

Authors: Gracie Szymanski (FX), Max Jokinen (FX), Cae Parkhill (FX), Noelle Robertson (Lighting/Look Dev), Wren Pellant (Compositing)

Title: "Omni"

Tools: Houdini, Karma, Nuke

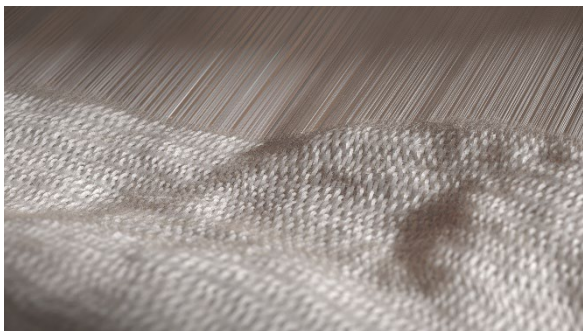
Class/Professor: W26 SANM 560 / Fowler / Gaynor (Mentors: Harbor, ETC, CAT – see below)

FX Breakdowns: Pyro, Flip Fluid, Vellum, Particles, RBD

- <https://mjokinenvfx.com/scad-x-harboretc>
- <https://www.gracieszymanski.com/scadxharborxetcblog>
- <https://caeparkhill.wixsite.com/cae-parkhill/sanm-560>

Sound: design by Kat Gravins

Motion Media Designer: Alessia Piccoliori



Authors: Mia Laplanche (FX), Nidhi Jallepally (FX), Ella Lawlor (Look Dev), Emily Marcelis (Lighting), Zachary Malich (Compositing)

Title: "Nuage"

Tools: Houdini, Karma, Nuke, Maya

Class/Professor: W26 SANM 560 / Fowler / Gaynor (Mentors: Harbor, ETC, CAT – see below)

FX Breakdowns: Vellum

- <https://mialaplanche.wixsite.com/mia-laplanche-portfo/blog>
- <https://nidhijallepally.com/scadxharborxetc/>

Sound: design by Sara Thompson

W26 Harbor Mentors: [Molly Intersimone](#) (Creative Director), [Dongyoon \(Billy\) Jang](#) (Creative Director), [Hailey Akashian](#) (Lead Compositor), [Stephen Withers](#) (Recruiting Director / Talent Acquisition)

W26 ETC Mentors: [Kyle Cody](#) (Creative Director), [Beck Selmes](#) (VFX Supervisor), [Pheya Tribelsky](#) (Talent Manager)

W26 CAT Mentor: [Cat Gulácsy](#) (Senior Talent Acquisition Specialist, Outreach Partner, Educator)



Author: Wei-Lin Lai

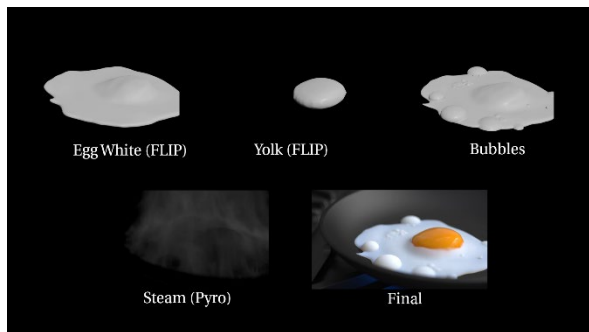
Title: "Workflow for MPM and Quadruped Crowd Simulation"

Tools: Houdini, Karma, Nuke

Class/Professor: F25 VFX 799 / MFA Thesis Chair Fowler
Committee Members: Tim Steele, Felipe Amaya

FX Breakdowns: Crowds, MPM, Pyro, Particles, RBD, Vellum

- <https://wei-lin-lai.com/migration>



Author: Sanika Godbole
Title: "Sunny Side Up"
Tools: **Houdini, Karma, Nuke**
Class/Professor: S26 VFX 428 / Fowler
FX Breakdowns: **Flip, Pyro**

- <https://www.sanikagodbole.com/sunnySideUp.html>

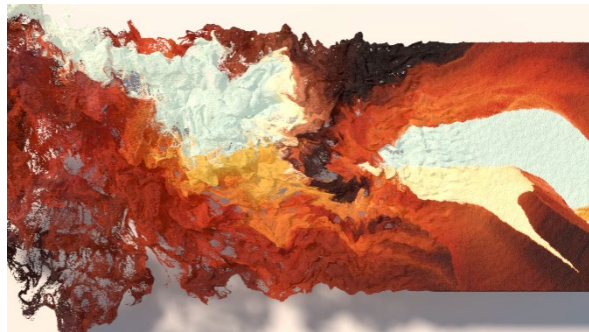


Author: Giuseppe DeLuca
Title: "Puff Poof"
Tools: **Houdini, Nuke, Karma, AI Mocap (QuickMagic/Flow)**
Class/Professor: S26 VFX 428 / Fowler
FX Breakdowns: **Pyro, Vellum, Particles (Debris)**

