CGCircuit

FOR TEAMS

Keep your organization trained
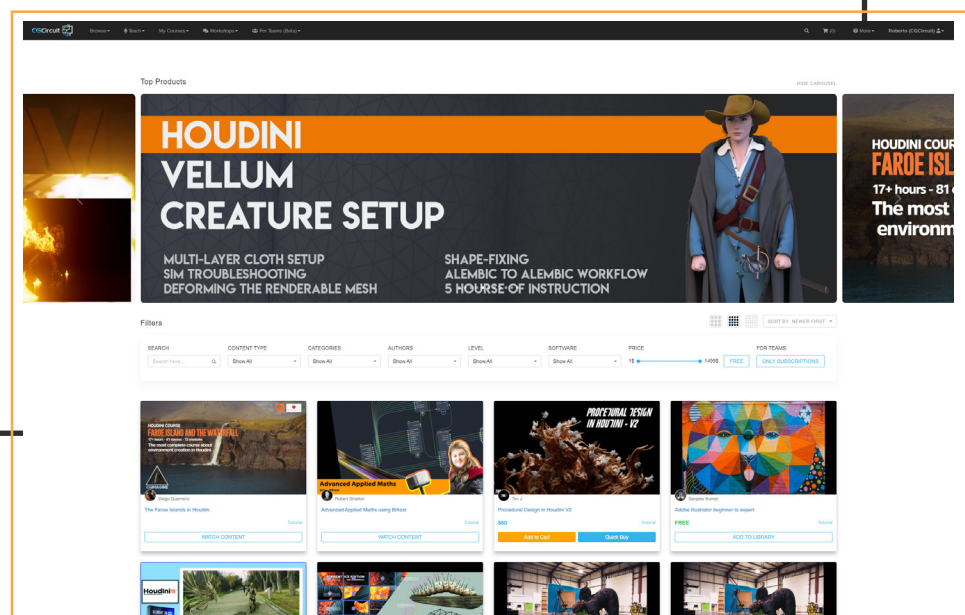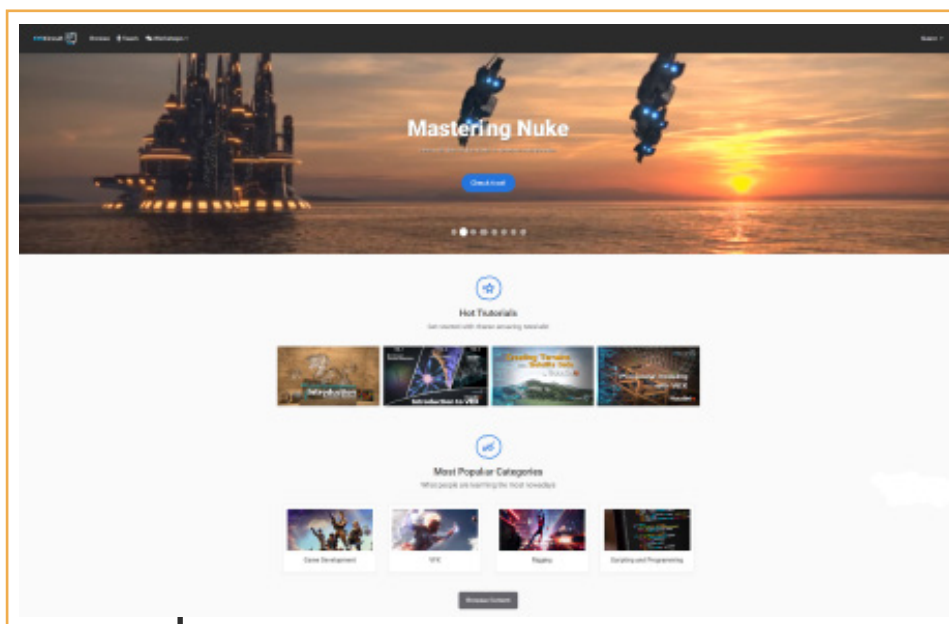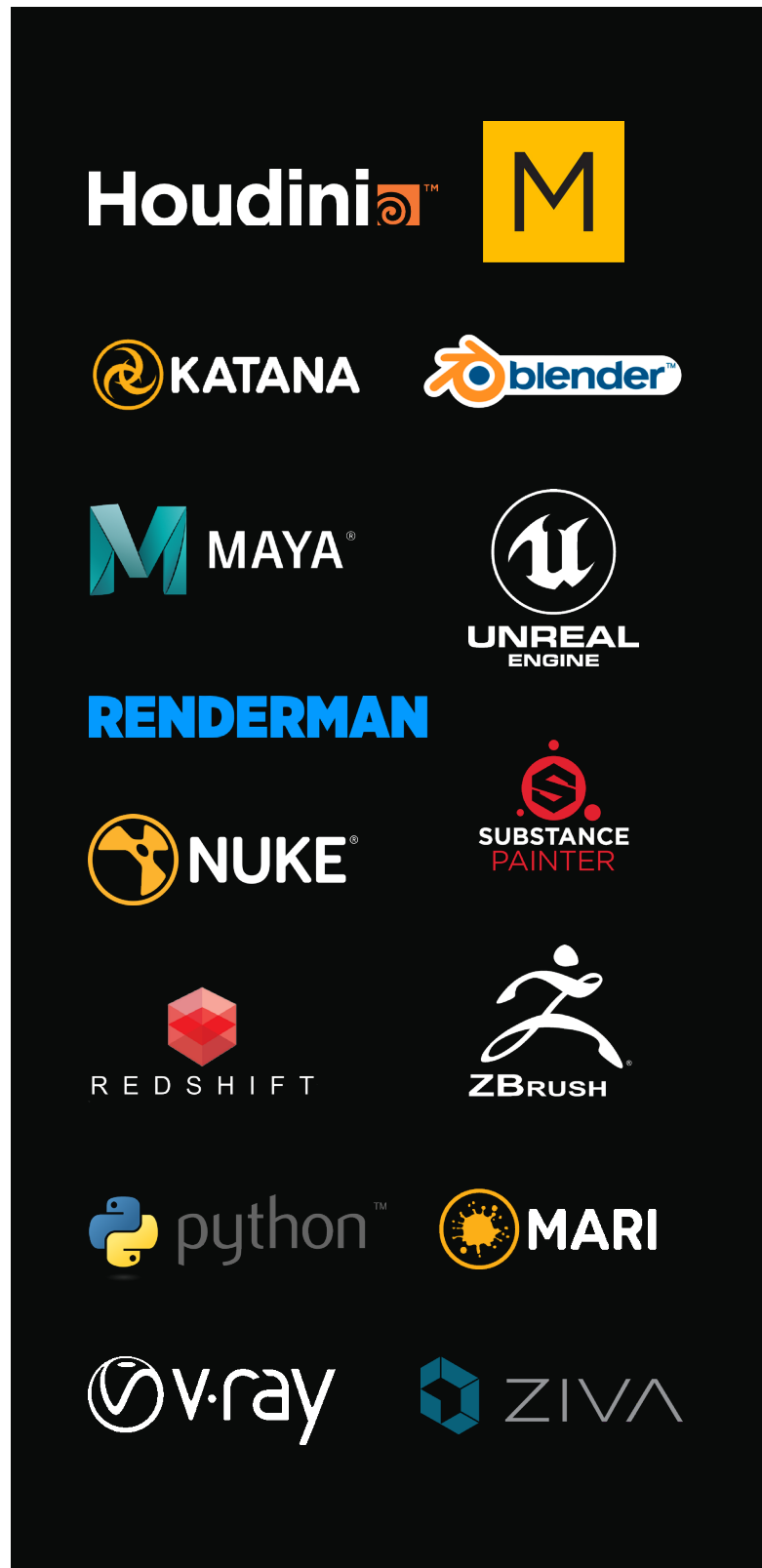
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What is CGCircuit?

