

# Houdini First Steps

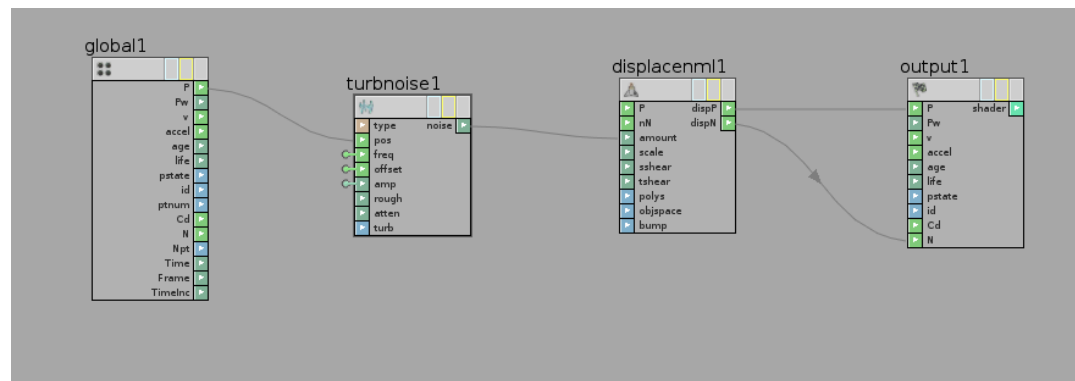
M09 - Shader Development



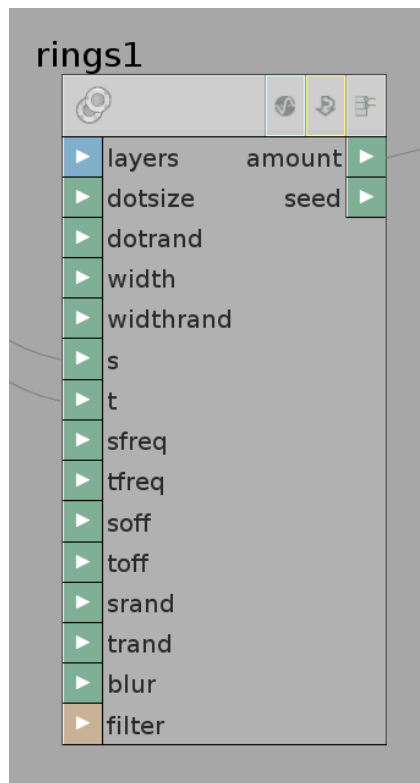
# Agenda

- VOPSOP VOPSHOP Context
  - A simple VOPSOP
- Material Shader
  - Surface and Displacement Shaders
- First Shader - Ring
  - Color Coded Nodes
  - Promoting Parameters
  - Creating Parameters
- Second Shader - Dried Mud
  - Shader Space
- Third Shader - Grass

