

VES Section & BOD Global Committee Reports Compiled September/October/November 2021

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Archive Committee Report:

No report received.

Education Committee Report:

- We have continued our outreach efforts, with presentations and webinars to schools and organizations.
- Made updates to the Education Resource webpage.
- Working on developing the next Peer-to-Peer Mentorship Program.
- Working on a potential new initiative to teach and 'recruit' military veterans into VFX.
- Contacted LinkedIn on how VFX/Animation jobs could be highlighted / aimed towards professionals outside of the industry.
- Continued to develop the CTE and Apprenticeship Pilot Program in collaboration with the BRIC Foundation and the California Department of Education, including submitting for state approval of curriculum.

Health & Wellbeing Committee Report:

No report received.

Honors Committee Report:

No report received.

Membership Committee Report:

See Membership Committee Report - Fall 2021

Outreach Committee Report:

No report received.

Technology Committee Report:

Chair: Sebastian Sylwan

Secretary: Sam Richards

Members: Ray Feeney, Nick Cannon, Steve May, HP Duiker, Jean-Francois Panisset, François Chardavoine, Addison Bath, Barbara Ford Grant, Michele Sciolette and Darin Grant.

The committee has been active on the following projects:

- 1.** We are working on the rules and regulations for the **VES Technology Award**, which was approved by the board in Sept. We are hoping to have the process structured and details formalized in time to make an announcement in the 2022 Award ceremony to get submissions for the following year (2023).
- 2.** Nick and Francois have released the **CY2022 VFX reference platform** spec. Nick created a 2021 Studio Survey, focusing on operating system support for graphics workstations. He is now collating the results. We are hoping to use it as part of a broader discussion on the state of linux desktops.

3. We are exploring the impact that **work-from-home** will have on our industry in the medium-long term and persistently. We believe this goes well beyond purely technical issues, and while we can lead the conversation and effort, we are actively seeking engagement from other committees and sections, to increase the diversity of opinions and the coverage of our membership, as well as other industry bodies. We have had some interest from local chapters, but would welcome any additional interest in this critical topic.
4. We are participating in an effort to publish a **Virtual Production Glossary of terms**. This will be a living document, to reflect the rapid-change in the field. Addison will be taking a leadership role in the project and we hope to push it to have broad industry participation, including other guilds.
5. Jean-Francois Panisset is participating as part of the **Technology Advisory Committee of the Academy Software Foundation** on behalf of the VES.
6. We are starting to define the role and reach out for a paid coordinator role for the Technology Committee since often the scope and reach of the projects is limited by the time the committee members can volunteer.
7. Michele Sciolette has finalized the **VFX Transfer Specification** for release, and we have launched a web-site for it (<https://vestransferspec.org/>). We are continuing to explore its continued development, and doing outreach.
8. We are working with Joseph Goldstone on a proposal for standardizing **VFX On-set camera metadata**. This would be a fostering activity, led by the Tech Committee, and involving other industry groups rather than a standalone effort.

Australia Section Report:

AUSTRALIAN SECTION OF THE VISUAL EFFECTS SOCIETY - October 2021 BOARD MEETING NOTES

Date: Wednesday, 8th September 2021, call start 6:30 pm AEST (6 pm Adelaide)

Attending: Aditya Talwar, Jennie Zeiher, Jason Quintana, Sam Loxton, Linda Luong, Shane Rabey

Apologies: Alastair Stephen, Justin Porter

Meeting Chair: Linda Luong

General Updates From Each State

- Generally a slow month for all states with Sydney and Melbourne in Covid lockdown and Jennie and Jason from Adelaide have been have been busy with work commitments.
- With Sydney just out of lockdown there are plans to have as many screenings as possible until the end of the year.
- Melbourne hopes to resume screenings as soon as lockdown ends.

- Linda, Sam and Shane have their two year board terms coming to an end and will not be nominating for another term. Justin and Alastair will be at the end of their term as chair.