CGCircuit is an online learning platform dedicated to VFX, Rigging, Modeling, Animation, Coding, and more.Students and working professionals can learn the latest industry techniques from industry experts and veterans who have worked in the production of blockbuster films, video games, and animation.

Why Choose CGCircuit?

- CGCircuit is becoming the best platform for learning the latest techniques. Authors on the platform illustrate everyday workflows and best practices that focus on emerging techniques in the industry.

- Get access to our authors' collective experience which spans from small to big studios.

- The courses on CGCircuit are professionally produced to help people learn better and faster.

- People using our platform learn tips and tricks that speed up their process and are exposed to different approaches on common aspects of computer graphics: Modeling, FX, Animation, Rigging, Compositing, Look Dev, Rendering, Scripting, Programming etc.

- Designed for both students and professionals.

- Our learning tools make it easier for people to find the information they are looking for.

Houdini™   M

KATANA   blender™

MAYA®   UNREAL ENGINE

RENDERMAN

NUKE®   SUBSTANCE PAINTER

REDSHIFT   ZBRUSH®

python™   MARI

V·ray   ZIVA

Learning on CGCircuit

Learning on CGCircuit is easy. We've built a robust online learning toolset that thousands of users use, and love. The platform has been designed to find and manage content faster, providing a great user-experience.

