

## 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.

### UNREAL ENGINE ARTIST

**3D Environment Artists** are specialized in creating photo realistic backgrounds and environments using different technologies, from classic 3D modelling of assets on Maya, Zbrush... to virtual environment with **Unreal Engine**, to match with live action footage.

#### Skills required:

- Experience in 3D animation (modeling, texturing, shading, lighting) on Unreal Engine, Maya, Zbrush, Vray, Arnold
- Skilled in recreating photorealistic landscapes based on photos, footage
- Solid knowledge of texture, color, dimension, scale, perspective, lighting, shade, composition, depth of field, proportion
- Knowledge of geography, architecture and the laws of physics
- Good knowledge of CG technologies and workflow
  
- Very good knowledge of Unreal Engine, Unity, Maya, Vray, Arnold
- Knowledge of Photoshop, Nuke, 3D Equalizer, Houdini is a plus
- Creatif, artistic and technical skills
- Organization and communication skills, team spirit oriented
- Self-driven, curious about new technologies linked to the VFX and gaming sectors
- Motivated, hard worker, able to work with short deadlines and under pressure

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](mailto:jobs@benuts.be)

