First documented special effect 1856 - really?! Now greater demand for more advanced effects. 3D is more common for exampleAs technology has improved, the use of computer generated imagery (CGI) has been used more and more to create huge special effects

**Small Studios on the Rise**  
The democratization of studio technology and software has made it so small visual effects and games studios can compete with the larger more established names. This means individuals seeking a career in VFX are no longer stuck with fighting over a few positions at two or three key studios, and can instead seek studios with atmospheres, philosophies, and team sizes that suit their individual preferences. [Small studio success](http://www.gnomonschool.com/blog/career/vfx-animation-software-trends-small-studio-success) also means you could potentially start your own team when you feel ready to helm projects.

**Dailies and On-Site Work**  
With the technology of old, visual effects weren’t added to a shot until long after shooting had concluded. Modern tech, however, allows for the creation of preview effects that can easily and instantly be added to a shot’s dailies, which in turn gives directors the ability to see something close to the end result on the very same day of shooting. On-set jobs will become more important as this trend continues and VFX professionals with set experience and powerful social skills will be in high demand.

**Flexible Professionals**  
With so many software platforms starting to borrow features from one another, it’s possible the role of a visual effects artist could become less specialized over time. This doesn’t mean that [niche experts](http://www.gnomonschool.com/blog/career/specialization-and-your-visual-effects-career-niche) won’t still be needed, but easier and more efficient tools certainly make it so that teams can split work more evenly regardless of individual experience. There’s never been a better time to work as a 3D generalist.

- See more at: http://www.gnomonschool.com/blog/new-technology/visual-effects-evolution-watching-future-trends#sthash.Kxe7gTC7.dpuf

**New programs, new computers, and new art techniques will force artists to constantly adapt to the ever-growing industry.**

**Prediction 2: Expect New Professions to Appear**

Technology tends to spread and create new fields of study rather than converging to eliminate professions. It’s reasonable to expect the same general trend in the visual effects industry. As the technology advances, it will probably be the case that art studios will need very specialized professionals to create a well-rounded team. I wouldn’t be surprised if programmers become a common sight in art studios as they tweak open source software to suit the artists’ needs

http://www.gnomonschool.com/blog/career/what-does-the-future-hold-for-the-visual-effects-industry

- See more at: http://www.gnomonschool.com/blog/career/what-does-the-future-hold-for-the-visual-effects-industry#sthash.r2STVmoM.dpuf