The structure of our courses has been designed to be agile and easy to follow. Each course is divided into chapters and lessons so users can reach topics faster and more efficiently.
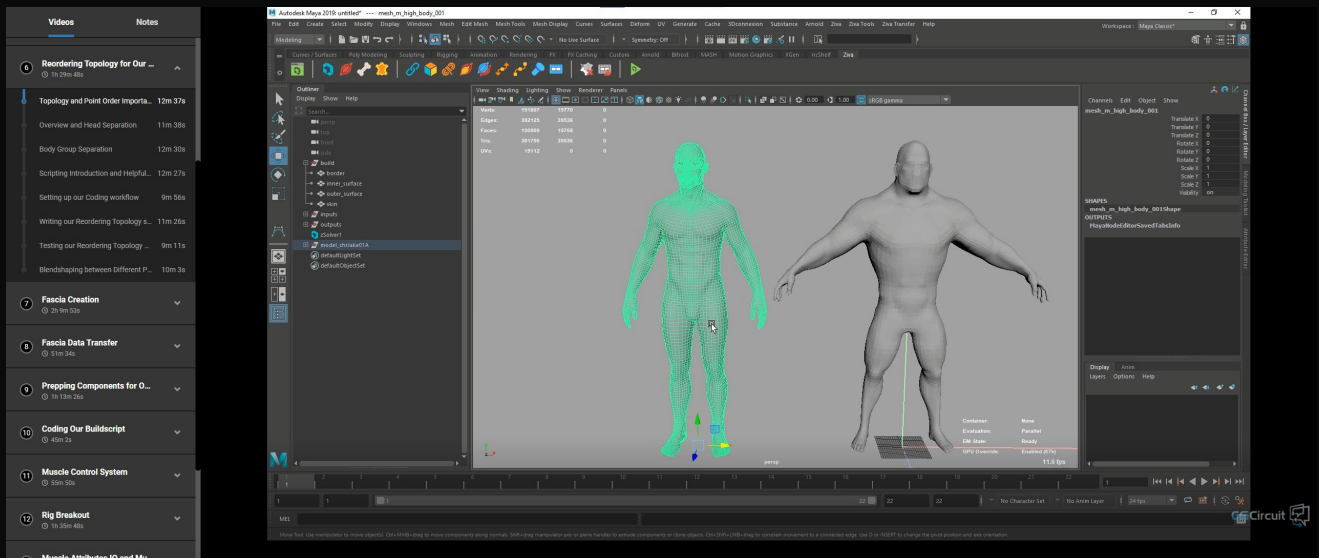

A Dedicated Video Player

Unlike Traditional video players (YouTube, Vimeo, etc) our player has been specifically designed to facilitate the user's learning experience. These are some of the main features:
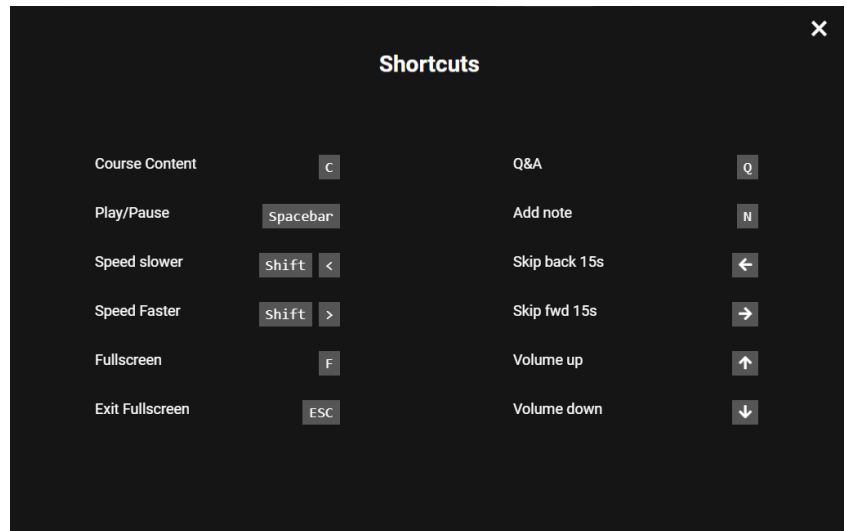
- Easily track progress of entire course.

- Skip a few seconds, so you can make sure you understand the concepts explained.

