

SideFX Houdini

[Houdini](#) is a nonfree proprietary program developed by SideFX. It allows defining procedural assets via various nodes, in a workflow akin to Blender's geometry nodes.

It is used in DAE's 3D for Games course (fourth semester).

Despite being proprietary, Houdini works very well on Linux, likely thanks to it packaging a semi-recent version of Qt. It does not, however, run natively on Wayland.

Setup

TODO!!

Revision #2

Created 21 February 2024 15:37:55 by Mat

Updated 27 March 2024 20:33:56 by Mat