MED3017M

Major Project or Portfolio

Learning Agreement

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| Student Name | Sean Ralphs |
| Project Title | Houdini Portfolio |
| Tutor(s) Name(s) | James Field, Jon Holmes, Graham Cooper, Clive McCarthy |
| Group Members  (If Applicable) | N/A |

Project Type

Please select the optimum assessment strand for your project, as described in the core module guide. Weighting for each submission component varies from strand to strand.

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| Type 1  Development | Type 2  Portfolio | Type 3  Major Artefact |
| x | x | x |

Brief Project Outline

A short outline of your proposed project

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| For my semester A major project I will create a portfolio of work demonstrate my ability to use the Houdini software. Specifically, I will create a series of pyro, fluid and particle effects shots that show a working understanding of the principles of the software. My intended audience for this portfolio is potential employers that use and require their employees to be familiar with Houdini such as Framestore, Double Negative, and Rodeo. I have therefore chosen the project type 2 - portfolio - as this demonstrates a wider understanding of a subject and consequently is the most appropriate output for something aimed at industry professionals when searching for employment.  For my final output I will create a short video containing the final CGI shots as well as some transitions showing the before/after and various stages of creating the shots to show how they were made. While am familiar with working in 3D and its core concepts, I only know the very basics of Houdini and have only scratched the surface of pyro and fluids and so this project will push my creative and technical ability by teaching me how to create professional looking shots using fire, water and particle effects.  Therefore, my learning objectives are:   * To develop my creative and technical ability in Houdini. * To create an industry standard portfolio of my Houdini work. * To document my learning in a blog. * Create an Adobe Spark page to collate all this and contextualise my project. |

Research Outline

A short outline of the research you will undertake as part of the project, including relevant texts.

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| In addition to my final output, to demonstrate my research, I will keep my blog up to date with screenshots of my work and learning as well as any renders/videos that I create in the process that, while not part of my final output, will still be relevant in demonstrating my research. I will also post a time lapse of the creation of some of my shots on my blog towards the end of my project to show exactly how I created my final output.  The main source of inspiration for my project are the Side FX Houdini Customer Reels from the last few years (<https://vimeo.com/283047555>, <https://vimeo.com/226906993>) which showcase how Houdini has been used in a commercial sense. As my final output is aimed at employers, I will use this as inspiration for the type of shots I create and the abilities I demonstrate in my portfolio.  In order to further my abilities in Houdini I will use a series of online tutorials to teach me the principals of pyro, fluids, and particles in the software which I will then use to create my own scenes using these elements. Having looked at the various tutorials available, I will use those on <https://app.pluralsight.com>, an online service in which professionals create video tutorials to teach people how to use software. I will then supplement these with videos from YouTube to cover any gaps in these tutorials to give me a more complete understanding of the software.  Finally, on my blog I will conduct a small study of the industry over the coming weeks in order to determine why it is so crucial that VFX artists learn all this software and why it is actually impractical to use practical effects instead of computer generated assets. |