Let's look at some other features of the player in more detail.
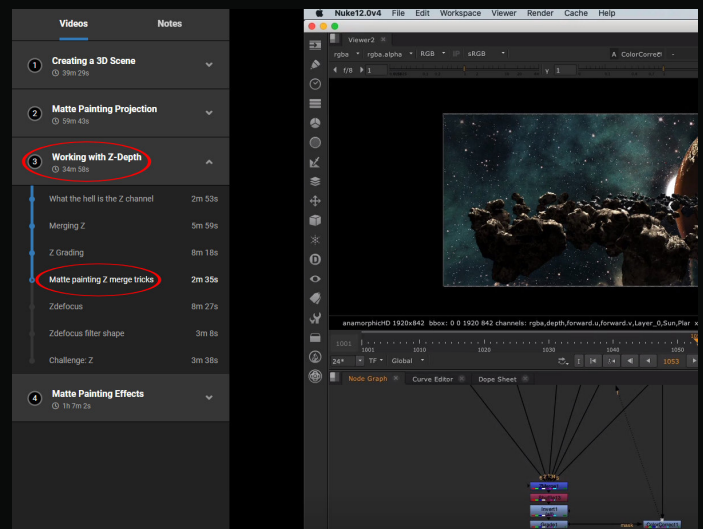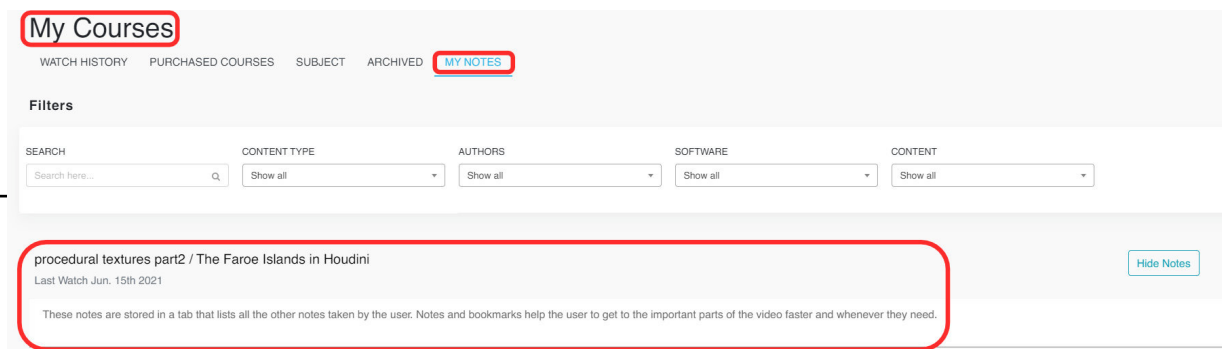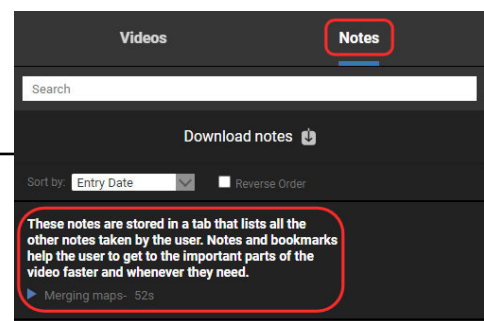
Video Player Shortcuts

Shortcuts improve the user experience and speed up learning even more

Notes

Users can take notes directly on the video they are watching. These notes are stored and can be easily accessed from the player itself or from the learning page.

Notes can be used as bookmarks as well, to help users get to the important parts of the videos faster.
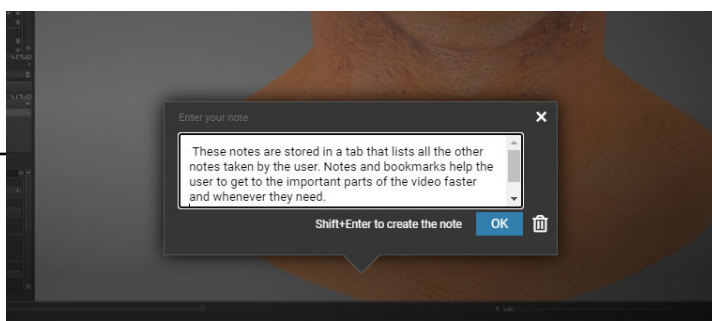
Other features of the learning platform
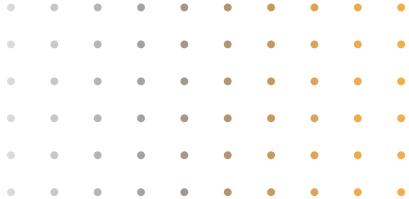
Subjects

Subjects allow users to create categories to group their content in order to organize their learning experience.

