



Author: Gen Li

Title: "The Tsunami: Revisit on Miniature Effect in Films by Simulated Water using Computer Graphics Technology"

Tools: Houdini, Nuke, Maya

Class/Professor: F21 Thesis 790/Fowler/Robertson/Bunten

FX Breakdowns: Houdini used for fluid simulation, destruction, procedural assets (buildings)

- <https://genlifx.com/miscs/2021/03/24/houdini-breaking-wave-m-f-a-thesis>
- <https://genlifx.com/>



Author: Felipe Amaya

Title: "Bioma: An Alternative Procedural Locomotion Tool"

Tools: Houdini, Nuke

Class/Professor: F21 Thesis 790/Fowler/Robertson/Kesson

FX Breakdowns: Houdini tool with KineFX system and custom VEX solver

- <http://felipeamayaq.com/blog/17-11-2021/1764/>
- <http://felipeamayaq.com/>



Author: Harold Wang

Title: "Attribute Map to Texture Map Baking Tool in Houdini"

Tools: Houdini

Class/Professor: W22 Thesis 790/Fowler/Steele/Kesson

FX Breakdowns: Houdini HDA baking tool created to assist in grooming in Houdini

- https://www.haroldwang.com/tex_gen
- <https://www.haroldwang.com/>



Author: Xiao Yuzhou

Title: "A 3D Visual Effect Educational Volcano Video"

Tools: Houdini, Nuke, Maya

Class/Professor: S22 Thesis 790/Fowler/Steele/Robertson

FX Breakdowns: Houdini simulation for all effects

- <https://yuzhouxiao.wixsite.com/yuzhou-xiao/projects>
- <https://yuzhouxiao.wixsite.com/yuzhou-xiao>



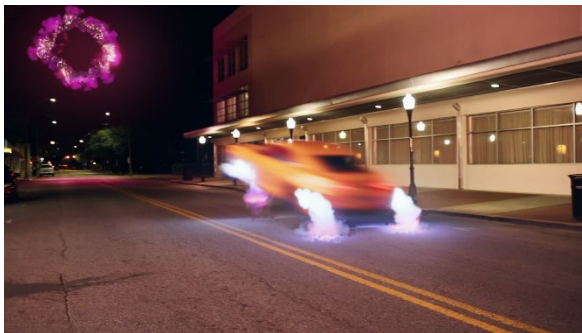
Author: Ruguan Liu
Title: "Norway Waterfall"
Tools: Houdini, Nuke
Class/Professor: S22 MA Project 748/Robertson
FX Breakdowns: Houdini fluid simulation, terrain

- <https://www.solioptionpictures.com>



Author: Sanat Charankar (FX), Seon Jae Oh (FX), Deanna Kilby (Compositing), Jess Johnson (Lighting) (Team Spectre)
Title: "The Last Lap"
Tools: Houdini, Nuke, Maya, Substance, Arnold
Class/Professor: S22 SDGM 560 Fowler (Mentor: The Mill) collaboration with SDGM 560 Gaynor (Mentor: The Mill)
FX Breakdowns: Houdini used for pyro smoke

- <https://www.sanatcharankar.com/week-10>
- <https://www.sanatcharankar.com/>



Author: Jie Chen (FX), Elizabeth House (FX), Eaza Shukla (Lookdev), Camilo Gutierrez (Compositing), Mason Smigel (Animation)
Title: "Team Future"
Tools: Houdini, Maya, Nuke, Arnold, Mantra
Class/Professor: S22 SDGM 560 Fowler (Mentor: The Mill) collaboration with SDGM 560 Gaynor (Mentor: The Mill)
FX Breakdowns: Houdini used for jet and portal fx

- <https://medium.com/@sulaforchenjie>



Author: Joleen Zhang (FX), Clarisse Chiang (Look dev), Bua Kanjanapongporn (Compositing) (Team Crimson)
Title: "Perfectly Irrational"
Tools: Houdini, Maya, Nuke (car model from SketchFab)
Class/Professor: S22 SDGM 560 Fowler (Mentor: The Mill) collaboration with SDGM 560 Gaynor (Mentor: The Mill)
FX Breakdowns: Houdini particles

- <https://joleenzhang.com/scad-x-themill/week10/>
- <https://joleenzhang.com/>



Author: Monica Chavez Trochez

Title: "Whale – inspired by Sylvain Gautier"

Tools: Houdini/Blender(sculpt/UV)/Substance/Mantra/Nuke

Class/Professor: S22 VSFX 721/Fowler

FX Breakdowns: Procedural Animation

- <https://www.linkedin.com/in/monica-chavez-trochez/>
- <https://monictrochez.wordpress.com/>