

I want to research world morphing VFX, including mirroring and warping effects (very toned down version of what's in Inception).

Either by choosing to focus on a specific technique I can learn in premiere pro and experimenting in there only, OR familiarizing myself with another application like Blender/ After Effects . (that being the new, more concentrated focus of my project. I will likely sample some drone footage of different types of land/cityscapes and will learn about how I can use mirroring techniques to construct different illusions.