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You can do 3D design with "Realistic Live-Action VFX Compositing Using Blender by Wakui Rey".

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This course covers all facets of the production process, from foundational concepts to advanced techniques. Learn to seamlessly blend real and virtual spaces, create lifelike 3D CG, and master the art of VFX compositing using Blender.

Highlights include understanding VFX terminology, mastering Blender features, matching live-action footage with 3D CG, achieving realistic textures and lighting, and crafting compelling screen compositions. The curriculum explores VFX basics, Blender features, 3D layout production, compositing CG objects into real-life footage, green-screen compositing, and advanced techniques for realistic compositing. Join now to uncover the secrets of VFX and 3D CG with Wakui Ray.

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