

Examples in Houdini

Here you can find projects which exemplify different new features within the XPU and RIS toolset.



Created by Pixar artist [Eugene Riecansky](#).

RenderMan Digital Studio

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- Aces
- Pixar Surface
- USD Asset
- Solaris



Created by artist [Harsh Agrawal](#).

Cookies & Milk

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- Pixar Surface
- Subsurface



Created by Pixar artist [Leif Pedersen](#).

Animatable Digital Double of Louise by Eisko © (www.eisko.com).
Micro displacement detail supplied by [Cronobo Nexture](#).

Louise

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- Pixar Surface
- Subsurface
- Xgen
- Bump Roughness



Crocostrich was created by artist [Victor Besseau](#).

Crocostrich

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- Displacement
- Subsurface



Fridge was created by artist [Fabio Sciedlarczyk](#).

Fridge

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The Walking Teapot was created by Pixar artist [Dylan Sisson](#).

Onward Walking Teapot

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- PxrSurface
- MaterialX Lama
- Animation
- Bump Roughness



The Hidden People was created by artist [Luke Cutler](#).

The Hidden People

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- PxrSurface
- Subsurface
- Xgen



Stirling shading and lighting was created by Pixar artist [Leif Pedersen](#).

Stirling

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- Aces
- MaterialX Lama
- Bump Roughness



Stylized Shipshape was created by Ernst Janssen Groesbeek of [9 to 3 Animation](#).

Ship concept by Ian McQue.

Robot concept by Ruslan Safarov.

Models by Cheyenne Chapel, Aliya Chen, Damian Kwiatkowski, Alyssa Minko, Anthony Muscarella, and Miguel Zozaya

© Disney/Pixar - RenderMan "Shipshape" Art Challenge

Shipshape

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- Stylized Looks

