

## The Order: 1886 beats Destiny, Assassin's Creed, Halo and The Hobbit to VFX prize



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### Adverts for Halo 5: Guardians and Game of War also celebrated at Visual Effects Society Awards

Ready At Dawn's cinematic third-person shooter The Order: 1886 has been recognised for its technical accomplishments.

The PlayStation 4 exclusive, which was released last February, saw off competition from fellow games Destiny: The Taken King, Assassin's Creed Syndicate and Halo 5: Guardians, as well as the virtual reality spin-off of the Hobbit films, A Thief in the Shadows, to claim the prize for Outstanding Visual Effects in a Real-Time Project at this year's Visual Effects Society Awards.

The Hobbit: A Thief in the Shadows was created by VFX studio Weta Digital using a combination of Unreal Engine 4 and assets from the second film in Peter Jackson's big screen adaptations of the fantasy staple, The Desolation of Smaug.

Elsewhere at the 2016 VES Awards, Halo 5: Guardians and Game of War were highlighted in multiple categories for the visual achievements of their computer-generated adverts.

Halo 5; The Hunt Begins and Game of War; Rooftop Alliance were nominated for Outstanding Visual Effects in a Commercial, as well as Outstanding Compositing in a Photoreal Commercial.

The Hunt Begins was also shortlisted for Outstanding Effects Simulations in an Episode, Commercial, or Real-Time Project.

Movies dominated most of the VES Award categories, with Star Wars: The Force Awakens claiming the headline Outstanding Visual Effects in a Photoreal Feature trophy, plus an additional three prizes for outstanding models, created environments and virtual cinematography.

See the full list of winners at [The Hollywood Reporter \(http://www.hollywoodreporter.com/behind-screen/2016-ves-awards-winners-star-861174\)](http://www.hollywoodreporter.com/behind-screen/2016-ves-awards-winners-star-861174).