Benoit Leonard

FX artist

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Profile

Senior generalist and FX artist with 20+ years creating hi-endvisual effects for feature films, TV series and commercials. Also experienced in compositing, on-set CG supervision and solo game deving.

Skills

- Fluids (smoke, fire, liquid)
- Dynamics and destructions
- Modeling, PBR shading, lighting
- Digi-gore
- Compositing

Interests

Aeronautics *Massive aviation nerd*
Cinema, videogames *for the soul*
Woodworking, cooking *tangible things*

Filmography

Blade runner 2049
Sous le meme toit
Asesiname
Influenza
Stalker, Shadow of the Zone (short)
American gods (S1 4ep)
Twin Peaks (S3 1ep)
Sitting pretty (short)
Erase una vez pero ya no (1ep)
Papergirls (S1 4ep)
Westworld (S4 3ep)
Superman and Lois (S2, S3, S4)
Shogun (1ep)
Impossible Valentine (1ep)
Manhunt (3ep)
Righteous Gemstones (S3 1ep)
Fallout (S1 1ep)
XO, kitty (S2 1ep)
The Bondsman (4ep)
Criminals (3ep)
One Piece (S2, 4ep)
Lanterns (S1, 2ep)

Languages

- **French :** *mother tongue*
- **English :** *fluent*
- **Spanish :** *fluent*
- **German :** *pretty rusty*

Relevant Professional Experience

Solo gamedev, *indie*
2025-onwards
All aspects, from concept art to core mechanics and producer on my very own game

FX artist, *Refuge*
2021-2025
tv series *(Erase una vez pero ya no, Papergirls S1, Westworld S4, Superman and Lois S2-S4, Shogun, Impossible Valentine, Manhunt, Righteous Gemstones S3, Fallout, Xo, Kitty, Bondsman, One Piece S2, Criminals, Lanterns)*

3d artist, *Loica*
2018-2020
Commercials, institutionals, tv branding

Concept artist
Illustrations for space opera book serie *(Echoes of war)*

3d artist / compositor, *BUF*
2016-2017
Feature films, tv series *(Blade Runner 2049, American gods, Twin Peaks, Sous le meme toit)*

3d artist / compositor, *Madis, Artsetup, Feels, Bendita imagen, Atenas, Imagina, Voxel, Graphic dreams*
2006-2016
Commercials, institutionals, tv branding, scenic design, archpreviz, on-set cg supe

Tools of choice

Max, maya, blender, vray, tyflow
Bread and butter

Substance, embergen, liquigen, phoenixFD, houdini
task specific

Photoshop, after efect, nuke
recompose those passes

Unreal Engine 5
Game on