Featured Authors

Steven Knipping

in

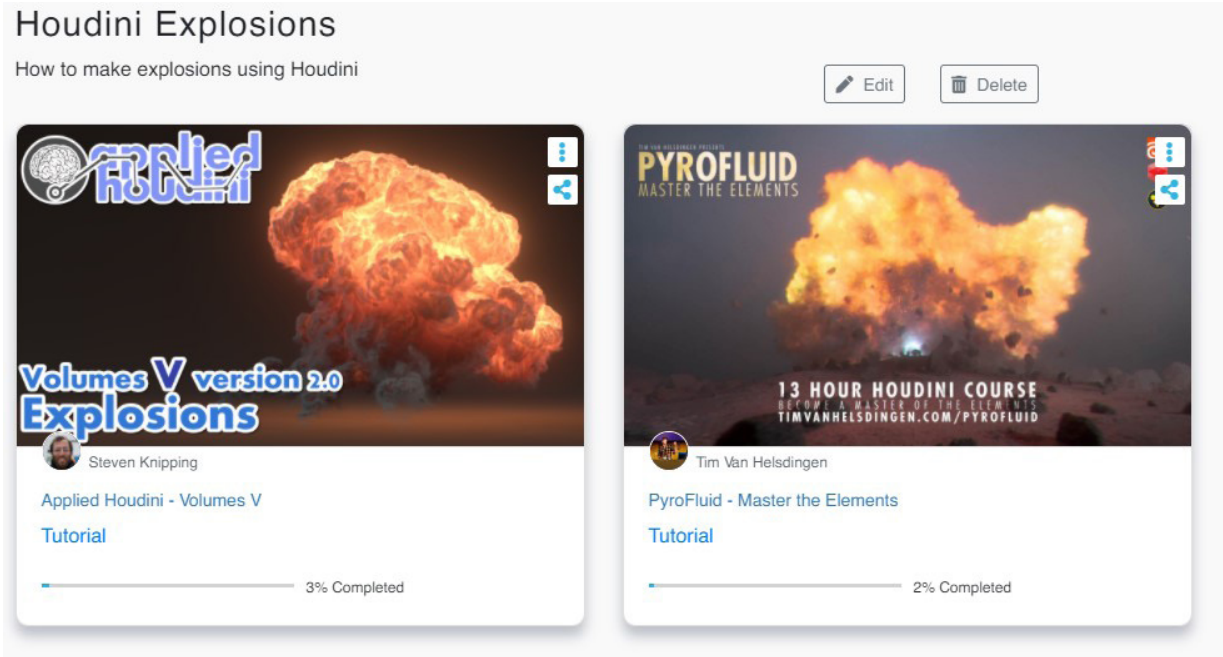I'm a senior rigid body destruction and FX TD at Industrial Light & Magic, and have worked on dozens of films including Star Wars: Rise of Skywalker, Rogue One: A Star Wars Story, Aquaman, and Avengers: Endgame.

My areas of expertise mainly focus on Houdini-based FX, especially rigid body destruction, particles, and smoke. I have also done a lot of pipeline coding, simulation programming, shader writing, lighting, and even... modeling!

Stefan Bredereck is a VFX-Veteran with over 20 years of professional experience. He spend the last 14 years working in Hollywood on countless TV shows and a few feature films as well and was honored 3 VFX Emmy Nominations and other awards.

He worked many years for Eden FX (Lost, Ghost Whisperer, Teen Wolf, NCIS, Frightnight, The Girl with the Dragon Tattoo, The Social Network), Encore VFX (The Flash, Supergirl) and is currently at home at Muse VFX (Legion, NCIS, Emergence, Charmed, Unhinged)

Stefan Bredereck

in

David Adan

in

David Adan is a Visual Effects Technical Director with more than 15 years of experience on industries.His passion for cinematography and VFX has led him to work initially as a Digital Compositor, and currently as an FX TD in films like the Turkish epic "Fetih 1453", "Herbst", "Timebreakers", "Jumanji: Welcome to the Jungle", "Asura", and more recently "Godzilla: King of Monsters", "Terminator: Dark Fate" and "Angel has Fallen".Currently, David is working as Lead FX TD at Cinesite Montreal.

Featured Authors

Geordie Martinez

View Courses on CGCircuit

Geordie is a CG Supervisor at VersatileMedia working in virtual production using Unreal. Formerly Crowd Supervisor and a CreatureTD at Industrial Light & Magic (9 yrs). For 6 of his years at ILM he was the Creature Dev Trainer where he trained new Creature TDs.

