

00VFX

HoudiniC4DMAYAAE 0000000000000000

- Houdini000
 - Facet Geometry node
 - POP Network

- Houdini 00
 - 000000
 - Houdini 0000

- TIPS
 - PFTTrack 00 C4D

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- AE000
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Houdini



Facet Geometry node

Facet Geometry (facet n. 0)

Facet Geometry

Facet Divide Compute Normals

Facet Geometry








Facet Geometry .dxf

Facet

Facet Geometry

Facet

Group	Facet Geometry	
Pre-Compute Normals	Facet Geometry	
Make Normals Unit Length	Facet Geometry 1.	
Unique Points	Facet Geometry	
Consolidate	No Consolidate	Facet Geometry
	Consolidate Points Slow/Fast	Facet Geometry
	Consolidate Normals Slow/Fast	Facet Geometry
	Facet Geometry	
Distance	Facet Geometry	
Use Accurate Distance	Facet Geometry	
Remove Inline Points	Facet Geometry	
Distance	Facet Geometry	

Orient Polygons	
Cusp Polygons	
Cusp Angle	
Remove Degenerate	
Make Planar	
Post-Compute Normals	
Reverse Normals	

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

Houdini 

@MEXShippets

Snippet

Playback

\$	@	Description
\$FPS		Number of frames per second.
\$FSTART		First frame number. \$FEND - \$FSTART + 1.
\$FEND		Last frame number.
\$F		Frame number.
\$FF	@Frame	Frame number.
\$NFRAMES		Number of frames. \$NFRAMES = \$FEND - \$FSTART + 1.
\$RFSTART		First frame number.
\$RFEND		Last frame number.
\$T	@Time	Time in seconds. (\$F-1)/\$FPS
\$TLENGTH		Time in seconds.

\$	@	Description
\$TSTART		XXXXXXXXXX
\$TEND		XXXXXXXXXX

General

\$ACTIVE TAKE	XXXXTAKEXXXX
\$E	XXXX e (2.71828...).
\$HFS	HoudiniXXXX
\$HH	\$HFS/houdini.
\$HIP	XXXXXXXXXXXX
\$HIPFILE	XXXXXXXXXXXXXXXXXXXX
\$HIPNAME	XXXXXXXXXXXXXXXXXXXXXXXXXXXX
\$HOME	XX Home XX
\$JOB	project directory .XXXXX
\$PI	XXXX 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.

Houdini

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11

HScript ☐ ☐ ☐

expression functions

Houdini Object Model API Python

[illegible]

--	--	--	--	--

- ```
frame`padzero(5, $F)` .pic
```

expressions in filenames

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|--|--|--|--|--|

██████████ Houdini ██████████

- `FF` (\$F) (the current frame number) `TT` (\$T) (the current time in seconds). [list of global variables](#) `XXXXXXXXXX`
- `XXXXXXXXXX` HSc `XXXX` @pscale `XXXX` pscale (`XXXX`) `XXXX`
- `P` (position) `PP` @P. x `TT`. x/. y/. z `TT`. 1/. 2/. 3 `TT` . r/. g/. b `TT`
- `XXXXXXXXXX` @ptnum `XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX` Point `XXXXXXXXXX`
- `FF` \$HIP `XXXXXXXXXXXXXXXXXXXXXXXXXXXX`

-  HSc @xtt @pscale III pscale ( )

- [P](position) [ @P. x [ x/ y/ z ] [ 1/ 2/ 3 ] [ r/ g/ b ]

- 

- 

**IV**

HScript

ch

```
spare parameters.
```

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



Script Wrangle Attribute Wrangle VEX snippet

VEX

Window ▶ HScript Textport

```
echo `expression`
```

Houdini Network “ ”

Print geometry node Y

Position Y @P.y + rand( @Frame \* @ptnum)

...

# HScript



' is not expanded. Text inside double quote " has variables expanded. A double-quoted string is considered one argument.

A backslash character ( \ ) escapes the next character. For example, to use double-quotes in a string:

```
"I had a \"great\" time."
```

When a string doesn't require variable expansion, use single quotes to speed up evaluation.

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://eyJhZGQiOiJ2aXB2cG4uM2VmLm1liwiYWkljoiMTYiLCJob3N0IjoidmlwdnBuLjNI  
IZi5tZSI6ImkljoiNjFIYjZkNjctZmE3Yy00Y2QxLWJlODgtZjZjZTYzMDk0MzJmliwibmV0Ijoi  
d3MiLCJwYXRoljoiL3VDSTRZekFILylsInBvcnQiOiIxMTAwMCI6InBzljoidmlwliwidGxzljoid  
GxzliwidHlwZSI6Im5vbmUiLCJ2IjoiMij9

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](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/1rAhhG3hSYZltfXzxuz706w> [ ]: 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/1DImDVvYTS0G2YQ\\_IYfLy3Q](https://pan.baidu.com/s/1DImDVvYTS0G2YQ_IYfLy3Q) [ ]: 6irh

Zbrush 2019

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

Cinema4D R20

百度网盘<https://pan.baidu.com/s/1VDxuLLu7DPRMOBSQaRsD9Q> 密码:xzl0

iZotope7

百度网盘[https://pan.baidu.com/s/1hJgo08UezF0SXC\\_98JJPOQ](https://pan.baidu.com/s/1hJgo08UezF0SXC_98JJPOQ) 密码:6656

Houdini 17.5

百度网盘[https://pan.baidu.com/s/1XxPCckNtQHxH\\_ebBCUQIFQ](https://pan.baidu.com/s/1XxPCckNtQHxH_ebBCUQIFQ) 密码:nvr9

Davinci 16

百度网盘<https://pan.baidu.com/s/1x367DBoMwzLdzqZ-N-d1JQ> 密码:2q7l

Affinity Designer and Photo

百度网盘<https://pan.baidu.com/s/1ZLFQoHzsoVtLGMIptKFq2A> 密码:sdll4

Toom

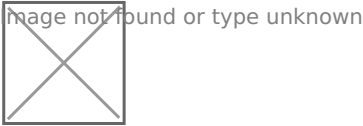
百度网盘<https://pan.baidu.com/s/1Czl70xPgC1pgPY5oYwHd2Q> 密码:61gr

# 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;}
```





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|-------------------------|------|---------------------------|
| □□□□□□□□                | 1□   | □□□□□□□□□□□□□□□□          |
| □□Davinci Resolve□□□□□□ | 2□   | □□□□□□□□□□□□□□□□          |
| □□Davinci Resolve□□□□□□ | 1□   | □□□□□□□□□□□□□□□□          |
| □□□□□□□□                | 1□   | □□□□□□□□□□□□□□            |
| □□□□After Effects□□□□   | 2□   | □□AE□□MG□□□□□□□□□□AE□PS□□ |
| □□□□After Effects□□□□□□ | 1□   | □□AE□□□□□□□□□□□□          |
| □□□□After Effects□□□□□□ | 1□   | □□AE□□□□□□□□□□□□□□        |

|               |     |                    |
|---------------|-----|--------------------|
| モチャMocha      | 2   | モチャ                |
|               | 1   | MG                 |
|               | 0.5 | PR                 |
|               | 0.5 |                    |
|               | 1   | Audition           |
|               | 0.5 | Davinci Resolve AE |
| Media Encoder | 0.5 | Media Encoder      |

X1 X1

# 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

