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The new features in Houdini 17 include procedural hair, an elastic body system, dynamic lights and effects, and a deep introspection API that allows the users to dynamically construct everything inside Houdini. Finally, all of these features can be driven through a single API call. Houdini 17: Procedural Hair How it works: Houdini 17 has the Procedural Hair (PUL) system. This system allows the users to easily add static or dynamic hair to any object in the scene. This Hair system allows the users to

have an infinite number of custom and creative hair styles for any object in the scene. PUL has been implemented with a particle system, to give the object a natural and organic look. For example, you can create any number of hair styles from a head, hair, hair-like object, or even many objects around the hair of the head and it looks great, just like a real hair. Try it on your own! PUL also has a dynamic light system. This allows you to create and texture a realistic lighting around any object in the scene. This allows you to have dynamic lights and ambient shadows in the scene, on top of realistic lighting and reflections.

This is a HUGE step forward in Houdini, since it gives the users the ability to have real-time effects. Try it on your own! PUL 82157476af

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