

OVFX

Houdini C4D MAYA AE

- Houdini
 - Facet Geometry node
 - POP Network

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- TIPS
 - PFTrack C4D

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- AE
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- AE
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Houdini□□□□

Facet Geometry node

(facet n.)

Facet Divide Compute Normals

.dxf

Facet

Group	<input type="checkbox"/>						
Pre-Compute Normals	<input type="checkbox"/>						
Make Normals Unit Length	<input type="checkbox"/> 1.						
Unique Points	<input type="checkbox"/>						
Consolidate	<table border="1"> <tr> <td>No Consolidate</td> <td><input type="checkbox"/></td> </tr> <tr> <td>Consolidate Points Slow/Fast</td> <td><input type="checkbox"/></td> </tr> <tr> <td>Consolidate Normals Slow/Fast</td> <td><input type="checkbox"/></td> </tr> </table> <p><input type="checkbox"/></p>	No Consolidate	<input type="checkbox"/>	Consolidate Points Slow/Fast	<input type="checkbox"/>	Consolidate Normals Slow/Fast	<input type="checkbox"/>
No Consolidate	<input type="checkbox"/>						
Consolidate Points Slow/Fast	<input type="checkbox"/>						
Consolidate Normals Slow/Fast	<input type="checkbox"/>						
Distance	<input type="checkbox"/>						
Use Accurate Distance	<input type="checkbox"/>						
Remove Inline Points	<input type="checkbox"/>						
Distance	<input type="checkbox"/>						

Orient Polygons	<input type="checkbox"/>
Cusp Polygons	<input type="checkbox"/>
Cusp Angle	<input type="checkbox"/>
Remove Degenerate	<input type="checkbox"/>
Make Planar	<input type="checkbox"/>
Post-Compute Normals	<input type="checkbox"/>
Reverse Normals	<input type="checkbox"/>

POP Network

POP

Standard

Start Time	FPS
Preroll Time	PreRun
Initial State	
Random Seed	
Oversampling	
Max # of Particles	0
Remove Unused Points	

Input Geo

SOP N	N SOP
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Viewer

Transform Object	
Cache Frames	0-1

Houdini

Expression functions

\$	@	Description
\$TSTART		□□□□□□□□□□
\$TEND		□□□□□□□□□□

General □□

\$ACTIVE TAKE		□□□□ TAKE □□□□□□
\$E		□□□ e (2.71828...).
\$HFS		Houdini □□□□
\$HH		\$HFS/houdini .
\$HIP		□□□□□□□□□□
\$HIPFILE		□□□□□□□□□□□□□□
\$HIPNAME		□□□□□□□□□□□□□□□□□□□□
\$HOME		□□ Home □□
\$JOB		□□ project directory .□□□□□
\$PI		□□□ pi (3.1415926...).

Channels □□

\$OS	Operator String. Contains the current OP's name.
\$CH	Current channel name.
\$IV	In value (value at start of segment).
\$OV	Out value.
\$IM	In slope
\$OM	Out slope
\$IA	In acceleration
\$OA	Out acceleration
\$LT	Local time - not including stretch or offset
\$IT	Start time of segment
\$OT	End time of segment
\$LIT	Local start time of segment
\$LOT	Local end time of segment
\$PREV_IT	Previous segment start time
\$NEXT_OT	Next segment end time

COPs

<code>\$CSTART</code>	Start frame of the current COP.
<code>\$CEND</code>	End frame of the current COP.
<code>\$CFRAMES</code>	Number of frames for the current COP.
<code>\$CFRAMES_IN</code>	Number of frames available from the first input COP.
<code>\$CINC</code>	Gets the global frame increment value.
<code>\$W</code>	Current image width.
<code>\$H</code>	Current image height

Render nodes

<code>\$N</code>	Current frame being rendered.
<code>\$NRENDER</code>	Number of frames being rendered.

- `$F` (the current frame number) `$T` (the current time in seconds). [List of global variables](#)
- `HSc @pt @pscale` `pscale` ()
- `P` (position) `@P. x` `. x/. y/. z` `. 1/. 2/. 3` `. r/. g/. b`
- `@ptnum` `Point`
- `$HIP`



`HScript ch`

`spare parameters.`

...	...
<pre> </pre>	<ol style="list-style-type: none"> 1. <code>Copy parameter.</code> 2. <code>Paste relative reference.</code> Houdini <code>ch()</code>
<pre> </pre>	<pre> HScript ch ch ch("tz") lamp X ch("/obj/lamp/tx") grid1 Y ch("../grid1/ry") (chs.) </pre>
<pre> </pre>	<pre> Name </pre>

If you have two quoted strings next to each other with no spaces, they are considered a single argument. In this example...

```
set foo = "Hello world"  
echo '$foo="$foo"  
$foo=Hello world
```

...the echo command has one argument: '\$foo=Hello world'.