He has been working in VFX, animation and science animation for over 15 years at studiossuch as ILM, ImageMovers Digital, Giant Killer Robots, PalmaVFX and Stylus Visuals.

Florian is an international artist specialized in computer graphics, visual effects, interaction and video projection. He is also director of several short movies and a visual effect teacher. In 2011, He obtains his master's degree of Arts and Technologies of Digital image with honours at the University Paris 8 in France.He worked around the world on major feature films (Deadpool 2, Spider-man, Detective Pikachu for the latest).

Florian Girardot

View Courses on CGCircuit

David A. Ferreira

View Courses on CGCircuit

David A. Ferreira Starts on an ArchViz studio in 2008 and went freelancer on 2011.

He is a true CG Generalist and an Instructor since 2010.

Currently he is also the 3d Program Coordinator at a CG School in Lisbon called Odd School.

Featured Authors

Tim is a graduated as Animation Design B.A. and Houdini specialist. As a Motion Designer his strong suit is abstract animations inspired by nature and his passion as a photographer. VFX artist, animator,modeler,concept artist, technical development.

Tim J

View Courses on CGCircuit

Robert Stratton has more than 7 years experience working as a Rigging TD in the film industry.

After graduating from Bournemouth University, His summer school project was listed for the ACM Siggraph 2014 Dailies, where he presented his work in Vancouver.

Shortly after he started his career off at MPC as a junior Rigging TD where he quickly rose to the challenge of leading large teams for films including Alien: Covenant and Dr Dolittle.

Robert Stratton

View Courses on CGCircuit

I've been working in the VFX industry for the last 13 years, both in commercials and feature film. I've worked on movies like Guardians of The Galaxy, The Jungle Book, Ready Player One and many more.

You can find my latest showreel over here: **https://vimeo. com/350554917**

I also run a Houdini tutorial blog that you can check out over here: **http://shortandsweet3d.blogspot.co.uk/**

Mikael Pettersen

View Courses on CGCircuit

Featured Authors

Andrii Zamorskyi

FX Artist –
POSTMODERN

Chad Vernon

Technical Art Director
at Skydance

Andy Van Straten

Creature Supervisor at
Ziva Dynamics

Arihant Gupta

Senior FX Artist at
Sony Pictures Img.

Sara Hansen

TD Generalist at Ziva
Dynamics

Nico Sanghrajka

Rigging Artist -
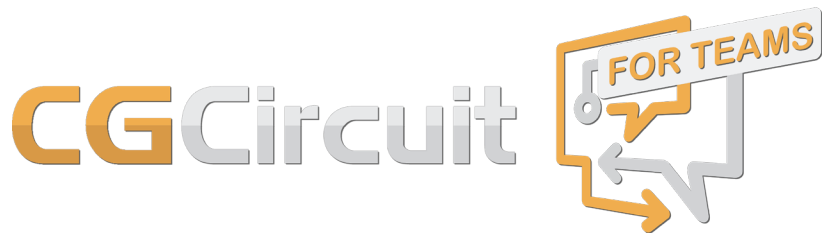Freelance

Maria Mishurenko
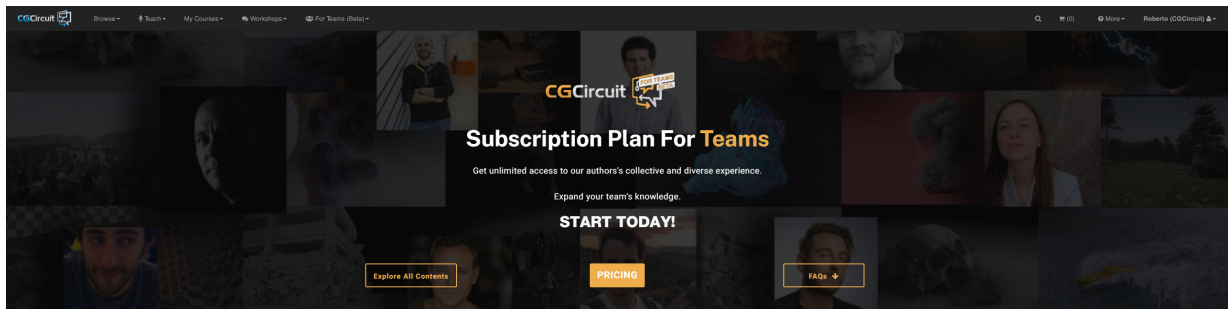
XR designer and
developer

