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Thread: [Houdini FX vs 3Ds Max/Maya?](#)

Nyanon - February 1, 2018, 10:14 am

I am looking for application to learn 3D modeling for Unity games. I would like to create something small but i dont want to become asset flipper.

So far i layed my eyes on 2 most powerful programs. 3Ds Max<Maya<Houdini FX. I cant seem to choose... I used blender for a long time but it becomes slowly less usable on harder projects.

As far as i know Autodesk is standart if i would like to work in a bigger game company someday, but Houdini is so much more powerful and isnt limited to only 3D modeling.

Houdini uses Node based system that becomes a life saver on high detailed long projects, but it makes progress so slow....

Anyway, what are your oppinions?

device - February 2, 2018, 9:40 am

Hi, I'll be giving you some advice to help you facilitate your choice between Maya or 3DS Max. I've seen both in action for animation creation, I will base my guide based on this point of view and maybe you can get some information out of it to make your choice and implementing it into your game development.

When it comes to rendering both programs have the rendering engine mental ray packed inside. The workflow may differ a bit but you are basically getting the same capabilities in both programs.

It is easier to learn modelling using 3ds Max as it packed with a big library of different modifiers which can make the modeling process easier to grasp. Modelling in Maya is less beginner friendly and some models can be more time to accomplish.

Animation is usually made in Maya because of the toolbox it comes with that has many more animation features than 3ds Max. Even though you can create the same results with 3ds Max, Maya has been the industry leader for this reason as it serves its purpose to create advanced animations. It all comes down to ease of use.

You can create advanced rigging in Maya but it will require you to use the MEL scripting language more often, it will be easier to rig in 3ds but you find yourself quickly limited if you are not familiar with the software when creating advanced rigging systems.

If you just want to create assets, model characters and objects I would recommend using 3ds max. Also it has been chosen as a winner for game development.

It's reputable for its powerful modeling tools, allowing you to create complex 3D models with a very fast workflow and strong modifiers, with poly tools contained all in one place. you create advanced architecture faster and I find it much more easier-friendly.

At the end of the day both will get the job done but if you don't count on creating animated models then I would suggest using 3ds Max as the workflow might be more adapted to your needs.

Hope I was able to light things up for you, and sorry I couldn't give you some info about Houdini FX.

SkullTrailI - February 3, 2018, 5:31 am

They are three fairly different programs. You're asking the wrong question.

3DS Max's strength is in 3D modeling.

Maya's strength is in 3D animation and rigging etc (yes, of course you can model in it too, but 3DS Max is better for that), also you better know how to script in MEL

Houdini's strength is in 3D special effects, and 3D procgen, particle and volume simulations etc. It wouldn't be smart to model cars, characters etc in Houdini. Also, better learn Vex.

So it all depends what you want to do.

If you're willing to learn it though, Houdini is an absolutely amazing and versatile tool.