Particles Disintegration | Breakdown Document | Yanni He

Houdini Version: 19.5.605

Render Information

Render: Redshift - GPU

Resolution: 1280 x 720
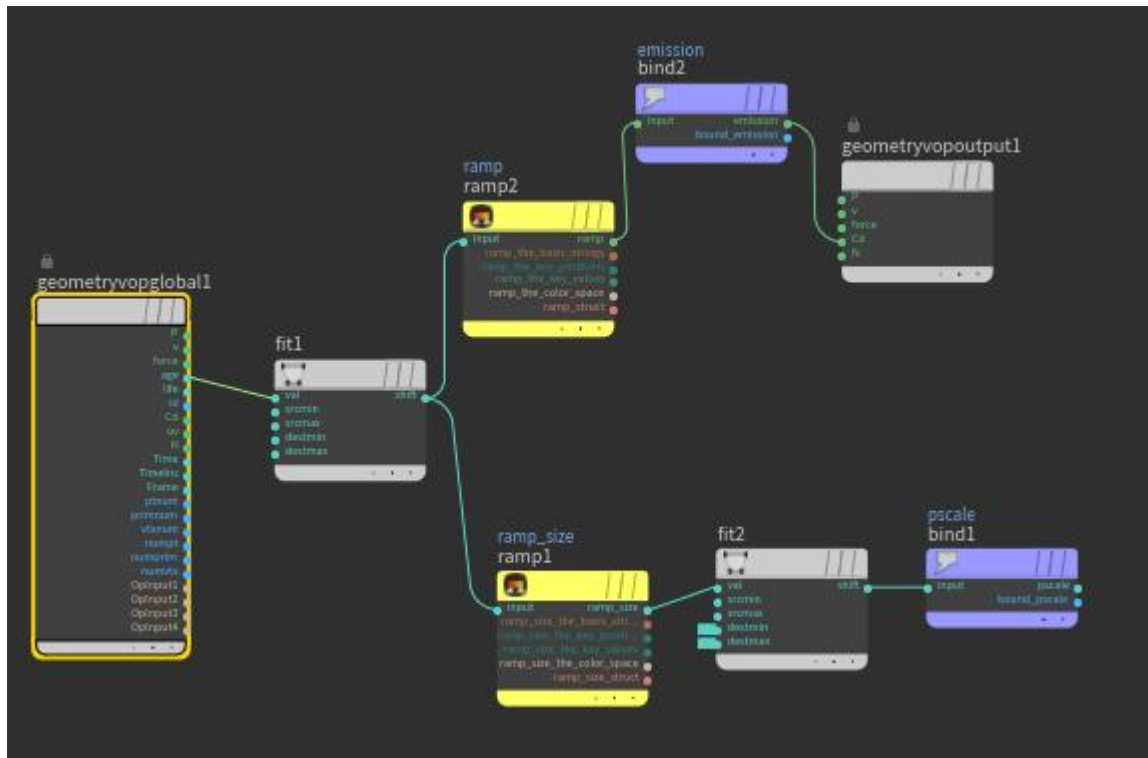
Reflection: 4

Refraction: 6

Volume: 1

Transparency: 16

This project is about making disintegration effects using Particle/POP network in Houdini.