VES Awards

- HQ requested the we nominate an event lead for nomination event in January.
- Jennie has volunteered and Shane will assist.

AACTA Awards

- Voting is open for VES members.

Member Priorities Survey Results

- Offline meeting still to be scheduled.

AUSTRALIAN SECTION OF THE VISUAL EFFECTS SOCIETY - November 2021 BOARD MEETING NOTES

Date: Wednesday, 10th November 2021, call start 6:30 pm AEST (6 pm Adelaide)

Attending: Aditya Talwar, Jason Quintana, Sam Loxton, Shane Rabey, Alastair Stephen, Justin Porter

Apologies: Jennie Zeiher, Linda Luong

Meeting Chair: Alastair Stephen

General Updates From Each State

- Sydney had a screening of No Time To Die. We had sixteen people RSVP. We were later contacted by the film distributor inviting members to a screening on the same weekend so we rolled our screening into theirs. Because we couldn't see their RSVP list we don't know exact numbers for members who attended.
- Sydney plan to do a Dune screening in early December and their end of year social shortly after.
- A quiet month for Adelaide and Melbourne with Jennie and Jason very busy with work and Melbourne just coming out of hard covid lockdowns and still in restrictions.
- The global board meeting will take place on Wednesday 10th November so Al and Justin will have further updates next month.

Member Priorities Survey Results

- Further discussions and actions on the survey results on hold until the new year

Melbourne Inter-Guild End Of Year Social

- Linda couldn't attend the meeting but gave this update:

"For MEL's EOY Social Event I've been working with co-organisers from various guilds for the Screen and Stage Summer Party which will be happening at the St Kilda Town Hall on Nov 26. A "Save The Date" has been sent out to Melbourne VES members, and I'll be sending out an official announcement this week. I've offered to serve as treasurer for the event, and have been collecting guild and sponsorship contributions via the VES bank account, and will make payments accordingly. Invoices and receipts will be taken care of."

VES Awards Voting 2022

- Jennie will be the representative from Australia with Jason as backup.
- Will be a hybrid in-person and remote approach.
- Sydney and Adelaide will aim to have in person voting

Bay Area Section Report:

September/October/November 2021

Summary

The Bay Area has continued to move into the new-normal of offering a combination of live and online events to our local members. We have made it our business to keep abreast of the latest recommendations from Fed, State, County, and City agencies regarding the hosting of live events in our ongoing efforts to provide safe spaces in which to host our members. We do this to be of utmost service in reminding our members that they are part of an honorary organization that remains at the center of our local industry and community.

Bay Area Officers for 2021

David Valentin, Chair
Cheryl Vanderbilt, Chair
Corey Rosen, Treasurer
Mike Conte, Secretary

Board Meetings

September. 22, 2021 - Via Zoom
October 20, 2021 - Via Zoom
November 17, 2021 - Via Zoom

BAY AREA SCREENINGS

- Marvel's Shang Chi: Legend of the Ten Rings Sun 07, 2021 06:30pm to 09:07pm PST
- at Delancey Street Theater

- Warner Bros Studios' DUNE - Chapter I - 6:30 - 9:30 PST at Castro Street Theater
- Marvel's Eternals Sun Nov 07, 2021 06:30pm to 09:07pm PST - at Delancey Street Theater

The VES Bay Area has needed to pull on our own ingenuity to best service our membership during these pre-post-pandemic times.

The Bay Area currently has a shortage of venues available for us to offer screenings to our members. As the companies we regularly hold screenings remain working remotely they are unable to accommodate VES screening. Thus, we pivoted. All of our screenings have been hosted in San Francisco at Delancey Street Theaters. While this is one of the ONLY private screening rooms available for booking, which has made for some spirited competition to acquire open dates, the VES Bay Area has been very good about maintaining strategic relationships throughout the year. We know who to call and when to call in order to get screenings for our members. We also make sure that our events are the most tightly run screenings in town. So when we call and ask we get a "Yes."