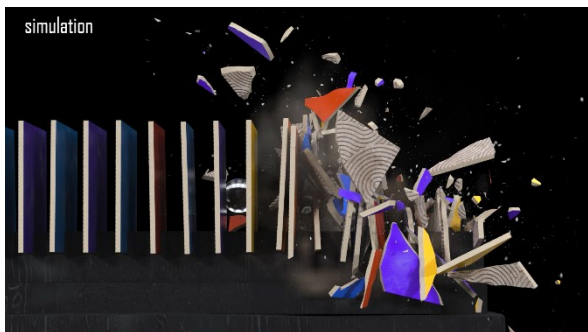
- <https://www.giuseppemdeluca.com/vfx428>



Author: Yichen Shi
Title: "RBD"
Tools: **Houdini, Karma**
Class/Professor: S26 VFX 728 / Fowler
FX Breakdowns: **RBD, Particles (Debris)**



Author: Yichen Shi
Title: "Disintegration"
Tools: **Houdini, Karma, Axiom**
Class/Professor: S26 VFX 728 / Fowler
FX Breakdowns: **Particles, Pyro**



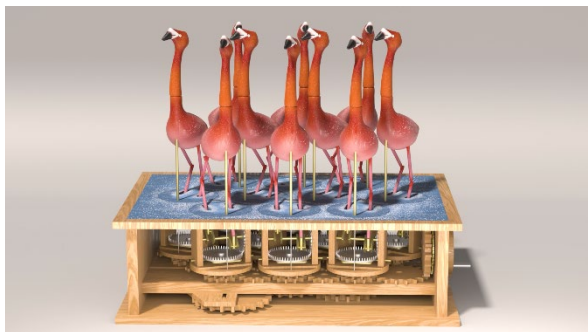
Author: Burson Lin
Title: "Tiles Fracture"
Tools: Houdini, Karma, Nuke
Class/Professor: S26 VFX 728 / Fowler
FX Breakdowns: RBD, Particles, Pyro



Author: Riva Goel
Title: "Butterflies"
Tools: Houdini, Karma, Nuke
Class/Professor: S26 VFX 350 / Fowler
FX Breakdowns: Particles



Author: Carolyn Kizla
Title: "Water Dissolve"
Tools: Houdini, Karma, Nuke
Class/Professor: S26 VFX 428 / Fowler
FX Breakdowns: FLIP, Pyro, Particles



Author: Cora Jing
Title: "Flamingo"
Tools: Houdini, Karma
Class/Professor: S26 VFX 721 / Fowler
FX Breakdowns: Expressions, VEX



Author: Henry Randles
Title: "Five Guys"
Tools: Houdini, Vex, COPs, Karma
Class/Professor: S26 VFX 319 / Steele
FX Breakdowns: COPs Custom Shaders



Author: Lane Wallace
Title: "Burger Still Life"
Tools: Houdini, Vex, COPs, Karma
Class/Professor: S26 VFX 319 / Steele
FX Breakdowns: COPs Custom Shaders

- <https://lanewallace3d.com/burger-procedural-surfacing>



Author: Yichen Shi
Title: see explanation below
Tools: Houdini, Karma, Nuke
Class/Professor: S26 RSCH 800 / Fowler
FX Breakdowns: Particles, Pyro

NOTE: This is only one small part of a research project conducted during Winter/Spring quarter as detailed below. Please see splatgarden.com

[SplatGarden](http://splatgarden.com)

"The project spans four pillars: **AI Tools**, **3DGS**, **Simulation**, and live **Interaction**, all under the theme *Real-Time Visual and Simulation*. This browser viewer is the web-deployable face of that work. It captures an Unreal Engine garden as a 3D Gaussian Splat, authored with custom AI-stylized textures and dressed with **Houdini driven simulations**, then re-renders the scene live with hand-tracking interaction."

Rendered on NVIDIA RTX 6000 Blackwell Max-Q Workstations loaned to us by NVIDIA.

This work will be presented briefly during an NVIDIA session on Gen AI at SIGGRAPH 2026.

Students: Danci Shen, Itim Kongsakulvatanasook, Yiqi Zheng, Yiyi Long, Yichen Shi, Ben Jones, Xinyi Liang