

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.

VFX SUPERVISOR

The VFX Supervisor is responsible for the design and execution of VFX work on a given project. This includes both on set supervision and supervision of the in-house work through post production.

In conjunction with the VFX Producer, the VFX Supervisor is responsible for the management and successful completion of the project.

The Supervisor's input is required for issues such as artist performance and team selection, liaising with the Head of 2D, producer, or director as required, of effects production, and estimating/bidding new work.

The VFX Supervisor also plays an important role in the sales efforts for new potential projects in collaboration with the VFX Producer. This includes script reading and breakdown, project time/budget estimation, attending first contact meetings and conference calls with potential clients, communicating definitively and clearly about the studio's abilities, resources and culture.

- Act as a partner and guide to VFX producers in achieving the look of the film within the technical parameters, scale and scope of the production bid (budget) and schedule.
- Responsible for attending filming sets/locations and ensuring that good, clear communication between the studio, the Director/DOP and Producers
- Responsible for achieving the creative aims of the Director and/or Producers
- Establish creative relations and strong confidence with given clients
- Guide and deliver VFX projects from conception through to completion, by understanding and communicating the Director's feedback to the VFX team while maintaining Director's vision and working within budget
- Responsible for the VFX Post-Production process, creatively leading the artists throughout the show ensuring that good and clear communication occurs at all times between the artists (through the Sup 2D and Leads), director and client
- Collaborate with key staff to establish efficient delivery workflows, technical pipeline upgrades and methodologies
- Provide creative respectful leadership by communicating show expectations to the VFX team, setting the expectation for the highest levels of quality in concordance with the budget / bids
- Collaborate in creative and technical problem solving driven by the desire to deliver innovative, high-quality work

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