As award season is upon us we have also begun to work with local reps of studio screenings to get our members to access and invitations to those screenings as well. Our main objective is to allow our members to be reminded that the craft they have chosen to dedicate their lives to remains best experienced on the big screen with friends and peers.

VES Bay Area Screening
09/10/21

VES Bay Area Screening
10/12/21

VES Bay Area Screening
11/07/21

BAY AREA SECTION EVENTS

EMPIRE STRIKES BACK 40TH REUNION

On **October 9, 2021** we were happy to lend assistance to the organization of this special event. It allowed us the opportunity to reboot our volunteer and mentorship program, acquire content for the Archival subcommittee and make significant strides in our sectional outreach efforts. The event was a reunion of the crew who had worked on the original trilogy and was attended very well and served as an epitome of our call to service to our community.

THE VES BAY AREA DEI BOOK CLUB

On **November 9, 2021**, the Bay Area is holding the inaugural meeting of the Diversity, Equity and Inclusion book club. Founded on the ideal of providing a safe place for DEI topics to be discussed via books on the subject and through facilitated discussion.

UPCOMING EVENTS

As we move into the Winter of 2021 our efforts will be focussed on hosting a live holiday party in San Francisco on December 19, 2021, outreach efforts for new board members for the 2022 cycle, securing the interest of sponsors to reinvigorate their interest in the coming year and working with our venue partners to help in their reopening.

Submitted by:

David Valentin, Chair
Cheryl Vanderbilt, Chair
Corey Rosen, Treasurer
Mike Conte, Secretary

France Section Report:

After a year and a half without a proper get together, we managed to organize the Screening of EIFFEL, a French film, on which several French VFX studios collaborated. We were invited by our loyal host, TSF and welcome our members and guests with drinks. The film was introduced by Danys BRUYERE, COO at TSF who was involved on the film and Matias Boucard, DOP and closed by Olivier Cauwet, VFX Supervisor at BUF. This was followed by a Q&A.

With the help of VES HQ, we intend to carry on with the Screenings taking advantage of the big releases at the end of the year.

We also work on a Christmas night for our members and guests and like last year, will organize the VES Awards Nomination Event early next year.

The other big event will be the election of the officers at the first Board of Managers. That's All for Now.

Georgia Section Report:

No report received.

Germany Section Report:

Summary of the board meetings (September to October 2021)

SEPTEMBER

We started screenings again, with "Dune" and "No time to die".

We have volunteers among the board members who will host the next VES nomination events in Berlin and Stuttgart.

We have speakers for upcoming master Classes, including Jonas Kluger (Topic: Library management for VFX pipelines), Kevin Campbell (Head of technical Production at Cinesite. Topic: Pipeline) and Simon Spielmann (R&D Filmakademie Baden-Württemberg. Topic: LED Virtual production)

OCTOBER

Due to Corona we still run short in terms of events. Plans are to hold at least one big on-site event this year in Stuttgart, Munich and Berlin, during which we will also invite members to apply for the next board election.

We will start organizing more screenings with Q&A sessions, approaching local VFX professionals to attend as speakers.

India Section Report:

Meeting Chair: Abhishek Krishnan

Co-Chair: Devrishi Chatterjee

Treasurer: Srinivasan S.

Secretary: Parth Shah

Coronavirus Note:

Due to COVID19 and recommendations, the India section has not held any in person gatherings. We aim to get those back on the schedule once health and safety rules permit. We plan to hold regular meetings with BOD and Members on alternate Sundays at 11.30 AM via Zoom

Due to the major outburst of COVID-19 in India, all Indian activities are hampered. Day to day life has been impacted worse and families have taken priority.

Updates for September-October-November:

1. Five new members were welcomed and an intro email was shared across the India chapter.
2. On 5th September, India Chapter conducted a workshop session by Rutul Patel (CEO - Digital District) on her experience of Unreal Engine for Women's Creator Program by Epic Games. We also conducted a 15 mins session by Tim McGovern for potential members on Introduction to VES.
3. For 18th and 19th November, VES India Chapter is acting as "Industry Network Partner" for VFX Summit (An Indian VFX and Animation Conference), in return, India Chapter will be promoting VES to potential Indian Members via Virtual Stall.

