



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:

## Lead Nuke compositor

Liaise between the 2D Supervisor and compositing team.

### Missions:

- Lead, motivate and mentor the Compositing team by example and maintains a hands-on compositing role, correct bad habits, encourage best practices, teach new
- Conduct frequent desklies/rounds, giving artists useful feedback/spotting
- Responsible for the management of the compositing team, the quality of the compositing work and an overview and development of the 2D pipeline across projects, together with the 2D Supervisor
- Solve technical comp issues, optimize complex Nuke setups
- Define and split comp work into sequences
- Complete or assist with shots for each project
- Ensure all elements are complete and on time from beginning to end of each project
- In conjunction with VFX Coordinator and 2D Supervisor, assign shots to appropriate compositor according to ability and sequence delineation
- Develop and set looks for sequences and shots/effects/assets/2D, in consultation with the 2D Supervisor / VFX Supervisor
- Organize the creation of template scripts for each sequence or recurring tasks
- Review comp work prior to dailies, manage comp dailies session/rounds schedule,
- Understand and coordinate with upstream departments by chasing elements
- Perform final quality control checks on shots
- Communicate shot information to 2D Supervisor and VFX Producer to allow schedule updates and additional work, advising if there are any problems arising

### 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)