Tomas Sackmann

3D Character
artist

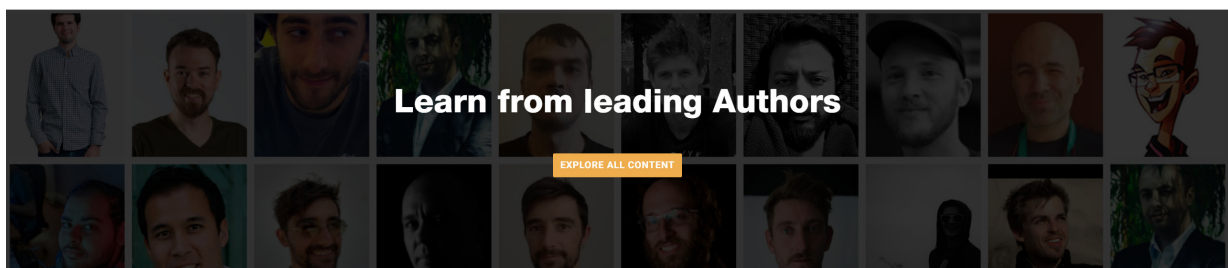CGCircuit for Teams is the enterprise offering of CGCircuit.

Designed to fit the learning needs of students and working professionals in the Game and VFX industry, CGCircuit for Teams offers unlimited access to the most relevant courses from its overall marketplace of more than 300 courses constantly expanding. Studios or Schools can choose subscription plans as per their requirement.

Subscription Benefit

Unlimited access

CGCircuit for Teams subscription is a cost-effective licensing which gives users full access to the learning library. Users can watch unlimited videos on whatever courses they need.The learning library is available round the clock and can be accessed from anywhere without any limitations.

Laser-focused training

CGCircuit for teams leaves no stone unturned to offer exactly what the users need. The online library has a vast collection of useful courses. A single constantly expanding library contains a great and diverse variety of talent. Users can find different approaches to the same topic. Diverse skills and valuable content help to achieve the teams' training goals for the present and the future.

Flexibility and Scalability

CGCircuit for Teams offers monthly and yearly subscriptions. Starting with a minimum of 5 licenses, CGCircuit for Teams subscription offers the option to scale up or down licenses as per the organization's requirements. Organizations can start with the minimum membership licenses and assign them to users according to the team's training needs, then swapping them with other users without any cost.

Extra Guidance

CGCircuit is a knowledge-sharing platform with a vision to build a community where knowledge is exchanged. Following the etiquette guidelines, users can connect and stay in touch with instructors using the means provided by CGCircuit like a messaging system.

Institutions can contact the creator of the tutorial video by leaving a note in the discussion forum of the content or through email. CGCircuit is all about helping users learn and upskill to their full potential.

Team Licenses

Start with a minimum of 5 membership licenses and scale from there. Once chosen licenses number and subscribed to the selected plan, the Plan Manager will assign a license to each user and eventually to himself. So, all members will have the ability to access simultaneously all content that they need and will have the ability to watch it as many times as they like, for as long as membership lasts.

The Plan Manager decides who should use licenses and can change this at any time. Check FAQs for more details.

Studio Scenario: Use your licenses to train your FX team, then use them later for your Look Dev team, or mix it up!

