TGC ANIMATION & MULTIMEDIA

www.tgcindia.com





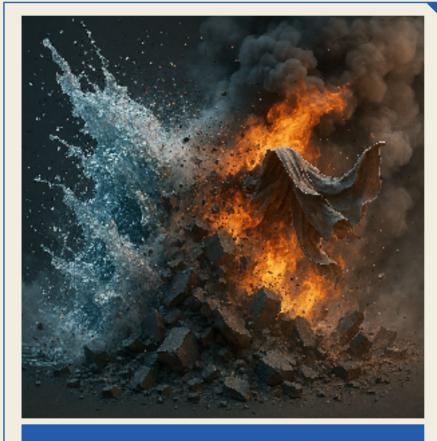
Course Syllabus

Houdini

FROM SCRATCH TO ADVANCED

VFX

Simulation



BECOME MASTER IN VFx Simulation

OFFLINE
& ONLINE
WEEKDAYS & WEEKENDS

FREE DEMO SESSIONS AVAILABLE

PROFESSIONAL TRAINERS

NEW BATCHES STARTING SOON

ADMISSIONS OPEN

Why TGC?

Master procedural VFX and dynamic simulations using Houdini in one course. Learn from industry experts with real-world experience in film, games, and advt. Project-based training centered around destruction, fluids, fire, and particle FX etc. Includes showreel creation and professional guidance for VFX portfolio building.

DELHI/ NCR: SOUTH EXTENSION I PREET VIHAR I PITAMPURA
JAIPUR I DEHRADUN

CALL: 1800 1020 418





Course Syllabus

Modules	Module Description	Outcomes
Houdini Essentials & Procedural Workflow	Interface Overview & Project Setup Geometry Nodes & Attributes Groups, Parameters & Expressions Attributes: position, color, normals	Model a simple procdural city layout or terrain using nodes and parameters
Dynamics & Rigid Body Simulations (RBD)	Introduction to RBD Systems Fracturing Techniques Controlling RBD Simulations	Create a wall break or object shattering simulation with constraints
Particle FX and Pyro Simulations	POP (Particle) Simulation Pyro FX – Fire & Smoke Customizing Sim Behavior Controlling voxel resolution and dissipation	Simulate a small explosion or dynamic smoke trail with color and lighting
Fluids, Cloth, and Vellum Solver	FLIP Fluids Introduction Vellum for Cloth & Soft Bodies Combining FX Elements	Create a short scene involving water splashing or cloth reacting to motion
Final Project & Portfolio Preparation	Shot Planning & Asset Setup Simulation & Lookdev Final Render & Breakdown	Simulate and render a 5–8 second VFX shot combining at least 2 systems (e.g.,debris smoke,explosion particles

CALL: 1800 1020 418

www.tgcindia.com