



benuts is a Belgian studio with more than 10 years of international experience in creating VFX, CG elements and motion design for feature films, TV-series and commercials. We have a 3D team working on Houdini & Maya, a team of 2D compositors working in a Nuke pipeline, a Realtime department working on Unreal Engine and a team of digital matte painters & motion graphics artists working on Photoshop & After Effects. This allows us to put the best know-how in every skill of the visual image with a workflow suited.

## VFX Supervisor

**The VFX Supervisor** is responsible for the design and execution of VFX work on a given project. This includes both on set supervision and supervision of the in-house work through post production. In conjunction with the VFX Producer, the VFX Supervisor is responsible for the management and successful completion of the project.

### Missions:

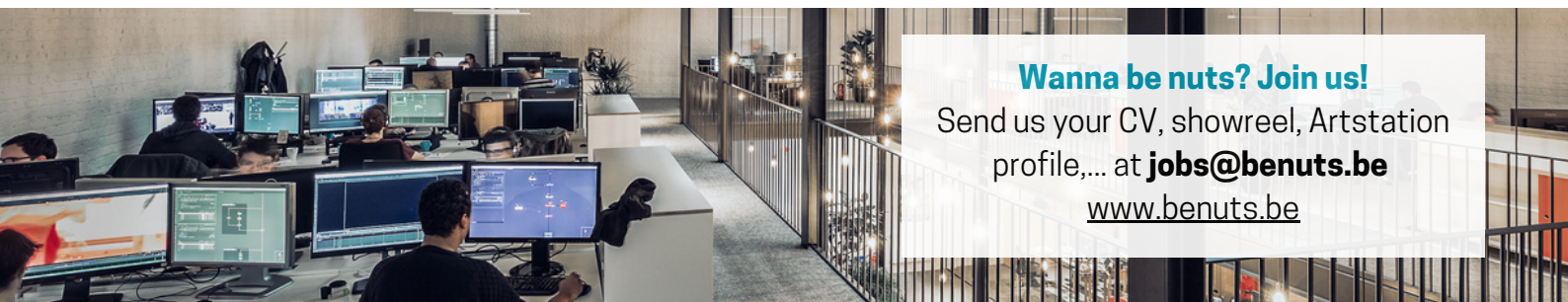
- Works closely VFX producers and Head of Departments to establish the creative approach of the productions and determine the needs,
- Responsible for attending filming sets/locations and ensuring technical aspects and quality of VFX shots,
- Establish creative relations and strong confidence with given clients, by ensuring customer satisfaction,
- Guide and deliver VFX projects from conception through to completion, by understanding and communicating the Director's feedback to the VFX team while maintaining Director's vision and working within budget,
- Provide creative respectful leadership by communicating show expectations to the VFX team, setting the expectation for the highest levels of quality in concordance with the budget / bids,
- Collaborate in creative and technical problem solving driven by the desire to deliver innovative, high-quality work

### Skills required:

- Strong experience with high-end VFX production,
- Up to date with VFX tools and emerging technologies,
- Excellent knowledge of design, layout, colour and composition skills, photography, understand cameras film-grain, colour-space and lookup tables, film processing and DI processing,
- Excellent organizational and communication skills, team player, customer oriented, agile.
- Problem-solving & dedication

We offer you the opportunity to join a great working environment with a talented team and to work on exciting projects. Our main office is in La Hulpe but we also have locations in Mechelen and Brussels. If you are not self-employed, we offer freelance contracts paid according to the CP227 scale.

**Our mission:** to support Belgian artists in developing their skills in a creative environment with no limits, to bring each project to life.



**Wanna be nuts? Join us!**

Send us your CV, showreel, Artstation profile,... at [jobs@benuts.be](mailto:jobs@benuts.be)  
[www.benuts.be](http://www.benuts.be)