Increase Your Chances at Getting in the 3D Industry

Course Outline

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Note: This course is designed for VFX artists, college students and graduates. It focuses primarily on being a CG Generalist in the industry, including skills such as 3D modeling, lookdev texturing, lighting, FX, cinematography, rendering, and more. This currently does not focus as much on scripting, animation, deep compositing, roto, tracking, grooming, character FX, and other types of roles.

This is also not a masterclass going super in-depth into particular VFX roles, but a course that identifies common issues and shows solutions to VFX workflows in an efficient way, as well as giving advice to increase your chances at getting hired in the industry.

All work shown in this one hour course is my work. Additional content may be added in the future.

This is a fast paced course, not necessarily one to follow along to, but to sit back, relax, learn and enjoy.

Parts:

1. **Introduction**
   ○ Intro to the course and important information.
2. **Industry level work & tailoring your portfolio**
   ○ What the industry expects from students and graduates.

3. **3D modeling skills**
   - Overview of high poly SubD 3D modeling
   - Overview of UV unwrapping
   - Overview of clean modeling topology
   - Identifying common issues with 3D models and workflows and how to fix them.
4. **LookDev texturing skills**
   - Overview of PBR (physically based rendered) materials
   - Adding texturing details to enhance realism
   - Identifying common issues with texturing workflows and how to fix them.
5. **FX skills**
   - Identifying common issues with FX workflows and advice on ways to fix them.
6. **Lighting and rendering**
   - Identifying common issues with lighting and workflows learned and how to fix them.
   - Learn more about indirect lighting and global illumination.
7. **Cinematography skills**
   - Advice on how to present your work professionally for your portfolio.
8. **Subsurface scattering**
   - Tutorial on applying subsurface scattering to assets to increase realism.
9. **Bare minimum VS industry level work**
   - In-depth comparison showing differences between bare minimum work VS industry level work.
10. **Resume, website, and reel advice**
    - Advice on how to optimize your resume, website, and reel and avoid common issues that increase friction and steer away recruiters.
11. **LinkedIn profile advice**
    - Tips on how to set up your LinkedIn profile.
12. **Networking, applying for jobs, pay rates, salaries, etc.**

- Discussion about applying for jobs, pay rates, taxes, budgeting, and other helpful tips when navigating the industry.

13. **Industry advice**
    - Tips and advice to know about the industry (Having a thick skin, dozens of iterations, long hours, etc.)
14. **Procedural modeling with Maya MASH**
    - Overview on learning Maya's MASH network for procedural modeling and animation before going into Houdini for advanced procedural workflows.
15. **More helpful tips, tutorials, and advice**
    - More tips and tricks on how to improve your portfolio and stand out.
16. **Landing clients for freelance work**
    - If freelancing in the industry, this gives you some advice for landing clients.
17. **AI in the 3D industry**
    - My thoughts on AI in the 3D industry, what Generative AI is, how it's used, etc.
18. **Final thoughts**
    - Final thoughts on the course.