

# CREATURE EFFECTS



COURSE PROGRAM

# Program Objectives

Hi there!

The world of VFX is truly fascinating. With just a computer, we can create anything we can imagine: creatures from other dimensions, explosions, destruction, breathtaking fantasy landscapes...

This training program — 4 months plus an extra month for a final project — is designed to help you become a CFX Artist (Creature Effects Artist). You'll learn everything you need to go from zero to hero using SideFX's Houdini, one of the most widely used VFX software tools in the industry.

Throughout this training, students will acquire advanced technical skills and develop practical competencies that will prepare them to face the challenges of the visual effects industry using Houdini.



# Meet the teacher

My name is Marc Domínguez, and I've been working in the crazy world of VFX for the past 6 years. I've been in the trenches on productions like *The Little Mermaid*, *Star Wars Visions 2*, *Pinocchio*, *Nope*... and also sharing my knowledge by teaching and creating content around Houdini and VFX.

For more info, feel free to check out my website [marcdom.com](http://marcdom.com), my [LinkedIn](#) profile or my [IMDb](#) page. Drop me an email and let's talk: [marcdomvfx@gmail.com](mailto:marcdomvfx@gmail.com)

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# Student Work

Here you can see a selection of work created by students who successfully completed the course. These projects reflect real results achieved during the program and the level reached by the end of it.

The course has been tested and refined over multiple editions and is currently taught in institutions such as L'Idem Barcelona, ensuring a proven, production-oriented structure. All featured students started with no prior knowledge of Houdini, demonstrating the accessibility and effectiveness of the learning path from beginner to production-ready level. Some of them are already working in the Industry.



# Course plan

This program is structured over 4 months of intensive training, followed by 1 additional month dedicated to a final project, where students will consolidate everything they've learned into a professional piece.



.module 01.

# HOUDINI ABC

In this first module, we'll break down how the VFX industry and studios actually work, so you can get a clear big-picture view. We'll get familiar with Houdini's interface and learn the essential basics (the ABCs) to move around the software with confidence.

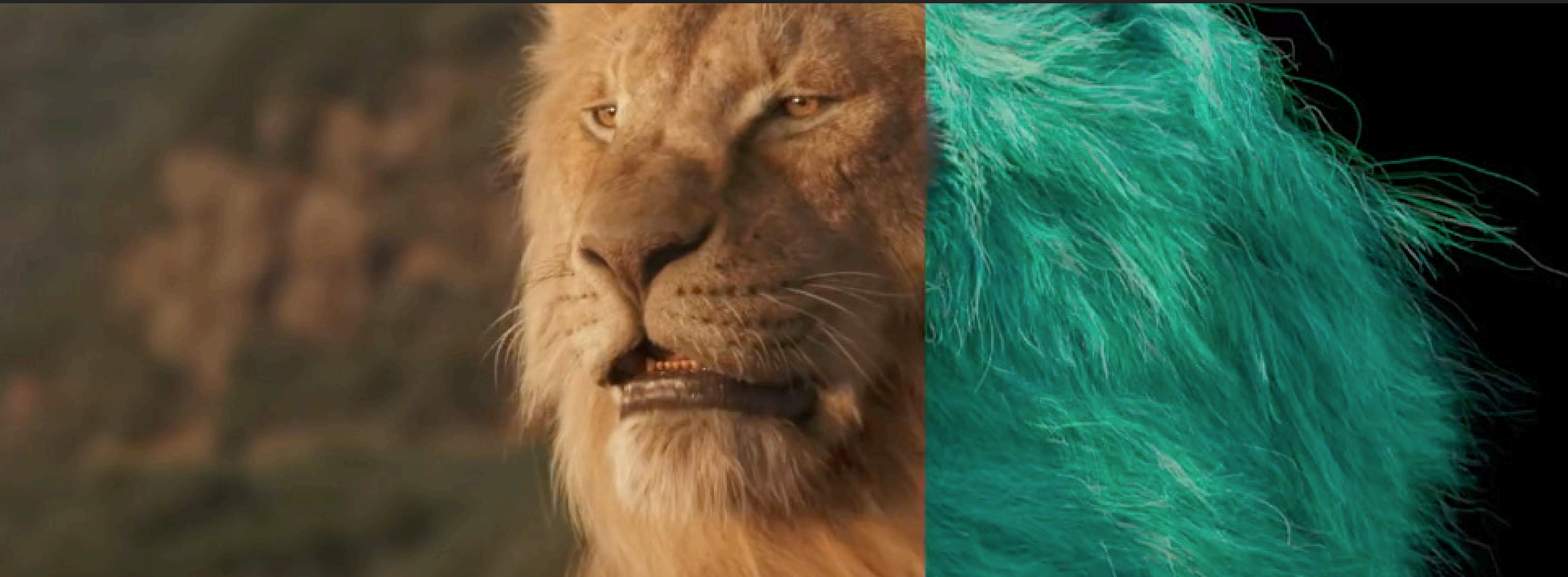


.module 02.

