

Name: Bas Wijers
Number: s4923531
Course: MA Digital Effects

Title: Procedural Modelling On Smaller Scale
Method: Poster

Personal Inquiry References

Annotated

Magaji, A., 2015. *Houdini Intro - 07 - Procedural Workflow* [video, online]. YouTube. Eosacro. Available from: <http://eosacro.com/content/tutorial/houdini-intro-07-procedural-workflow> [Accessed 4 April 2017].

These are one of the most clearly explained tutorials I have seen for Houdini in general, and very pragmatic for procedural modelling in particular. This inquiry takes this video series as a basis to build a model and has expanded as much as possible on in it the time given.

Moncrief, J., 2017. *Intro to Procedural Modelling // John Moncrief*. Available from: <https://www.youtube.com/watch?v=fAmjnJAuvp0> [Accessed 25 April 2017].

Another very basic video which shows procedural thinking. A bit less to the point, but a lot of little things which inspired me to break modelling down into procedural building blocks.

Dalvi, R., 2015. *Introduction to POP Grains* [online, video]. Vimeo. Available from: <https://vimeo.com/132847114> [Accessed 23 March 2017].

Not directly about procedural modelling, but I have watched multiple videos from Dalvi, which are very insightful. This tutorial I have watched multiple times and also includes a part where he makes a model very quickly based on procedural principles.

Other references

Akase, R. and Okada, Y., 2014. WebGL-based 3D furniture layout system using interactive evolutionary computation and its user evaluations. *International Journal of Space-Based and Situated Computing*, [online] 4 (3/4), 143. Available from: <http://ieeexplore.ieee.org/abstract/document/6603980/?reload=true> [Accessed 21 May 2017].

Bokeloh et al, 2010. A connection between partial symmetry and inverse procedural modeling. *ACM Transactions on Graphics*, [online] 29 (4), 1. Available from: <http://dl.acm.org/citation.cfm?id=1778841> [Accessed 23 May 2017].

Danesh, A., 2016. *HDA Auto Detect Geometry* [video, online]. SideFX. Available from: <https://www.sidefx.com/tutorials/quick-tip-hda-auto-detect-geometry/> [Accessed 3 May 2017].

Emslie, S., 2016. Interactive Tool for Procedural French style building generation in Houdini. Bournemouth University.

Fisher et al, 2012. Example-based synthesis of 3D object arrangements. *ACM Transactions on Graphics*, [online] 31 (6), 1. Available from: <http://dl.acm.org/citation.cfm?id=2366154> [Accessed 21 May 2017].

Krecklau, L. and Kobbelt, L., 2012. Interactive modeling by procedural high-level primitives. *Computers & Graphics*, [online] 36 (5), 376-386. Available from: <http://www.sciencedirect.com/science/article/pii/S0097849312000672> [Accessed 20 May 2017].

Lau et al, 2011. Converting 3D furniture models to fabricatable parts and connectors. *ACM Transactions on Graphics*, [online] 30 (4), 1. Available from: <http://dl.acm.org/citation.cfm?id=1964980> [Accessed 17 May 2017].

Tutenel et al, 2009. Rule-based layout solving and its application to procedural interior generation. *Proceedings of the CASA Workshop on 3D Advanced Media In Gaming And Simulation (3AMIGAS)*, [online]. Available from: <https://graphics.tudelft.nl/Publications-new/2009/TSBD09a/TBSD09aRB.pdf> [Accessed 24 mei 2017].

Zerouni, C., 2007. *Houdini on the spot*. Oxford: Focal Press.