School Scenario: Use your licenses to train your students this term, then assign the licenses to new students next term.
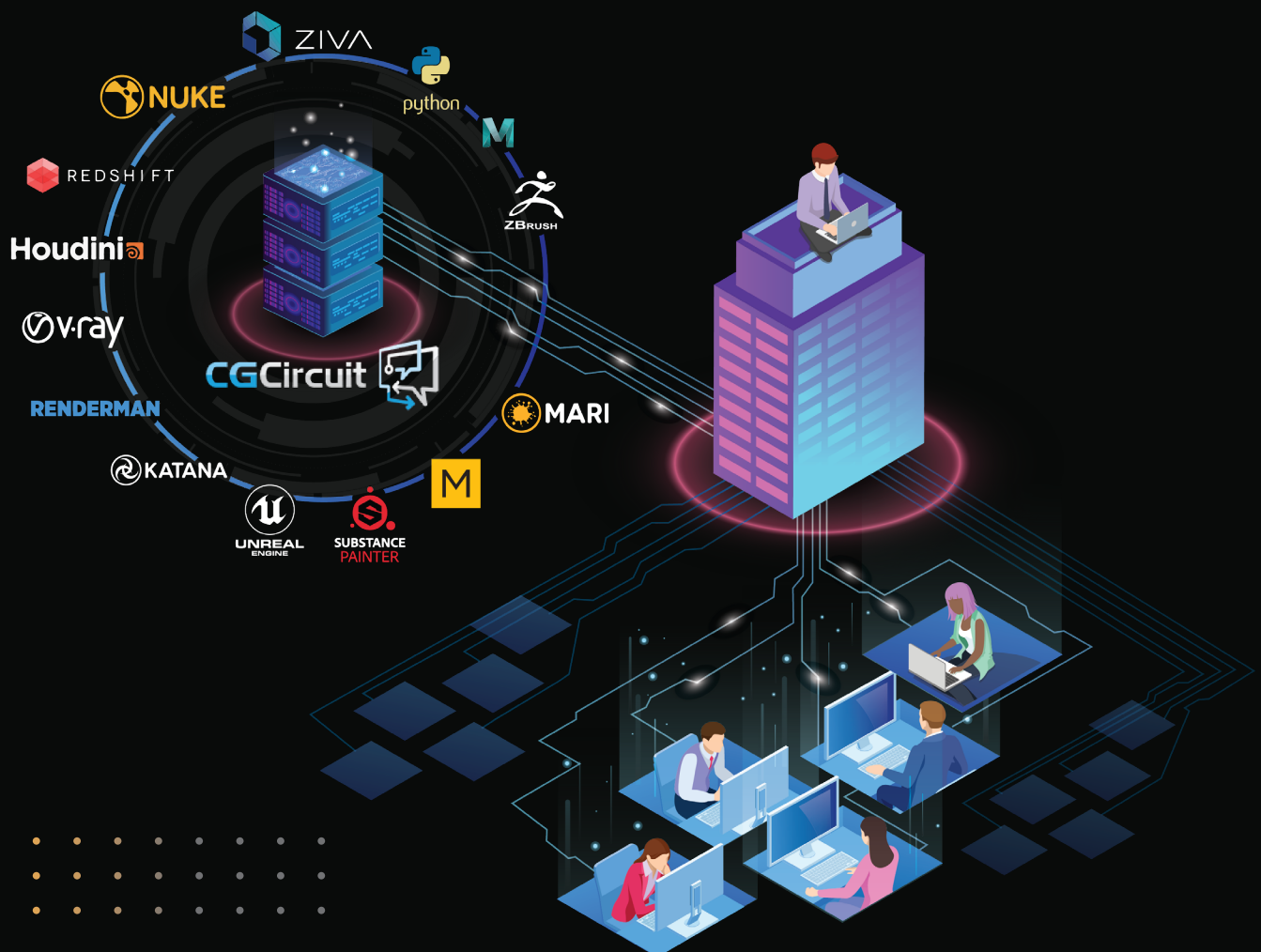
Pricing

Monthly Plan	Monthly Plan	Monthly Plan
5-10 Licenses	11-20 Licenses	20+ Licenses
$89,00	**$75,99**	**$54,99**
Per user/month	Per user/month	Per user/month

Annual Plan	Annual Plan	Annual Plan
5-10 Licenses	11-20 Licenses	20+ Licenses
$79,99	**$64,99**	**$49,99**
Per user/month	Per user/month	Per user/month

CGCircuit

FAQs

How does CGCircuit subscription work?

It's simple. When you sign up, you'll immediately have unlimited access to all our selected courses. There's no limit on what you can learn, meaning that you are free to watch as many courses as you like.

How many licenses should I purchase for my plan?

Start with a minimum of 5 membership licenses and scale from there. The Plan Manager will assign a license to each and eventually to himself.

So, all members will have the ability to access simultaneously all content that they need and will have the ability to watch it as many times as they like, for as long as membership lasts.

Can I add and remove licenses?

Yes. You can add or remove licenses at any time during the subscription. When you add licenses, you'll be charged the prorated amount until the day your next subscription payment is due. When you remove licenses, you will not get a refund for the current pay period, but you will pay a lower amount on the next billing cycle.

Can I swap licenses?

Yes. The plan manager, according to the team's learning needs, can swap purchased licenses with other users at any time, changing the users' email, without any cost.

Can I cancel any time?

You can cancel or upgrade your CGCircuit subscription at any time. If you cancel your subscription, you will have access to CGCircuit courses until the day your next subscription payment is due. For example, if you cancel your monthly subscription 15 days before the next payment, you will still have access to the content for another 15 days. If you cancel your annual subscription three months before your payment is due, you will still get access for another three months. We do not refund cancelled subscriptions.