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Visual Effects Society Announces Winners of the 16th Annual VES Awards War for the Planet of the Apes is Top Feature Film; Coco is Top Animated Feature Film; Game of Thrones and Samsung Score Broadcast and Commercial Wins

Celebrities Join Capacity Crowd of VFX Artists, Innovators and Industry VIPs

Los Angeles (February 13, 2018) – Today, the Visual Effects Society (VES), the industry's global professional honorary society, held the 16th 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 for the 7th time to the more than 1000 guests gathered at the Beverly Hilton to celebrate VFX talent in 24 awards categories. *War for the Planet of the Apes* was named photoreal feature film winner, earning four awards. *Coco was* named top animated film, also earning four awards. *Games of Thrones* was named best photoreal episode and garnered five awards – the most wins of the night. *Samsung; Do What You Can't; Ostrich* won top honors in the commercial field, scoring three awards. These top four contenders collectively garnered 16 of the 24 awards for outstanding visual effects.

President of Marvel Studios Kevin Feige presented the VES Lifetime Achievement Award to acclaimed producer-writer-director Jon Favreau. Academy-Award winning producer Jon Landau presented the Georges Méliès Award to Academy Award-winning visual effects master Joe Letteri, VES. Awards presenters included fan favorite Mark Hamill, *Coco* director Lee Unkrich, *War for the Planet of the Apes* director Matt Reeves, Academy Award nominee Diane Warren, Jaime Camil, Dan Stevens, Elizabeth Henstridge, Sydelle Noel, Katy Mixon and Gabriel "Fluffy" Iglesias.

Winners of the 16th Annual VES Awards are as follows:

Outstanding Visual Effects in a Photoreal Feature

War for the Planet of the Apes
Joe Letteri

Ryan Stafford Daniel Barrett Dan Lemmon Joel Whist

Outstanding Supporting Visual Effects in a Photoreal Feature

Dunkirk

Andrew Jackson Mike Chambers Andrew Lockley Alison Wortman Scott Fisher

Outstanding Visual Effects in an Animated Feature

Coco

Lee Unkrich Darla K. Anderson David Ryu Michael K. O'Brien

Outstanding Visual Effects in a Photoreal Episode

Game of Thrones; Beyond the Wall

Joe Bauer Steve Kullback Chris Baird David Ramos Sam Conway

Outstanding Supporting Visual Effects in a Photoreal Episode

Black Sails; XXIX

Erik Henry Terron Pratt Yafei Wu David Wahlberg Paul Dimmer

Outstanding Visual Effects in a Real-Time Project

Assassin's Creed Origins

Raphael Lacoste Patrick Limoges

Jean-Sebastien Guay Ulrich Haar

Outstanding Visual Effects in a Commercial

Samsung; Do What You Can't; Ostrich

Diarmid Harrison-Murray Tomek Zietkiewicz Amir Bazazi Martino Madeddu

Outstanding Visual Effects in a Special Venue Project

Avatar: Flight of Passage

Richard Baneham Amy Jupiter David Lester Thrain Shadbolt

Outstanding Animated Character in a Photoreal Feature

War for the Planet of the Apes; Caesar

Dennis Yoo Ludovic Chailloleau Douglas McHale Tim Forbes

Outstanding Animated Character in an Animated Feature

Coco; Hèctor

Emron Grover Jonathan Hoffman Michael Honsel Guilherme Sauerbronn Jacinto

Outstanding Animated Character in an Episode or Real-Time Project

Game of Thrones; The Spoils of War; Drogon Loot Train Attack

Murray Stevenson Jason Snyman Jenn Taylor

Florian Friedmann

Outstanding Animated Character in a Commercial

Samsung; Do What You Can't; Ostrich

David Bryan Maximilian Mallmann Tim Van Hussen Brendan Fagan

Outstanding Created Environment in a Photoreal Feature

Blade Runner 2049; Los Angeles

Chris McLaughlin Rhys Salcombe Seungjin Woo Francesco Dell'Anna

Outstanding Created Environment in an Animated Feature

Coco; City of the Dead

Michael Frederickson Jamie Hecker Jonathan Pytko Dave Strick

Outstanding Created Environment in an Episode, Commercial, or Real-Time Project

Game of Thrones; Beyond the Wall; Frozen Lake

Daniel Villalba Antonio Lado José Luis Barreiro Isaac de la Pompa

Outstanding Virtual Cinematography in a Photoreal Project

Guardians of the Galaxy Vol. 2; Groot Dance/Opening Fight

James Baker Steven Lo

Alvise Avati Robert Stipp

Outstanding Model in a Photoreal or Animated Project

Blade Runner 2049; LAPD Headquarters

Alex Funke
Steven Saunders
Joaquin Loyzaga
Chris Menges

Outstanding Effects Simulations in a Photoreal Feature

War for the Planet of the Apes

David Caeiro Cebrián Johnathan Nixon Chet Leavai Gary Boyle

Outstanding Effects Simulations in an Animated Feature

Coco

Kristopher Campbell Stephen Gustafson Dave Hale Keith Klohn

Outstanding Effects Simulations in an Episode, Commercial, or Real-Time Project

Game of Thrones; The Dragon and the Wolf; Wall Destruction

Thomas Hullin Dominik Kirouac Sylvain Nouveau Nathan Arbuckle

Outstanding Compositing in a Photoreal Feature

War for the Planet of the Apes

Christoph Salzmann Robin Hollander 16th Annual VES Awards Winners Ben Warner Beck Veitch

Outstanding Compositing in a Photoreal Episode

Game of Thrones; The Spoils of War; Loot Train Attack
Dom Hellier
Thijs Noij
Edwin Holdsworth
Giacomo Matteucci

Outstanding Compositing in a Photoreal Commercial

Samsung; Do What You Can't; Ostrich Michael Gregory Andrew Roberts Gustavo Bellon Rashabh Ramesh Butani

Outstanding Visual Effects in a Student Project

Hybrids

Florian Brauch Romain Thirion Matthieu Pujol Kim Tailhades

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 3,800 members in 35 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