

JOB DESCRIPTION

For more than 10 years now, benuts is a creative hub in visual effects for cinema, television, scenography and advertising is specialized in compositing, matte painting, after effects, motion design, opening credits, photorealistic 3D, Houdini FX, on-set supervision, art concept, artistic direction.

SENIOR HOUDINI FLUID ARTIST

SENIOR HOUDINI FIRE ARTIST

The Houdini FX artist is in charge of all the aspect of the production of 3D assets and shots involved in the creation of VFX for feature film, TV series...

- Expert in fluids, particles simulations using Houdini
- Good knowledge of the CG technologies, with a photorealistic look
- Strong creative, artistic and technical skills
- Strong experience in producing photorealistic FX oceans simulations **and / or** fire simulations for feature film and / or TV series

Skills required:

- Setup and design of procedural solutions to create FX
- Able to ensure the creation the FX needed from setup until final render
- Very strong knowledge of Houdini, MEL, Python, Arnold, Mantra...
- Lighting and shading your work until the final rendered image or passing the caches on to the Lighting Artists.
- Knowledge of Maya, Unreal Engine is a plus
- Creatif, artistic and technical skills
- Organization and communication skills, team spirit oriented
- Able to work with multiple departments to ensure shots highest quality
- Self-driven, curious about new technologies linked to the VFX and gaming sectors
- Motivated, hard worker, problem solver, able to work with short deadlines and under pressure
- Experience in pipeline with Shotgrid

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

Our main office is in La Hulpe but we have also ones in Mechelen and Brussels.

If you are not self-employed, we offer freelance contracts paid according to the CP227 scale.

Wanna benuts? Join us!
Contact: jobs@benuts.be

