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**Visual Effects Society Announces the Release of
The VES Handbook of Virtual Production
*Heralded as the Most Comprehensive Guide to Virtual Production Techniques***

Los Angeles (October 11, 2023) – Today, the Visual Effects Society (VES), the visual effects industry’s professional global honorary society, announced the forthcoming October 31st release of the highly anticipated ***The VES Handbook of Virtual Production***. As a complement to our acclaimed 3rd edition of *The VES Handbook of Visual Effects* - the definitive industry bible for VFX - *The VES Handbook of Virtual Production* is the most comprehensive guide to virtual production techniques and best practices available.

Edited by VFX Producer Susan Zwerman, VES, and renowned Visual Effects Supervisor Jeffrey A. Okun, VES, *The VES Handbook of Virtual Production* features real-world expertise gleaned from 82 experts in the world of Virtual Production in areas including VR, AR, MR, and XR technology, as well as detailed sections on interactive games, full animation and Unreal and Unity to provide real-time in-camera VFX. Additionally, the authors share their best methods, tips, tricks, and shortcuts developed as hands-on practitioners.

In announcing the release of the book, VES Chair Lisa Cooke said, “We are excited to bring forth the *VES Handbook of Virtual Production*, which compiled the latest, industry-standard technologies and workflows for the ever-evolving, fast-paced world of virtual production. We embrace the responsibility and opportunity to provide ongoing education for VFX practitioners, producers and filmmakers, and are proud to offer this invaluable resource on our art and craft.”

“This is a must-read resource for all production professionals – no matter their craft – who are looking to gain essential knowledge in virtual production,” said Zwerman. “The writers have combined wisdom and practicality to produce an extraordinary book that covers all of the essential VP techniques and solutions, from pre-production through filming in LED volumes to post-production.”

“*The VES Handbook of Virtual Production* is incredibly timely as there has been a seismic shift in how visual effects are being created and there is no informational handbook available on what artists, teachers, students and other VFX professionals need to learn,” said Okun. This handbook on Virtual Production covers essential techniques and solutions for all practitioners, making it THE guide that demystifies virtual production so that more producers, art directors and filmmakers can navigate this new technology.”

The comprehensive *VES Handbook of Virtual Production* covers topics including: Visualization; VAD (Virtual Art Department); Volumetric Capture; How to Capture Environments; LED Stage Setup; LED Display; Software/Hardware for VP; Cameras and Camera Tracking; Color Management; External Lighting for the Volume; Challenges and Limitations of Shooting in a Volume; and a Virtual Production Glossary.

The book will be released on October 31st; pre-orders are available for purchase at Routledge.com at <https://bit.ly/43JVf1h> or on Amazon.com at <https://www.amazon.co.uk/VES-Handbook-Virtual-Production/dp/1032432667/>

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 4,500 members in 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/X @VFX Society. Read our award-winning signature publication *VFX Voice* at www.vfxvoice.com.