

# MOTION MECHANICS: PART 3. VFX AND COMPOSITING FOR PRODUCT VISUALS



## INTRODUCTION

Transform your robotic arm animation into a premium, cinematic product shot. This course walks you through the final and most critical - stage of product visualization: VFX, lighting, rendering, and compositing. You'll create sparks, subtle particles, contact effects, and atmospheric accents that elevate the scene from technical to emotional. Guided by studio artists, you'll follow a commercial pipeline that blends realism with high-end visual storytelling.

Designed for intermediate-to-advanced artists who want to specialize in VFX for product visualization, this course gives you the tools to polish and present your work like a studio-quality advertisement.

## WHAT YOU WILL LEARN:

- Create subtle VFX that enhance mechanical realism
- Light and shade products for cinematic presentation
- Render clean passes for advanced Nuke compositing
- Composite sparks, dust, depth cues, and color polish
- Build a final shot suitable for professional reels

Difficulty Level: *Intermediate, Advanced*

Duration: 5 days

Requirements: *Maya, Houdini, Nuke*

Material Included: *Scene assets*

# COURSE STRUCTURE



## ○ CINEMATIC LIGHTING FOR PRODUCT SHOTS

Clean reflections, hero lighting, contrast shaping.

## ○ SURFACE & MATERIAL ENHANCEMENT

Microdetails, contact effects, energy highlights.

## ○ VFX LAYERING

Sparks, dust, micro-debris, subtle atmospheric effects.

## ○ RENDER PASS STRATEGY

Reflections, refractions, AOVs, depth passes.

## ○ COMPOSITING IN NUKE

Integrating VFX, color grading, bloom, vignette, sharpening.

## ○ FINAL POLISH

Building the premium product shot look.

## ○ FINAL RESULT

A fully composited, cinematic mechanical product shot ready for a professional demo reel.

[CLICK TO SEE THE  
FINAL RESULT](#)