London Section Report:

No report received.

Los Angeles Section Report:

No report received.

Montréal Section Report:

Chair: Philipp Wolf; Co-Chair: Marine Lelievre

- Had our first in Person Pub Night (~40 attendees)
- Still preparing our first Luminary Interviews (Pascal Blais, Mario Rachiele, Pierre Raymond) pending COVID restrictions
- in-person Christmas Party for members in preperation
- in-person screenings are successful
- Next section meeting is December tth, 2021

New York Section Report:

Co-Chairs: Jose Marin and Leslie Chung

- We resumed the monthly New York's LIVE@5 social Zoom room allowing members/professionals to catch up with friends and fellow artists.
- Working with HQ and the Awards Committee for the upcoming Nomination Event.
- Held 2 screenings - *SHANG-CHI AND THE LEGEND OF THE TEN RINGS* and *NO TIME TO DIE*.
- Held 2 Pub Nights (Summer and Fall) at The Brooklyn Monarch.
- Continuing to move forward with the Archives Committee Luminary recordings – reaching out to potential luminaries to determine schedule and location.
- Education Committee is planning upcoming events. Potential collaborations with Isotropix, HP & Partners (Adobe, Epic, Foundry), Blackmagic Design.

New Zealand Section Report:

No report received.

Toronto Section Report:

The Toronto Section met late in September on the 28th and again in October on the 26th, both at 7:30pm EST. We have noticed that the Toronto Section has benefited from the committee hitting its stride within the context of the limitations imposed by the pandemic. With COVID-19 restrictions and the new-normal hitting a somewhat predictable cadence in the Greater Toronto Area, we were finally able to resume Tech Talks and our in-person screenings.

September 24th we **hosted Chris Rydalch**, discussing the trials and tribulations of getting the **Universal Scene Description** format into today's VFX pipelines. After the main presentation, Chris was **joined by George Elkoura** for a dive into USD Pipelining from an alternative perspective, **including a lively Q&A** with our section audience. A recording of the main presentation of this event is available, however the Q&A portion is not available for viewing.

In Person Screenings are back in the Toronto Section! Starting in earnest with a **Sept 11th** screening of **DUNE** with **Denis Villeneuve** in-venue for a live Q&A we hit the ground running. As we moved into October we followed up this momentum with a screening of **No Time To Die** at the **Royal Cinema**, our long-time favoured venue for hosting VES Toronto Screenings. We were able to host approx 50% of the venue's capacity, with **100 members in attendance**. Thanks to the support of four volunteers from our Board, we were able to manage the crowd and COVID-19 rules with some minor friction.

WARNER BROS. PICTURES
AND LEGENDARY PICTURES
INVITES YOU AND A GUEST TO
A SPECIAL SCREENING OF



IT BEGINS
DUNE
IN THEATERS' IMAX
OCTOBER 22

TORONTO
FOLLOWED BY A Q&A
WITH DIRECTOR, PRODUCER, CO-WRITER
DENIS VILLENEUVE
PRODUCTION DESIGNER
PATRICE VERMETTE
AND VISUAL EFFECTS SUPERVISOR
PAUL LAMBERT

SATURDAY, SEPTEMBER 11TH
AT 11:30AM

THE CINEMA AT HOTEL X
111 Princes' Blvd., Toronto, ON M6K 3C3
(Entrance at the corner of Lake Shore Blvd.
and Newfoundland Dr.)

RSVP HERE


VES
Visual Effects Society
TORONTO

LUNCH & LEARN



WITH
CHRIS RYDALCH

Friday September 24 | 1pm -2pm

VES TORONTO INVITES YOU TO
JOIN US FOR
USD Pipeline Successes & Challenges

Pixar's universal scene description (USD) is an open source technology that is changing production pipelines around the world. Chris Rydalch will be recounting his trials and tribulations of developing a USD pipeline at studio scale. After the talk George Elkoura, Director of Engineering at Pixar Animation Studios, will be joining Chris for a Q&A session. This is your chance to gain a greater understanding of how USD can fit into your studio.

