

VEXpert Installation Guide

1. Close Houdini.
2. Open your Houdini preferences folder:
Windows: C:/Users/<you>/Documents/houdini_XX/
3. Create 'packages' folder if missing.
4. Copy/Paste from the vexpert zip file you got:
 - vexpert.json
 - vexpert1.0-master/ (folder)
5. into the packages folder and restart Houdini

VEXpert Quick Guide

v 1.00 is available in the SOP context at the moment, though you can prompt it to give you volume or dops specific answers to copy over.
I'm currently working on implementing VEXpert in DOPs, COPs and Volume wrangles as well.

Insert VEXpert Attribute Wrangle in SOPs.

Prompt To VEX:

Write instructions in the snippet, press Prompt to VEX.

Deeper reasoning:

When enabled, VEXpert triggers a larger LLM that spends more "brainpower", often producing safer or more advanced solutions but at a higher token cost. This feature is recommended for more advanced and convoluted VEX requests.

Refactor:

Lets you refine the existing VEX snippet. You type a short instruction (for example "make it work on primitives instead of points" or "add a ramp for the color")

Explain:

For debugging and learning purposes. Explains the current VEX inside the snippet.

Debug:

Uses VEXpert to help fix errors in your current snippet.

Inside Houdini before you can use the node, you want to go to the License tab of a fresh VEXpertattributewrangle node and paste in the license number you got in your welcome mail, hit "validate and save", and you're good to go.

Any questions? Please do reach out at support@vexpert.tools

Happy coding!

/Andreas

VEXpert