

## 01 / GET STARTED

# Install. Activate. Create.

Get VEXpert ready in Houdini, then turn your instructions into VEX.  
For more information please visit [www.vexpert.tools](http://www.vexpert.tools)

1

## Close Houdini

Close Houdini before installing the package files.

2

## Open your preferences folder

On Windows, open the preferences folder for your Houdini version:

**C:/Users/<you>/Documents/houdini\_XX/**

Replace <you> and XX with your user name and Houdini version.

3

## Copy the package files

Create a **packages** folder if it is missing. From your VEXpert ZIP, copy both items into that folder:

**vexpert.json**

**vexpert1.0-master/ (folder)**

4

## Restart Houdini and add the node

In the SOP context, insert a **VEXpert Attribute Wrangle**.

5

## Activate your license

Open the node's **License** tab. Paste the license number from your welcome email, then click **validate and save**.

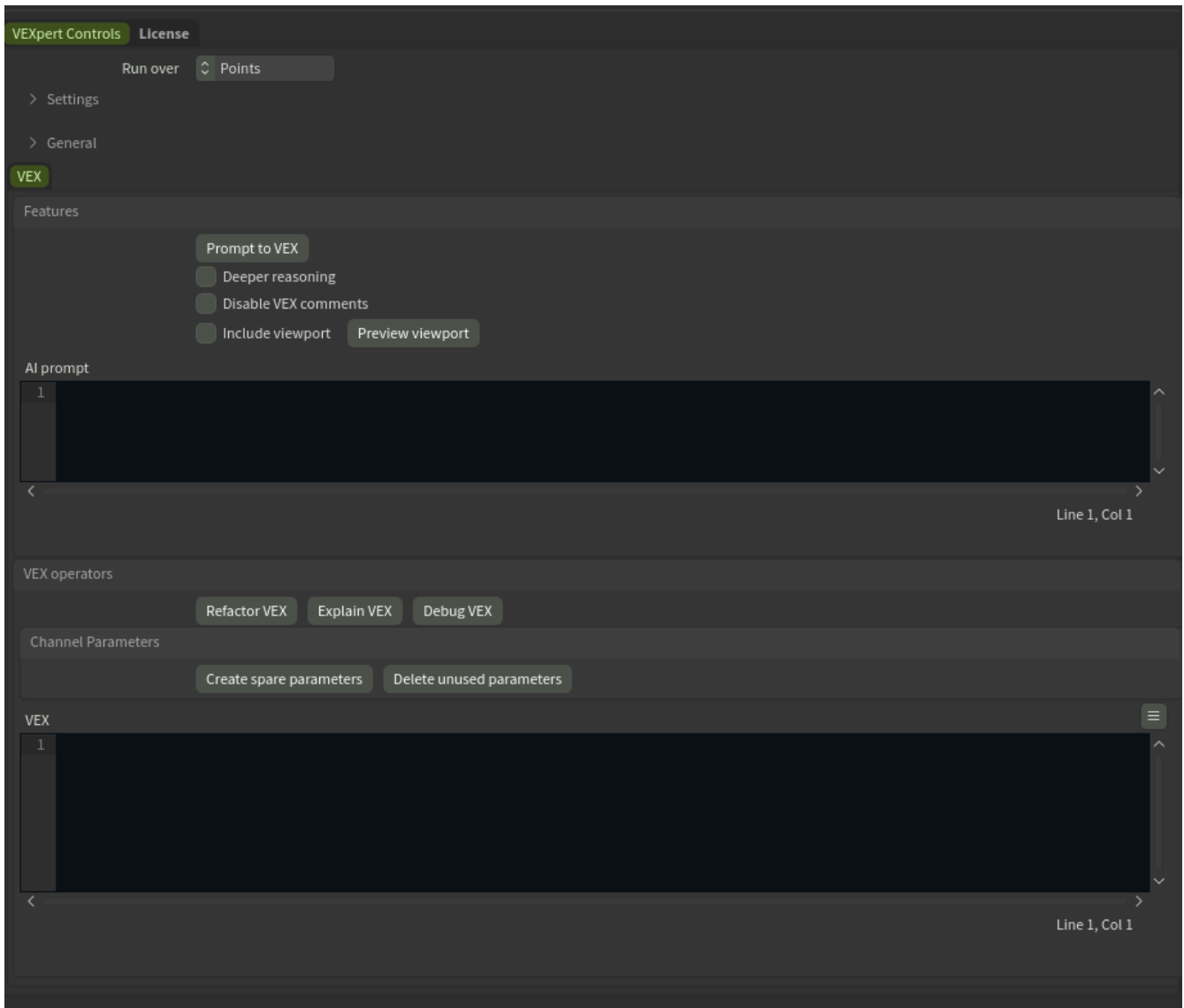
### Where to work

This guide uses VEXpert in SOPs. You can also request volume- or DOP-specific VEX to copy into the appropriate context.

## 02 / QUICK GUIDE

# Your prompt stays with you.

Write instructions in **AI prompt**. Generated code appears in the separate **VEX** field, so your prompt remains visible and saved after generation.



## 1 WRITE

Enter what you want to achieve in **AI prompt**. Choose the appropriate **Run over** setting.

## 2 ADD CONTEXT

Enable **Include viewport** to add scene context. Use **Preview viewport** to inspect the view. Image is not saved or used anywhere else.

## 3 GENERATE

Click **Prompt to VEX**, then review the generated code in **VEX**. Your prompt stays above.

## 03 / CONTROL REFERENCE

# Fine-tune your workflow.

Use generation options for a better starting point, then refine and inspect your VEX.

## GENERATE & ADD CONTEXT

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|                             |                                                                                                            |
|-----------------------------|------------------------------------------------------------------------------------------------------------|
| <b>Prompt to VEX</b>        | Generate VEX from the instructions in AI prompt.                                                           |
| <b>Deeper reasoning</b>     | Use a larger LLM for more complex requests. It can produce more advanced solutions at a higher token cost. |
| <b>Disable VEX comments</b> | Request generated VEX without explanatory code comments.                                                   |
| <b>Include viewport</b>     | Add viewport context to improve the AI's understanding of your Houdini scene.                              |
| <b>Preview viewport</b>     | Preview the viewport context before generating.                                                            |

## REFINE & UNDERSTAND

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|                     |                                                                                   |
|---------------------|-----------------------------------------------------------------------------------|
| <b>Refactor VEX</b> | Refine existing VEX with a short instruction, such as "add a ramp for the color". |
| <b>Explain VEX</b>  | Get an explanation of the current VEX for learning and troubleshooting.           |
| <b>Debug VEX</b>    | Get help finding and fixing errors in the current VEX.                            |

## MANAGE PARAMETERS

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|                                 |                                                                |
|---------------------------------|----------------------------------------------------------------|
| <b>Create spare parameters</b>  | Create controls for channel parameters referenced in your VEX. |
| <b>Delete unused parameters</b> | Remove spare parameters no longer used by the VEX.             |

**Need help?** [support@vexpert.tools](mailto:support@vexpert.tools)

Happy coding! /Andreas