Chris Rydalch has worked in feature animation for 10 years, at Pixar, DreamWorks, and Blue Sky Studios. During that time he worked in production mainly as an effects and character simulation artist. The last few years at Blue Sky were in Production Technology, helping design and develop a new pipeline around Conduit and USD. He is currently a Senior UX Designer at SideFX Software, helping to improve Houdini Solaris for studios and artists.



George Elkoura is a Lead Engineer at Pixar Animation Studios. He has many years of animation industry experience, first as an Engineer at Side Effects Software, working on Houdini, and later joining Pixar where he has been for the past 12 years. At Pixar, his current responsibilities include leading a team of engineers in delivering high-performance proprietary animation software to artists as well as open source software like USD, Hydra and OpenSubdiv to the industry.



(Toronto Section, Continued...)

As we move into November, we look to the success of the Tech Talk on USD for inspiration. We see that this more **technical format resonates with our community** and are considering followup events in this format and are looking to revisit **the topics of Virtual Production**, and the **role of the Producer in VFX** as future themed talks. Additionally we are **looking to continue our momentum with Screenings** for the community.

Our successes behind us, and opportunities before us, we look to try to map what has been working well to the future with considerations in how to align sponsorships to these events, and also document what has been working in 2021 for the future 2022 Board of Managers body.

Our next meeting is set for November 30th at 7:30pm EST.

Tavia Charlton
Co-Chair, Toronto
tavia.charlton@gmail.com

Paolo Tamburrino
Co-Chair, Toronto
paolo@tamburrino.de

Lisa Sepp-Wilson
Treasurer, Toronto
lisa@ksepp.com

Roy C. Anthony
Secretary, Toronto
rcanthy@siggraph.org

Vancouver Section Report:

Co-Chair: Steve Garrad; Co-Chair: Dennis Hoffman

- BC is still in a full mask wearing environment indoors.
- BC has brought in strict guidelines that will ensure you have to have proof of double vaccinations as of mid October, to attend any event indoors.
- We have booked Craft Beer Market in Olympic village for our Holiday party, which will occur on Thursday November 25th. We've started advertising, so hope this will be a roaring success.
- Looking to restart in-person screenings and discussions are ongoing with Capilano University and The Roxy especially concerning safety with the BC guidelines.
- The studio screening of Dune was a successful event, with over 50 members turning up.
- If the Holiday party is a success (VES members turn up!) we're looking to have another event in the Spring 2022, which would be hopefully sponsored.
- Next section meeting is November 16th, 2021

Washington Section Report:

Board of Managers

Current slate elected in January 2021

Neil Lim Sang (Chair)
Ryan Leasher (Treasurer)
Andy Romine (Secretary)

Eric Greenlief
Mike Belzer
Chad Perkins
Gavin Greenwalt
Loring Doyle
Michelle Eisley
Britni Rauch
Todd Perry

Board of Managers Goals:

Increase awareness to the community of artists by hosting more events and socializing our presence in Washington -- and adapting those goals as pandemic ebbs

Summary of Events: in brief, most events remain virtual

- Produced "We are Washington" section promotional video
- Fall Membership Drive and Q&A (August)
- "No Time to Die" section rented Cinemark theatre for private screening. Looking ahead to doing more events like this (October)

Screenings:

- Hope to resume in-person screenings w/ SIFF in 2022

In-development:

- Washington Section holiday party - bowling!
- AIE renewing sponsorship; we continue to provide demo reel reviews, talks, and panel discussions. Continuing to cultivate association w/ other local school Digipen
- Looking ahead to more in-person events as restrictions ease
- WA BOM Elections
- More Creative Spotlights, Embergen, others (2022)
- Nomination Event (2022)
- Member "demo reel night" (2022)