

Create VFX Wi-Fi Trails with MASH for Maya By Jonathon Parker

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MASH is a highly effective Motion Graphics and Visual Effects plugin, which is now integrated into Maya. It's a procedural program that allows you to create intricate simulations and animations by using an easy interface. MASH is usually used to create motion graphics, however, it also has a myriad of applications for VFX because of its ability to create real-time and realistic simulations. This is especially relevant when combined with the capabilities and power provided by Arnold Renderer.

This course will describe the process used to create Wi-Fi trails using MASH for Maya that is comparable to the animations that you'd expect to see on Watchdogs, Telecommunications adverts, and the opening sequence of BBC News. We'll create textures, render and then join our Wi-Fi trail with Maya or Nuke and After Effects.

The essential prerequisites for these courses are

- An understanding of the fundamentals of the best way to maneuver Maya
- A variation of Maya up to 2017
- Nuke Copy or After Effects

The remaining lessons I'll be teaching students starting from scratch in one single lesson. After that, you'll have the chance to practice these skills in an assignment.

Course Description

Leçon 1: Designing Wi-Fi trails with Mash (A tutorial on how we can model textures, and render trail of Wi-Fi)

Second lesson: Compositing the image with Nuke (A explaining how the composited shot is entered into Nuke)

Lesson 3. Compiling using After Effects (A explanation of how the image composited is rendered within After Effects)

A Project assignment (Assignment) - (This lesson will help you finish your final project which you will be required to complete by explaining the techniques and skills you learned during this course.



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