



Domestika – Introduction to VFX in Maya and After Effects

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Learn the VFX process from beginning to finish. Create an authentic video using surreal elements through rendering and compositing objects to live-action footage

The technique of creating VFX (visual effects) and CGI (computer-generated imagery) can allow you to create stunning and seamless scenes using software like Maya or After Effects. For the renowned digital director and artist John Bashyam, this art technique has allowed him to create stunning visuals for the top performers at Coachella as well as in Hollywood film features.

How to do 3D design on images?

You can learn 3D design with the "Domestika – Introduction to VFX in Maya and After Effects" tutorial.

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In this course online, John teaches you to create surreal and believable scenes that appear real-looking step by step. John guides through Maya + Redshift, After Effects as well as SynthEyes in order to make a fun scene with life-like, gigantic donuts splattering down on an iconic American monument. Are you prepared to amaze yourself with the potential that is VFX as well as CGI?

Materials and requirements

A basic understanding of 3D applications (preferably Maya), After Effects, and live-action filming as well as 3D principles of tracking is required for this course.

In terms of hardware for gaming, you'll need a robust computer with Nvidia graphics cards and the ability to access Maya, Redshift, After Effects as well as SynthEyes software.

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What is Introduction to VFX in Maya and After Effects?

Visual Effects (VFX) is the art and science of creating realistic or fantastical imagery that cannot be achieved through traditional filmmaking. VFX is an essential component of modern filmmaking, used to enhance storytelling, create otherworldly environments, and bring imaginary creatures to life. In this introduction, we'll focus on two key software applications for VFX: Autodesk Maya and Adobe After Effects.

To create VFX sequences, the typical workflow involves creating 3D assets, animations, and simulations in Maya, then exporting them and integrating them into live-action footage using After Effects. The two software applications work hand-in-hand to bring the director's vision to life on the screen.



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