**Visual effects in short Vfx:**

* In general vfx artisits use some soft wares in order to create the animations,motion graphics and special effects using softwares which also sometimes involves working with two- or three-dimensional models

**Softwares**

* Software’s that are used mostly by the vfx artist are Maya, Autodesk 3DS Max,Maxon cinema 4D,v-ray,Adobe After Effects,Nuke,Eyeon Fusion,Mocha.Outof which Maya is mostly known for creation of its unique 3d animation, modelling and simulation along with this
* V-Ray is   efficiently made use of with 3D software program like 3ds Max, Maya, Sketchup, Softimage, and so on. V-Ray is utilized for producing high-quality computer animation in motion pictures, computer game and architecture, and so on.
* Adobe is used for the post production works whereas Mocha is mostly used for the rotoscoping

**As a Technical Director**

* Needs to write python Scripts for rigs
* In order to integrating the new tools into studio’s production pipeline requires the FX technical director to write appropriate code using Python or C++.
* Technical director is also responsible to write and update the corresponding documentation on FX tools and workflows established within the department.
* Supervising a team of effects artists, the technical director may also contribute certain art assets, as well as collaborating with the staff to troubleshoot and solve problems that arise in the animation of particle sequences and also updates the supervisor on the progress of the department.
* Upon completion of FX assets, the technical director also evaluates visual consistency and technical compatibility of sequences, in order to ensure that assets will integrate and blend seamlessly with the other visual effects components and live-action plates. Those sequences are then passed on to the next phase in the pipeline, where the shots will be textured, lit, and rendered
* Development, deployment and support the configurations for the animation department.
* Uses the source code version control system to deploy code in production
* When it comes to Maya it have it built in commands. If we want to call the MEL commands in python we just need to import the modules like Maya.mel.In Maya there is Script editor and there we select our editor and there we call our python scripts or write the commands directly. Then by using the python we can create our own interested things.