Embedding

In the HScript command language, text inside backticks is evaluated as an expression. For example:

```
echo `strlen("$foo")`
```

Tip

Scripting using the HScript command language is deprecated. You should use [Python](#) instead.

The string parser cannot decode nested quotes such as in the following (horribly contrived) example:

```
echo `system("echo `ls`")`
```

...however, it is possible to accomplish this with very careful usage of backquotes (and sometimes multiple backquotes in a row) to protect quote symbols from various levels of evaluation:

```
echo `system('echo `ls``')`
```

TIPS



TIPS

PFTrack C4D

 LWS   



<https://www.remoteutilities.com/download/>

AETOjroY0pD1QCsOo5E0Nc6Ncxq7WGbM

vmess://eyJhZGQiOiIj2aXB2cG4uM2VmLm1IiwiYWkljoiMTYiLCJob3N0IjoidmlwdnBuLjNIZi5tZSIslmkljoiNjFIYjZkNjctZmE3Yy00Y2QxLWJlODgtZjZjZTYzMDk0MzJmliwibmV0IjoiZ3MiLCJwYXRoljoiL3VDSTRZekFILyIsInBvcnQiOiIxMTAwMCIslnBzljoidmlwliwidGxzljoidGxzliwidHlwZSI6Im5vbmUiLCJ2IjoiMij9

Adobe CC 2018 [] [] [] [] [] []

[]: <https://pan.baidu.com/s/1rRh-hmBVkcsMWSXkzjSq-Q> []: d3n4

Adobe CC 2019 [] []

[]: https://pan.baidu.com/s/1_JIYTRwObg-hF2ejns-d_g []: u2xj

Office 2019 [] [] [] []

[] <https://pan.baidu.com/s/1Q2aimRzCQZUevGSSO5Vx2A> [] [] [] []i7v2

MAYA 2019

[]: <https://pan.baidu.com/s/1rAhhG3hSYZltxzuz706w> []: sgmh

Marvelous_Designer_8

[]: <https://pan.baidu.com/s/13JvynstYirK4Wm-7g7RJJQ> []: qa57

CoreDraw 2019

<http://corel.com/akdlm/6763/downloads/ELD/CDGS/2019/CorelDRAWGraphicsSuite2019InstallerMF02.iso>

(KEY)

[]: https://pan.baidu.com/s/1DIImDVvYTS0G2YQ_IYfLy3Q []: 6irh

Zbrush 2019

[] <https://pan.baidu.com/s/1pN3hS2pxKzOpX-35U60wAA> [] [] [] []b233

Cinema4D R20

<https://pan.baidu.com/s/1VDxuLLu7DPRMOBSQaRsD9Q> [xxxxxzl0](#)

iZotope7

https://pan.baidu.com/s/1hjgo08UezF0SXC_98JJPOQ [xxxx6656](#)

Houdini 17.5

https://pan.baidu.com/s/1XxPCckNtQHxH_ebBCUQIFQ [xxxxnvr9](#)

Davinci 16

<https://pan.baidu.com/s/1x367DBoMwzLdzqZ-N-d1JQ> [xxxx2q7l](#)

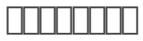
Affinity Designer and Photo

<https://pan.baidu.com/s/1ZLFQoHzsoVtLGMlptKFq2A> [xxxxsdl4](#)

Toom

<https://pan.baidu.com/s/1Czl70xPgC1pgPY5oYwHd2Q> [xxxx61gr](#)

AE



```
// Mt. Mograph - Animo - Property  
a = thisComp.layer("[a-c] an").effect("an"); b = a("Pseudo/Vja67b86eDUB-0001"); if ( b > 0 &&  
numKeys > 1) {c = a("Pseudo/Vja67b86eDUB-0002"); d = key(1).time; e = key(numKeys).time; f = e -  
d; valueAtTime(d + (f * (c / 100)));} else {value;}
```



AE

Deep Glow

VE Plugin Collection

Voukoder

Sapphire

Lockdown

Fast Bokeh Pro

FsPlugins

AutoFill

Digital Anarchy Bundle

Optical Flares

Red Giant VFX Suite

Shadow Studio

Effect Matte

FreeForm Pro 3D

Volna

Magic Bullet Suite 2

Newton

Stardust

Trapcode Suite

Red Giant Universe

Discotext

Displacer Pro

Fast Camera Lens Blur

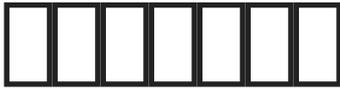
AfterCodecs

Silhouette ROTO

Mocha Pro

VideoCopilot Color Vibrance

VideoCopilot FXConsole



1080 x 1440 3:4

720 x 960 @ 4mbps High level 4 x.264 720P 1080P

60 fps

60fps

10Mbps CBR



WebP

20MB WebP

30



720P

