CHAPTER V
CONCLUSION AND SUGGESTIONS

5.1 Conclusion

After the completion of this project titled “The Design and Development of a Video Game Asset using Procedural Generation inside Houdini”, the following conclusions can be made:

1. The problem we are trying to tackle in creating in the creation of this project is finding out a way to use Procedural Generation in developing a video game asset and a way to utilize Houdini to achieve that.

2. The research and development method is used in this research in the process of determining the desired output of the game object and as a reference in designing the structure of the system.

3. The usage of the waterfall SDLC model is used in this research in developing the Procedural Generation system and testing out the system for any anomalies in the system’s process.

4. The project resulted in a creation of a procedurally generated asset creation system that was implemented inside of the Unity game engine through the usage of the Houdini Engine.

5. The outcome of the project is a system that could generate a game object procedurally that can be used as in a game development environment and can be used as a reference for future research regarding the topic of procedural generation and the usage of Houdini.
5.2 Suggestions

After the completion of the project, there are a few suggestions the writers would like to make to any researchers or students that is looking to expand the ideas and methods used in this thesis. Firstly, because of the various integrations that the Houdini Engine has in integrating systems built inside of Houdini into other softwares, we suggest trying to apply a similar concept into other software such as the Unreal Engine and Autodesk Maya. Secondly, we suggest the usage of procedural generation to be applied to various forms of subjects, such as visual effects and simulations. Finally, with the rapid growth of the Houdini software and the tech around it, means that there might be better features added in the future that could streamline and simplify the process of creating procedural systems in Houdini, and it would be interesting to see other different methods used in crafting a similar system.