# Recreating the Mountain SOP

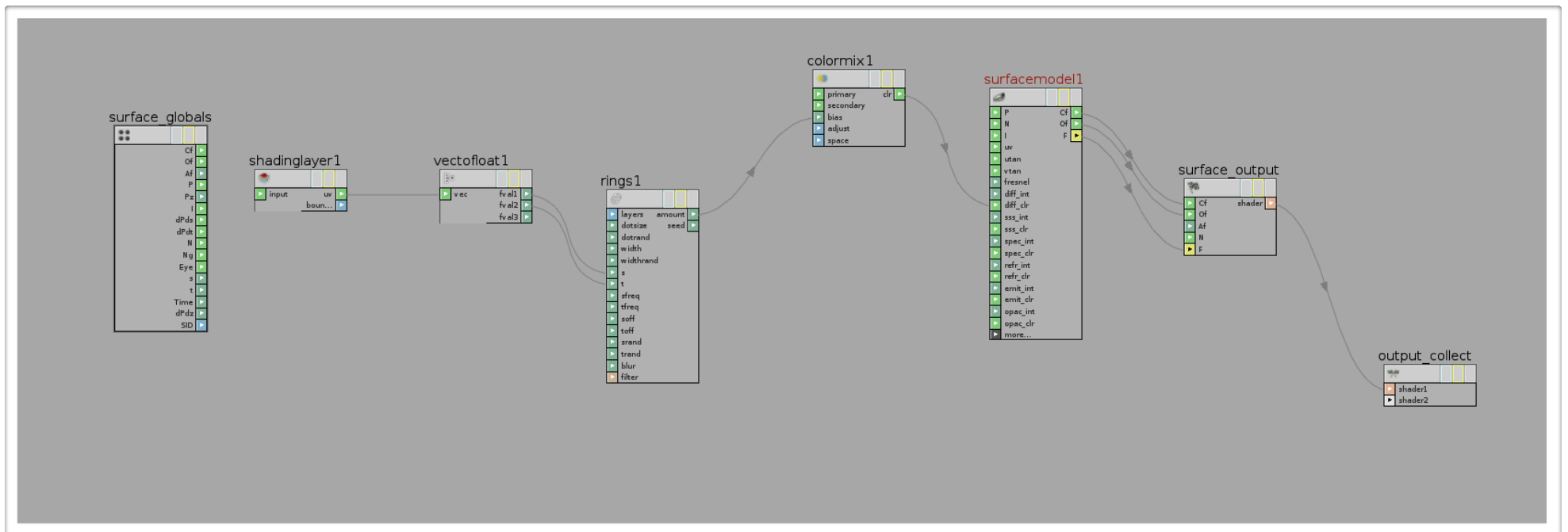


# Node - Color Codes

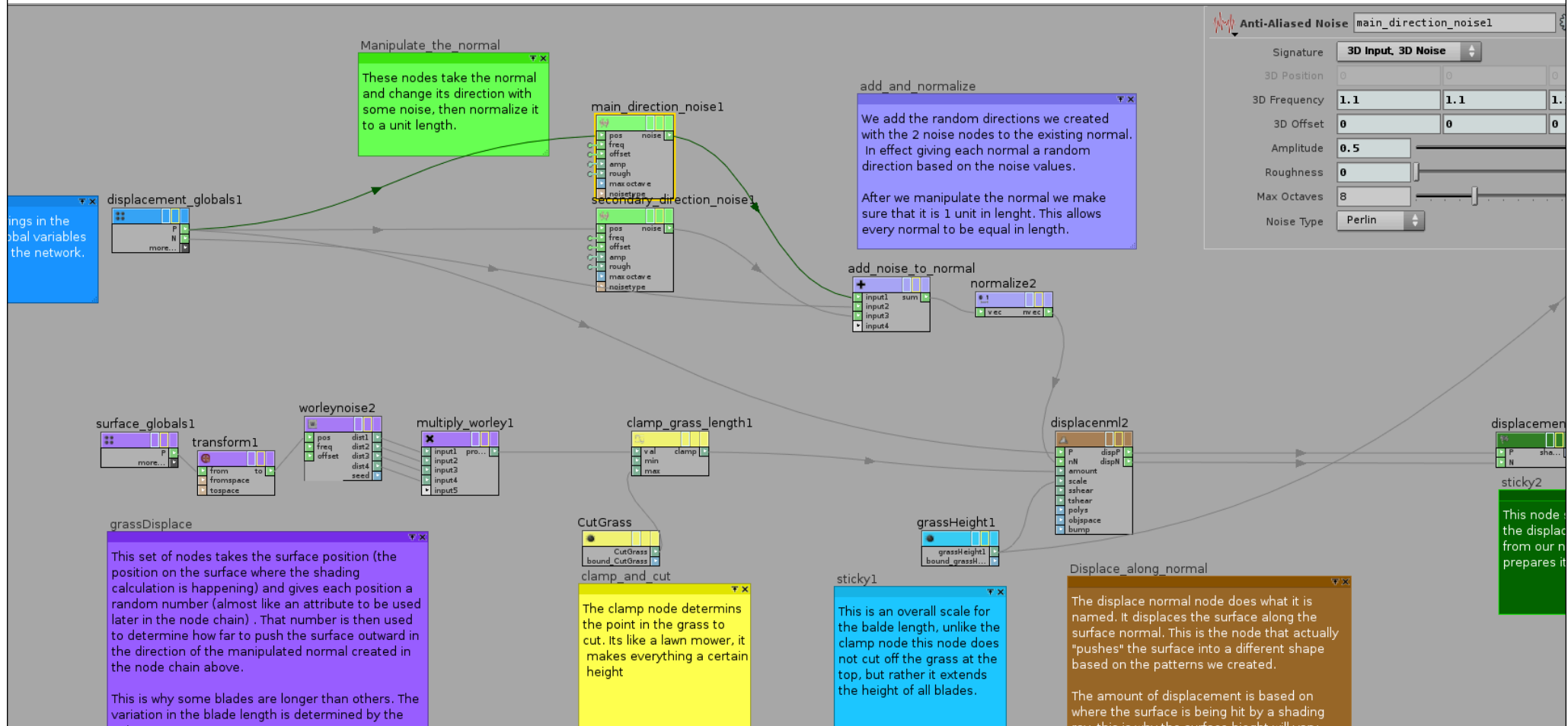


- White - Other
- Light Green - Vector
- Dark Green - Float
- Yellow - BSDF
- Blue - Boolean
- Light Brown - String

# First Shader



# Displacement Shader - Grass



# Color and Displace - Dried Mud

