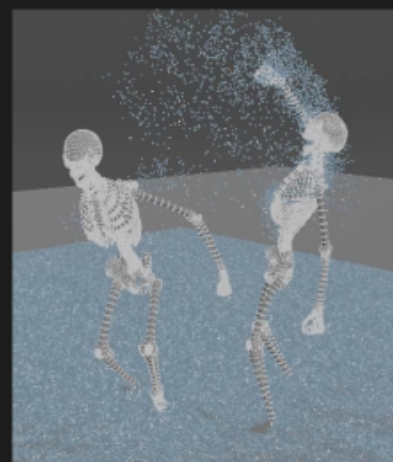


○ SCENE TEXTURING AND RENDERING PREPARATION

Set up materials and textures, optimize the scene, and prepare for final rendering to achieve polished, production-quality results.

○ FINAL TOUCHES – RENDERING AND COMPOSITING

Bring your scene to life by rendering it in Houdini and compositing the result in Nuke.



**CLICK TO SEE THE
FINAL RESULT**