



# The Visual Effects Society (VES) Continues Student Award

## Call for Entries Now Open

**Los Angeles, October 28, 2009** – VES is pleased to announce that it is now accepting submissions for its annual Student Award, exclusively sponsored by Autodesk, Inc., a world leader in entertainment software. The deadline for submissions is November 30, 2009, and the winning student will receive the award live at the 8<sup>th</sup> Annual VES Awards Show, to be held on February 28, 2010 at the Century Plaza Hotel in Beverly Hills.

The student award is to honor outstanding achievement in visual effects on any project that was created by a student or group of students while attending an accredited school. Qualified students at schools from all over the world are encouraged to send in their submissions before the November 30, 2009 deadline. The winning student will be provided with free airfare from anywhere around the world, two night's accommodation to attend the show, and one license of Autodesk Maya, Autodesk 3ds Max or Autodesk Softimage software, at no cost. Rules and Procedures can be found at [www.vesawards.com](http://www.vesawards.com).

“We are very pleased to work with our partner, Autodesk, to be able to offer the opportunity to students around the globe to get their work out in front of the top visual effects mavens and executives in the world,” says Jeffrey A. Okun, Chair of the VES. “It is something that should not be missed.”

“The Visual Effects Society’s Second Annual Student Award is a platform for students to showcase their work, and for the community to celebrate the next generation of visual effects heroes. I encourage students to submit for the award – in addition to publicizing their talent, it could open doors to new opportunities,” said Stig Gruman, vice president, [Autodesk Digital Entertainment Group](#).

The annual VES Awards show honors the most outstanding visual effects in film, television, animation, commercials, special venue projects and video games.

### **The categories open for submission are:**

1. Outstanding Visual Effects in a Visual Effects Driven Feature Motion Picture
2. Outstanding Supporting Visual Effects in a Feature Motion Picture
3. Outstanding Animation in an Animated Feature Motion Picture
4. Outstanding Visual Effects in a Broadcast Miniseries, Movie or a Special
5. Outstanding Visual Effects in a Broadcast Series
6. Outstanding Supporting Visual Effects in a Broadcast Program
7. Best Single Visual Effect of the Year
8. Outstanding Visual Effects in a Commercial
9. Outstanding Visual Effects in a Special Venue Project
10. Outstanding Real Time Visual Effects in a Video Game
11. Outstanding Visual Effects in a Video Game Trailer
12. Outstanding Animated Character in a Live Action Feature Motion Picture
13. Outstanding Animated Character in an Animated Feature Motion Picture
14. Outstanding Animated Character in a Broadcast Program or Commercial

15. Outstanding Effects Animation in an Animated Feature Motion Picture
16. Outstanding Matte Paintings in a Feature Motion Picture
17. Outstanding Matte Paintings in a Broadcast Program or Commercial
18. Outstanding Models & Miniatures in a Feature Motion Picture
19. Outstanding Models & Miniatures in a Broadcast Program or Commercial
20. Outstanding Created Environment in a Feature Motion Picture
21. Outstanding Created Environment in a Broadcast Program or Commercial
22. Outstanding Compositing in a Feature Motion Picture
23. Outstanding Compositing in a Broadcast Program or Commercial
24. Outstanding Visual Effects in a Student Project

Last year's event attracted more than 1,000 visual effects artists and celebrities as the VES honored Kathleen Kennedy and Frank Marshall with its Lifetime Achievement Award. For the upcoming awards, VES will hand out the Georges Melies Award for pioneering work in the field of visual effects to Dr. Ed Catmull, President, Walt Disney and Pixar Animation Studios

### **About the VES**

The VES is a non-profit, professional, honorary Society dedicated to advancing the arts, sciences and applications of digital visual effects and to upholding the highest uniform standards and procedures for the visual effects profession. Headquartered in Los Angeles, the VES is a global organization and has Sections in Australia, London, San Francisco and Vancouver.

The VES is the entertainment industry's only official organization representing the extended community of visual effects practitioners including supervisors, artists, producers, technology developers, educators, PR/marketing specialists and studio executives. Its 2,000 global members contribute to all areas of entertainment from film, television and commercials to music videos, games and new media. The VES strives to enrich and educate its members and the entertainment community at large through many domestic and international events, screenings and programs. Visual effects professionals constitute a vital creative force in content creation and are literally shaping the future of entertainment. For more about the VES, visit [www.visualeffectssociety.com](http://www.visualeffectssociety.com).

### **About Autodesk**

Autodesk, Inc., is a world leader in 2D and 3D design, engineering and entertainment software for the manufacturing, building and construction, and media and entertainment markets. Since its introduction of AutoCAD® software in 1982, Autodesk continues to develop the broadest portfolio of state-of-the-art software to help customers experience their ideas digitally before they are built. Fortune 100 companies - as well as the last 14 Academy Award® winners for Best Visual Effects - use Autodesk software tools to design, visualize and simulate their ideas to save time and money, enhance quality, and foster innovation for competitive advantage.

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### **MEDIA CONTACT:**

Eric Roth  
Visual Effects Society  
818/981-7861  
[eric@visualeffectssociety.com](mailto:eric@visualeffectssociety.com)