



benuts is a Belgian studio aiming to support its artists in the development of their capabilities in a creative and human environment. We strive every day in order to live our values of: Expertise, Ambition, Cooperation and Humility. Over the years, we built of team of passionate artists, involved on several projects of feature films as well as TV series, on a local and European scale. In order to sustain these projects and our expansion, we are currently looking for a:

## 2D Supervisor

Working closely with the VFX Supervisor, the **2D Supervisor** is responsible for defining the creative and technical working processes for the show and evaluating production schedules. He/she participates as a leader and hands-on contributor through all stages of 2D Pre and Post Production.

Liaise directly with VFX Supervisor / VFX Coordinator and delegate the compositing needs of the project(s) to the lead compositing team.

Responsible for the management and work quality of Compositing team of the show, he approves every shot that leaves the compositing department before being presented to the VFX Supervisor.

### Missions:

- Driving the direction of the 2D department on a particular project as well as building up a world class compositing team.
- Participates as a leader and hands-on contributor through all stages of 2D Pre and Post Production.
- Set up specifics for daily creation and client delivery standards and the colour pipeline for the show and the Nuke compositing pipeline
- In conjunction with VFX Producer and Head of 2D, define the number of compositors needed and the number of leads to assist
- In conjunction with CG Supervisor, develop the look and technical setup for each sequence
- In conjunction with leads and seniors, offer technical support and advice on difficult scripts/look-dev where needed
- Work with VFX Coordinator and leads to manage and monitor the day to day scheduling and running of the team, assign shots to appropriate compositor
- Check released shots in the cut and ensure continuity and consistency
- Attend dailies sessions with the team to give feedback/approvals and run an effective comp dailies in absence of VFX Supervisor
- Meet with the Leads on a regular basis to spot inefficiencies or problems and put in place a plan of action to resolve such issues
- Attend desk rounds with all members of the team on a regular basis
- Optimize workflow and identify bottlenecks or problems
- In conjunction with VFX Supervisor, identify and organize creation of showreel material (breakdowns)
- In conjunction with leads and HoD, participate in Post Mortem to identify problems that occurred on show and offer solutions

### Skills required:

- Problem-solving & dedication
- Organization and communication skills, team spirit oriented
- Motivated, hard worker, able to work with short deadlines and under pressure
- Drive, natural curiosity about new technologies linked to the VFX and gaming sectors

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)