# Groom & Feathers

In this block, we'll become professional digital hair stylists, creating hair, fur, and feather systems from scratch for our characters and creatures. We'll design grooms for animals, creatures, monsters, realistic characters, and stylized ones.

Using specialized tools and techniques, we'll learn how to create realistic styles, textures, and structure—bringing everything to life with believable movement and detail. From soft fur to complex feather setups, this is where your creatures start to truly feel alive.



.module 03.

# Cloth

In this module, we'll dive into the world of cloth simulation, learning how to make fabrics and flexible objects behave realistically using "virtual physics." From simple garments to more complex setups, we'll explore how materials fold, stretch, and react to movement.

By the end, you'll be able to create believable cloth simulations that add life and realism to your characters and shots, making everything feel grounded and production-ready.



.module 04.

# Muscles & Softbodies

In this module, we'll explore how to bring characters to life through advanced deformation systems. You'll learn how to create muscle setups and simulate soft-body dynamics to achieve realistic secondary motion.

From subtle skin movement to more complex deformations, we'll focus on adding weight, volume, and believability to your characters, making them feel organic and truly alive on screen.



.module 05.

# Final Project

In this final challenge, students will develop a project individually or in teams, combining at least two of the modules into a single scene.

The process is divided into three key stages: **defining the idea**, **pitching and planning** it like in a real production environment, and finally **bringing it to life** using all the skills learned throughout the course.



# Course Formats

The course is available in two distinct formats, designed to accommodate different learning preferences, schedules, and levels of autonomy while maintaining the same educational standards and outcomes.



## Course Formats

# Online Format (Live)

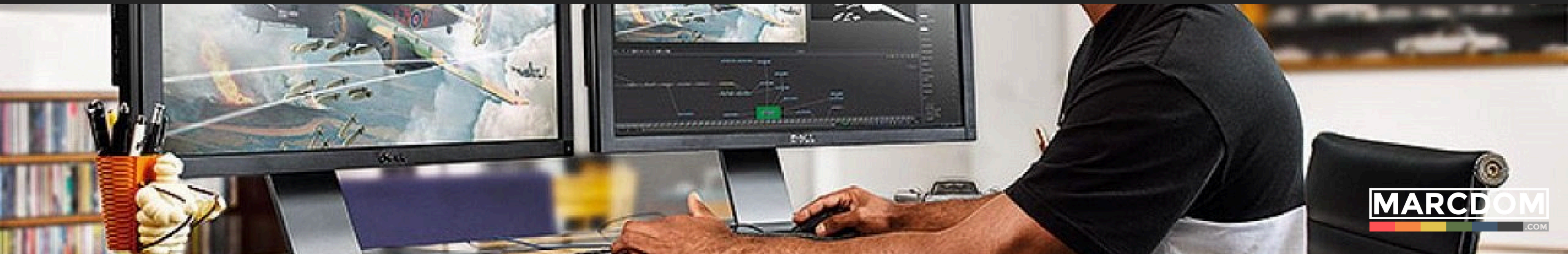
Live, instructor-led classes running from Monday to Friday, 3 hours per day, over a period of approximately 5 months.

This format is designed for students who benefit from a structured and immersive learning environment. Each session is delivered in real time, allowing direct interaction with the instructor, immediate feedback, and collaborative learning with peers.

The progression is guided step-by-step, ensuring that all core concepts are properly absorbed before moving forward. Students are expected to follow a consistent schedule, which helps simulate a real production-like workflow and encourages discipline, accountability, and steady skill development throughout the course.

## Quick Overview

- **Monday to Friday**
- **3 hours per day**
- **5 months**
- **Weekly workload: 15 hours**
- **Total duration: ~21-22 weeks**
- **Total teaching hours: approximately 315-330 hours**



## Course Formats

# VOD Format (Video On Demand)

A fully pre-recorded course structure designed for maximum flexibility and self-paced learning.

Students have permanent access to all course modules, allowing them to progress at their own speed, revisit complex topics, and structure their learning around personal or professional commitments.

Although asynchronous, this format includes a strong layer of personalized support through a dedicated mentor system.

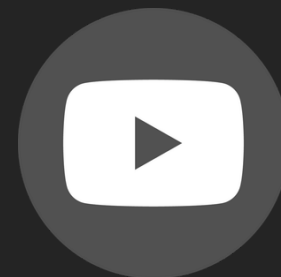
This format is ideal for students who need flexibility but still want structured professional guidance. It replicates a studio-like mentorship experience, where learning is self-driven but continuously validated through expert feedback, ensuring consistent quality and real production readiness.

## Quick Overview

- **Weekly 1-to-1 mentorship sessions with an instructor**
- **Continuous review of progress and technical guidance**
- **Direct support on production challenges and workflow decisions**
- **Dedicated supervision and feedback on the final project**

# Wanna talk? Let's book a call or drop me an email

[marcdomvfx@gmail.com](mailto:marcdomvfx@gmail.com)



A woman with dark hair in a bun, wearing a striped shirt, is seen in profile working at a desk in a modern office. She is looking at two computer monitors displaying 3D architectural models. The office is dimly lit with blue ambient lighting and desk lamps. Other people are visible in the background.

Thank you  
So Much!