

CLOUDS

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PRIMARY GOALS

This project's main focus would be creating 3D cloud effects in Houdini. The main motive for this is to use volumes to generate realistic clouds and cloudscales. I also want to add the cloud FX with the help of the Pyro systems.

AREAS OF GROWTH

- ❖ This project will help me obtain a strong foothold in the field of FX, which I would want to pursue in the mere future.
- ❖ With the help of this project, I would get to understand in detail how the volumes are operated in the field of FX.
- ❖ Along with volumes, I would also get to learn about pyro effects which are one of the most important and essential fields in VFX.

REFERENCES



<https://youtu.be/MXpipRluSWk>

THANK YOU