

## Dynamic Effects 4

Faculty: Yakov Baytler

### **Project/Course Overview:**

This course focuses on the finishing processes which prepare students for demo reel. Students will be guided through advanced production techniques, utilizing multiple fluid solvers and advanced cloud and particle workflows in Houdini, Maya Fluids, and Phoenix FD. The methods for setting up dynamic and non-dynamic simulations for live action and full CG production shot assets and sequences will be covered as well. Student work on advanced Houdini and Maya simulations that may be included in their portfolio work going forward.