



## News: Visual Effects Society Announces Winners of the 12th Annual VES Awards

***"Gravity" is the Big Winner with Six Awards; Frozen Dominates As Winning Animated Film "Game of Thrones" and "PETA" Score Big in the Broadcast and Commercial Categories***

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(Los Angeles, California—February 13, 2014) Today, the Visual Effects Society (VES), the industry's global professional honorary society, held the 12th Annual VES Awards, the prestigious yearly celebration that recognizes outstanding visual effects artistry and innovation in film, animation, television, commercials, video games and special venues. Comedian Patton Oswalt served as host to the more than 1000 guests gathered at the Beverly Hilton to celebrate VFX talent in 24 awards categories. The teams from "Gravity," "Frozen," "Game of Thrones" and "PETA" led the wins in their respective categories, with "Gravity" taking home six awards, "Frozen" with four awards, and "Games of Thrones" and "PETA" each winning three.

Academy Award winner Sandra Bullock made a crowd-pleasing previously unannounced presentation to her *Gravity* director, Academy Award nominee Alfonso Cuarón, recipient of the VES Visionary Award. Academy Award winning visual effects pioneer John Dykstra was presented with the VES Lifetime Achievement Award by previous VES Méliès Award winner Doug Trumbull. Awards presenters included Grammy Award winner/Academy Award nominee Pharrell Williams and actors Johnny Knoxville, Bruce Boxleitner, Michael Ealy, Sophie Kennedy Clark, Jamie Kennedy, Sharon Lawrence, Richard Schiff and Alyssa Sutherland.

### Winners of the 12th Annual VES Awards are as follows:

#### **Outstanding Visual Effects in a Visual Effects-Driven Feature Motion Picture**

##### ***Gravity***

Tim Webber  
Nikki Penny  
Neil Corbould  
Richard McBride

#### **Outstanding Supporting Visual Effects in a Feature Motion Picture**

##### ***The Lone Ranger***

Tim Alexander  
Gary Brozenich  
Shari Hanson  
Kevin Martel

#### **Outstanding Animation in an Animated Feature Motion Picture**

##### ***Frozen***

Chris Buck  
Jennifer Lee  
Peter Del Vecho  
Lino Di Salvo

#### **Outstanding Visual Effects in a Broadcast Program**

##### ***Game of Thrones: Valar Dohaeris***

Steve Kullback  
Joe Bauer  
Jörn Großhans  
Sven Martin

#### **Outstanding Supporting Visual Effects in a Broadcast Program**

##### ***Banshee: Pilot***

Armen Kevorkian  
Mark Skowronski

Jeremy Jozwik  
Ricardo Ramirez

**Outstanding Real-Time Visuals in a Video Game**

***Call of Duty: Ghosts***

Mark Rubin  
Richard Kriegler  
David Johnson  
Alessandro Nardini

**Outstanding Visual Effects in a Commercial**

***PETA: 98% Human***

Angus Kneale  
Vince Baertsoen  
Colin Blaney  
Kyle Cody

**Outstanding Visual Effects in a Special Venue Project**

***Space Shuttle Atlantis***

Daren Ulmer  
John Gross  
Cedar Connor  
Christian Bloch

**Outstanding Animated Character in a Live Action Feature Motion Picture**

***The Hobbit: The Desolation of Smaug: Smaug***

Eric Reynolds  
David Clayton  
Myriam Catrin  
Guillaume Francois

**Outstanding Animated Character in an Animated Feature Motion Picture**

***Frozen: Bringing the Snow Queen to Life***

Alexander Alvarado  
Joy Johnson  
Chad Stubblefield  
Wayne Unten

**Outstanding Animated Character in a Commercial or Broadcast Program**

***PETA: 98% Human***

Vince Baertsoen  
Alex Allain  
Henning Koczy

**Outstanding Created Environment in a Live Action Feature Motion Picture**

***Gravity: Exterior***

Paul Beilby  
Kyle McCulloch  
Stuart Penn  
Ian Comley

**Outstanding Created Environment in an Animated Feature Motion Picture**

***Frozen: Elsa's Ice Palace***

Virgilio John Aquino  
Alessandro Jacomini  
Lance Summers  
David Womersley

**Outstanding Created Environment in a Commercial or Broadcast Program**

***Game of Thrones: The Climb***

Patrick Zentis

Mayur Patel  
Nitin Singh  
Tim Alexander

**Outstanding Virtual Cinematography in a Live Action Feature Motion Picture**

***Gravity***

Tim Webber  
Emmanuel Lubezki  
Richard McBride  
Dale Newton

**Outstanding Virtual Cinematography in a Live Action Commercial or Broadcast Program**

***The Crew***

Dominique Boidin  
Rémi Kozyra  
Léon Bérelle  
Maxime Luère

**Outstanding Models in a Feature Motion Picture**

***Gravity: ISS Exterior***

Ben Lambert  
Paul Beilby  
Chris Lawrence  
Andy Nicholson

**Outstanding FX and Simulation Animation in a Live Action Feature Motion Picture**

***Gravity: Parachute and ISS Destruction***

Alexis Wajsbrot  
Sylvain Degrotte  
Horacio Mendoza  
Juan-Luis Sanchez

**Outstanding FX and Simulation Animation in an Animated Feature Motion Picture**

***Frozen: Elsa's Blizzard***

Eric W. Araujo  
Marc Bryant  
Dong Joo Byun  
Tim Molinder

**Outstanding FX and Simulation Animation in a Commercial or Broadcast Program**

***PETA: 98% Human***

Vince Baertsoen  
Jimmy Gass  
Dave Barosin

**Outstanding Compositing in a Feature Motion Picture**

***Gravity***

Mark Bakowski  
Anthony Smith  
Theodor Groeneboom  
Adrian Metzelaar

**Outstanding Compositing in a Broadcast Program**

***Game of Thrones: The Climb***

Kirk Brillon  
Steve Gordon  
Geoff Sayer  
Winston Lee

**Outstanding Compositing in a Commercial**

***Call of Duty: Epic Night Out***

Chris Knight  
Daniel Thuresson  
Nick Tayler  
Dag Ivarsory

### **Outstanding Visual Effects in a Student Project**

#### ***Rugbybugs***

Matthias Baeuerle  
Carl Schroeter  
Martin Lapp  
Emanuel Fuchs

### **About the Visual Effects Society**

The Visual Effects Society is a professional 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' almost 3,000 members in 32 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 <http://www.visualeffectssociety.com>.

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