Basic way of this effect is using one shaped sphere to boolean the target model, then scattering points on the surface. The animated surface was used as source in Particle system.
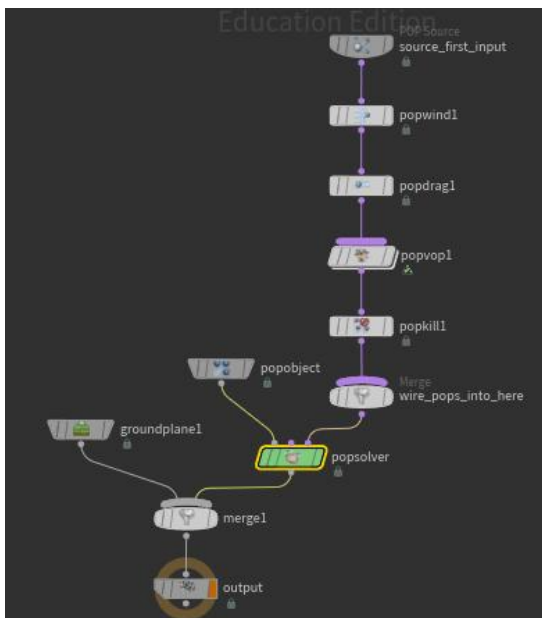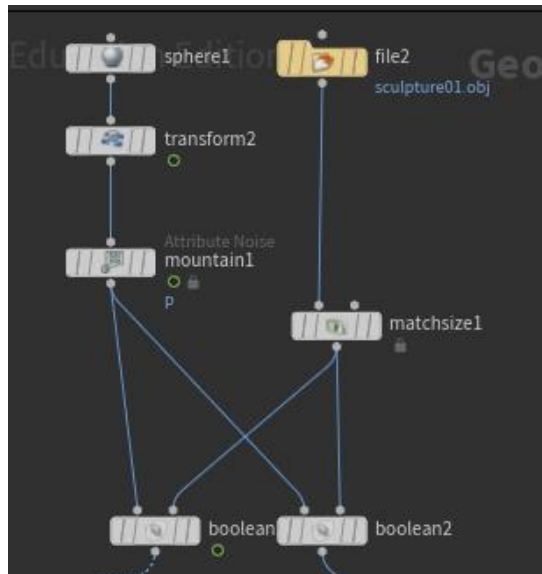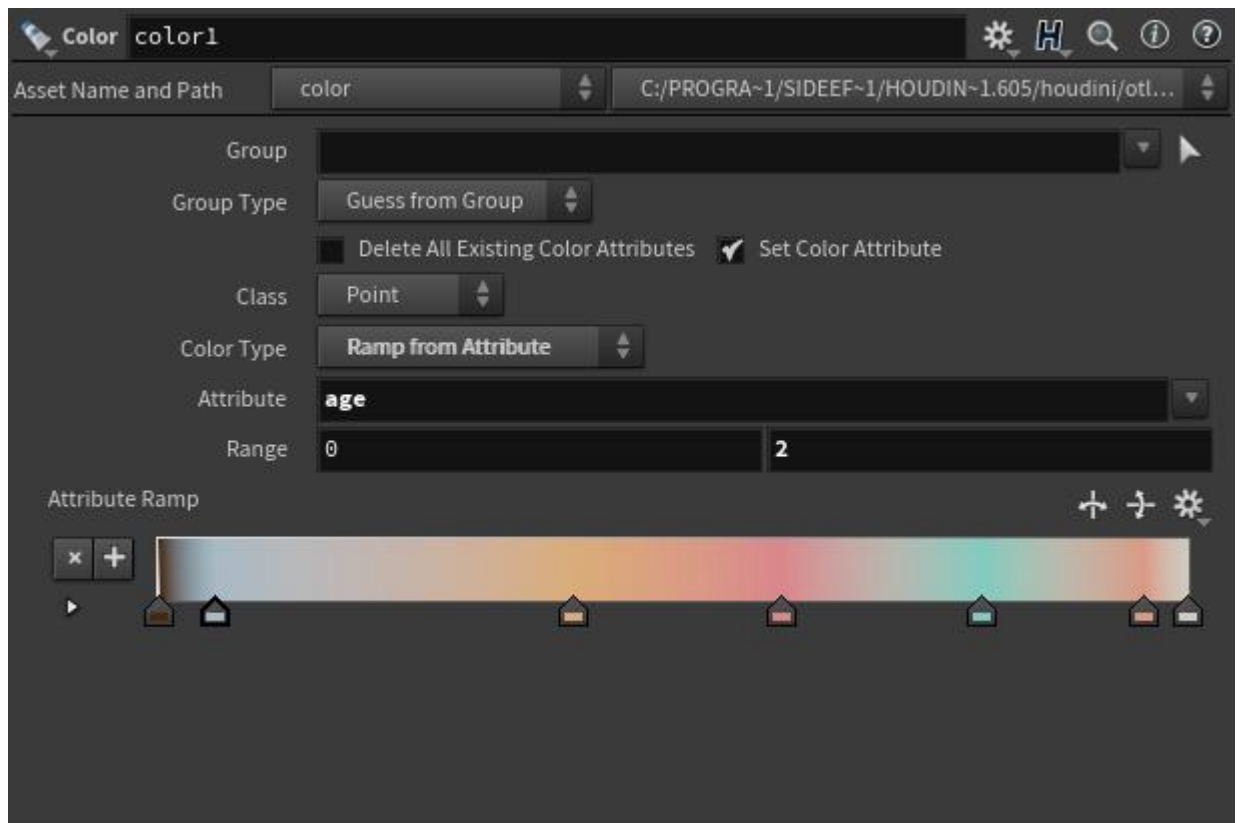
In the popvop node, I used ramp to control the pscale and color attribute on the points. To control the movements of particles, popwind and popdrag are good options for this project. Popkill node is used for controling the amount of particles which related to age attribute.

For the particles' color, age attribute was used for making ramp data on

the points.

Different particles amount comparison

Up:around 1450000

Down:around 14500000

In the revised version, modifications include:

1. Delete POP Kill node. (Modify the edge of particles and speed of particle disintegration)

Compared with using pop kill,

2. Point wrangle to control particles' alpha attribute.