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Visual Effects Society Announces 15th and Newest Section in Oregon

Portland, Oregon (April 4, 2023) – Today, the Visual Effects Society (VES), the industry’s professional global honorary society, announced the establishment of its newest regional Section in the state of Oregon. The VES Board of Directors formally authorized the Section’s creation at its March Board meeting. The Oregon Section joins the dynamic worldwide community, which has Sections in Australia, San Francisco’s Bay Area, France, Georgia (U.S.), Germany, India, London, Los Angeles, Montreal, New York, New Zealand, Toronto, Vancouver and Washington state. Now in its 26th year, the Society is thriving with upwards of 4,500 members in more than 45 countries worldwide.

“We are thrilled to welcome our newest VES Section in the state of Oregon,” said VES Board Chair Lisa Cooke. “The VES’ presence gets stronger every year – and so much of that is because of our regional visual effects communities around the world and all that they do to advance the Society and bring people together. Our determination to reach all corners of the globe and to all of the disciplines across the VFX spectrum has yielded us a very rich, talented membership, and that commitment to diversity and inclusion will continue to be a driving force of the organization.”

“The VES Oregon Section has a unique and timely opportunity to build a rich network of VFX artists and innovators and tap into the thriving local visual effects market,” said Eric Wachtman, CG Supervisor at LAIKA Studios in Portland and veteran VES member who was instrumental in forming the new Section. “Creating a VES Section in Oregon has long been a goal and dream – and we are excited this day is here, so we can formally come together as part of the VES community and provide immense value to our colleagues. We look forward to becoming the VFX hub in the Portland Metro area and hopefully throughout the state.”

The new Section is gearing up quickly to offer benefits and opportunities to all VES members in Oregon. Once it holds its first meeting, the Section will elect officers and begin its outreach to grow and support the VES presence in the region.

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’ 4,500+ members in more than 45 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.vesglobal.org and follow us on Twitter @VFX Society. Read our award-winning signature publication *VFX Voice* at www.vfxvoice.com.