

Eran Dinur

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[IMDB](#)

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[Personal website](#)

[The Filmmaker's Guide to Visual Effects](#)

[The Complete Guide to Photorealism](#)

Summary

Primetime Emmy and two-times VES awards winning VFX supervisor, author, educator and generative AI expert.

Extensive experience as VFX supervisor in over 40 films and TV productions (on set and in-house), including: *Marty Supreme*, *The Wolf of Wall Street*, *Hereditary*, *Uncut Gems*, *The Greatest Showman*, *The Lost City of Z*, *Boardwalk Empire*.

Strong Leadership and management skills within large organizations as Department Head and Director of Training.

Deep knowledge of all aspects of the VFX.

Extensive experience with ComfyUI, Invoke AI, and GripTape Nodes, with focus on generative AI for VFX

Published industry-standard books: *The Filmmaker's Guide to Visual Effects* (Routledge/focal, 2017, 2nd edition 2024), and *The Complete Guide to Photorealism for VFX, Games and Visualization* (Routledge/focal, 2022, 2nd edition 2026).

Courses on fxphd: *Generative AI for VFX with ComfyUI and Invoke AI*, *ComfyUI Video Production for VFX*, *Introduction to Griptape Nodes*, *SpeedTree Techniques for VFX*, *Advanced Nuke & Digital Environments*.

Adjunct professor at the School of Visual Arts since 2013.

Advisor for LTX Studio (Lightricks).

Advisory board member, Academy of Art University.

Honors and Awards

- **Primetime Emmy Award:** Outstanding Special Visual Effects in a Supporting Role – *Boardwalk Empire* (2012)
 - **VES Award:** Outstanding Compositing in a Broadcast Program or Commercial – *Boardwalk Empire* (2012)
 - **VES Award:** Outstanding Models in a Broadcast Program or Commercial – *Boardwalk Empire* (2012)
 - **VES Award nomination:** Supporting Visual Effects in a Broadcast Program – *The Men Who Built America* (2013)
 - **Member:** Visual Effects Society
 - **Member:** Television Academy
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Professional Experience

On-set VFX Supervisor, Deep Cuts (A24, dir. Sean Durkin) (01/2026 – 03/2026)

Production VFX Supervisor: Marty Supreme (A24, dir. Josh Safdie) (08/2024 – 09/2025)

Leading the visual effects team and collaborating with the director and producers on set and in post, managing multiple VFX vendors on 500+ shots, responsible for all creative and technical aspects of the film's VFX.

Director of Training and Artist Development, FuseFX/Pitch Black (01/2023 – 07/2024)

Designed the company's training program and implemented a new infrastructure for learning and sharing knowledge between the Pitch Black brands, produced and led professional training seminars for various VFX disciplines, designed and managed the Fuse apprenticeship program, helped develop artist assessment tools, initiated and managed the AI task force.

Head of 2D, FuseFX NY (11/2020 – 01/2023)

Led and managed a team of 40+ compositors and matte painters working on multiple shows such as 911, Dexter New Blood, DMZ, and Barbie, collaborated daily with the executive producers,

VFX supervisors and department heads to ensure timely delivery, worked closely with HR and recruitment to identify and hire new talent, and manage roles, salaries, and promotions.

VFX Supervisor, Brainstorm Digital (August 2011 – October 2020)

Collaborated with directors, producers, cinematographers, and editors, analyzed scripts, created and managed budgets and bids, supervised on set and in-house, managed VFX teams, conducted shot reviews and dailies, worked closely with the comp, DMP and CG supervisors, managed resources and schedules.

Notable films as VFX supervisor (see full list on IMDB):

- *Marty Supreme* (Josh Safdie, A24)
- *The trial of the Chicago 7* (Aaron Sorkin, DreamWorks)
- *The Woman in the Window* (Joe Wright, 20th Century Studios)
- *Uncut Gems* (Benny and Josh Safdie, A24)
- *Motherless Brooklyn* (Edward Norton, Warner Bros.)
- *Hereditary* (Ari Aster, A24)
- *The Lighthouse* (Robert Eggers, A24)
- *The Lost City of Z* (James Gray, Amazon)
- *The Greatest Showman* (Michael Gracey, 20th Century Fox)
- *The Wolf of Wall Street* (Martin Scorsese, Paramount Pictures)
- *The Men Who Built America* (History Channel)
- *The Immigrant* (James Gray, The Weinstein Company)
- *Boardwalk Empire* (HBO)

Adjunct Professor, School of Visual Arts (September 2013 – current)

Teaching VFX and compositing, senior year thesis project advisor.

Professor, fxphd (July 2010–current)

Created comprehensive online courses on generative AI, Nuke and SpeedTree:

- Generative AI for VFX with ComfyUI & InvokeAI
- ComfyUI Generative Video Production for VFX
- Introduction to Griptape Nodes
- SpeedTree Techniques for VFX
- Advanced NUKE & Digital Environments
- NUKE and Digital Environments

Senior Compositor/Comp Supervisor, Brainstorm Digital (September 2010– August 2011)

Headed the compositing team on various film/TV projects.

Senior Compositor, Framestore NY (January 2010– July 2010)

Compositing for films such as *Clash of the Titans* and *Salt*

Senior Digital Artist, Industrial Light and Magic Singapore (April 2007–August 2009)

Compositing and Matte painting for: *Iron Man*, *Transformers – Revenge of the Fallen*, *Star Trek*, *Terminator Salvation*.

Senior Digital Content Creator, e-on software (January 2005–March 2007)

Designed and created sample 3D scenes, images and animations, demo videos, tutorials, web pages. Advised in the development process of Vue 6 xStream/Infinite. Live demonstrator, Siggraph 2005 and Siggraph 2006

Independent Musician (1992–2005)

Composed and arranged music for theaters, choirs, ensembles, orchestras and TV documentaries.

Publications

The Filmmaker's Guide to Visual Effects (Routledge/Focal, 2017, 2nd edition 2024)

The book is a practical guide to visual effects for non-VFX specialists working in film and television (directors, producers, cinematographers, editors). It has been adopted by film schools and universities, including New York University, University of Southern California,

Northeastern University, University of New England, DePaul University, university of Maryland, and Northwestern University.

The complete Guide to Photorealism for VFX, Games and Visualizations (Routledge/Focal 2022, 2nd edition 2026)

This book offers a comprehensive and detailed guide to accomplishing and perfecting a photorealistic look in digital content across visual effects, architectural and product visualization, and games.

Software Skills

VFX: Nuke, Maya, Arnold, SpeedTree, Photoshop, Davinci Resolve, RV

Production tracking: ShotGrid, FileMaker

Generative AI: ComfyUI, GripTape Nodes, Invoke AI, Kling, VEO, LTX, SeeDream, SD1.5, SDXL, Flux, Uni3C, TTM, Nuke Cattery, Beeble

Other: Microsoft Office, Cubase

Education

The Juilliard School (pre college) 1982-1984

The Juilliard School (College) 1984-1985
