



benuts is a Belgian studio with more than 10 years of international experience in creating VFX, CG elements and motion design for feature films, TV-series and commercials. We have a 3D team working on Houdini & Maya, a team of 2D compositors working in a Nuke pipeline, a Realtime department working on Unreal Engine and a team of digital matte painters & motion graphics artists working on Photoshop & After Effects. This allows us to put the best know-how in every skill of the visual image with a workflow suited.

## Nuke Compositor

The **Nuke Compositor** integrates elements shot in live action or CG elements to create the final image of shots, under the supervision of a Lead Compositor.

### Skills required:

- Creative, aesthetic and technical abilities Good knowledge of Nuke, After Effects is a plus
- Basic understanding of 3D compositing and multi-pass compositing
- Tracking and stabilisation
- Clean plate creation, beauty, and production fixes
- Matte generation (roto, keying green or bluescreens, etc.)
- Good understanding of perspective, light, depth of field, distortion, and motion blur, grain
- Understanding of photorealistic VFX workflow
- Clean and efficient script organization

### Other skills:

- Attention to detail
- Problem-solving
- Dedication
- Organization and communication skills, team spirit oriented
- 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)