

benuts is already celebrating its 15th anniversary!

With several years of international experience in VFX, CGI, and motion design, the studio applies its expertise to feature films, television series, stage designs, and music videos.

At benuts, we are committed to supporting Belgian artists in developing their skills in a creative environment, to bring every idea to life. The studio's challenges include providing a creative space for Belgian artists and enriching its departments (2D, 3D, Motion Graphics, Matte Painting, Realtime) covering all aspects of visual effects.

Expertise, Ambition, Collective and Humility: The pillars upon which we build our commitment to our clients. Our mission? To help the Belgian visual effects industry to become a European reference.

## **CG** Generalist

The **CG Generalist** is a visual effects professional capable of working on various aspects of production, such as 3D modeling, surfacing, animation, lighting, and compositing. They must be able to understand the creative goals of the project and collaborate closely with other departments to meet client requirements. In short, the role of the CG generalist is to possess diverse technical skills to adapt to different aspects of visual effects production.

## Skills required:

- Experience with Maya, Arnold, and Substance
- Experience in modeling, texturing, layout, and lighting
- · Creative, sens of aesthetic and technical abilities
- Basic knowledge of Houdini to Maya pipeline, Nuke, and Animation is a plus

## Other skills:

- Attention to detail
- Problem-solving
- Dedication
- Organization and communication skills, team spirit oriented
- Drive, natural curiosity about new technologies linked to the VFX

We offer you the opportunity to join a great working environment with a talented team and to work on an exciting project. 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.

