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Visual Effects Society Announces the Release of The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures, 3rd Edition *Praised by Stakeholders as the Definitive Industry Bible for VFX*

Los Angeles (July 9, 2020) – Today, the Visual Effects Society (VES), the industry’s global professional honorary society, proudly announced the release of the much-anticipated 3rd edition of *The VES Handbook of Visual Effects*. Hailed as the most complete guide to visual effects techniques and best practices on the market today, it covers essential techniques and solutions for all VFX artists, producers, and supervisors, from pre-production through production and post-production. The book has been cited by leading practitioners as the definitive visual effects textbook and the essential reference for the craft and art of VFX.

Edited by renowned Visual Effects Supervisor Jeffrey A. Okun, VES and VFX Producer Susan Zwerman, VES, the update to the award-winning guide includes the latest industry-standard techniques, technologies, and workflows in the fast-paced world of visual effects. The VES tasked the original authors to update their areas of expertise, including AR/VR moviemaking, color management, Cameras, VFX Editorial, Stereoscopic and the Digital Intermediate, and to provide detailed chapters on interactive games and full animation. Additionally, 56 new contributors – representing the best and the brightest in the industry – share their proven methods, tricks and shortcuts earned through decades of real-world, hands-on experience.

In announcing the release of the book, VES Chair Mike Chambers said, “The VES sees the continual update of our handbook as an essential mandate and a vital contribution to the ever-advancing field of VFX. We embrace the responsibility and opportunity to provide ongoing education for VFX practitioners and filmmakers, and are proud to offer this invaluable resource on our art and craft.”

“Far beyond basic information on techniques for visual effects artists in general, it shares the combined practical hands-on experience and tips from leaders in all VFX verticals,” said Okun. “It is THE guide to navigate the practical day-to-day issues that will be experienced by every working professional at various points in their careers. “

“This is a must-read for all visual effects filmmakers,” said Zwerman. “The writers have combined wisdom and practicality to produce an extraordinary book that covers every aspect of visual effects techniques in a concise manner without losing sight of its art and innovation.”

This 3rd edition has been expanded to feature lessons on 2.5D/3D Compositing; 3D Scanning; Digital Cinematography; Editorial Workflow in Animated and Visual Effects Features; Gaming updates; General Geometry Instancing; Lens Mapping for VFX; Native Stereo; Real-Time VFX & Camera Tracking; Shot/Element Pulls and Delivery to VFX; Techvis; VFX Elements and Stereo; Virtual Production; and VR/AR.

VES Handbook 3rd edition release

The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures, 3rd Edition is available for purchase at Amazon.com <https://www.amazon.com/gp/product/1138542202> or other leading online booksellers.

About the Visual Effects Society

The Visual Effects Society is a professional global honorary society dedicated to advancing the arts, sciences and applications of visual effects and to upholding the highest standards and procedures for the visual effects profession. It is the entertainment industry's only official organization representing the extended global community of visual effects practitioners, including supervisors, artists, producers, technology developers, educators and studio executives. VES' more than 4,000 members in 40 countries worldwide contribute to all areas of entertainment – film, television, commercials, animation, music videos, games and new media. To learn more about the VES, visit www.visualeffectssociety.com and follow us on Twitter @VFX Society. Read our signature publication *VFX Voice* at www.vfxvoice.com.