



2024 Section Reports

May 8, 2024

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AUSTRALIA SECTION REPORT

APRIL 2024

Section Officers

Chair: Ian Cope

Treasurer: Jayne Herrmann

Secretary: Aditya Talwar

Section Board of Managers

1. Timothy Bond
2. Benjamin Rayner
3. Lukas Sarralde
4. Dylan Velasquez Salazar
5. Andres Grajales

SUMMARY

Since the last report, we have had a mix of screenings and events and have slowly started seeing an uptake in attendance across all of them. The VES nomination event was a great success and everyone was really happy with how smoothly things went. Things were a bit quiet at the start of the year but the upcoming slate of movies and events look promising.

GOALS

- **Financials**
 - We finally got access to our bank account. But there are still small details that need to be ironed out for smooth operations. Jayne and Shannon have been working together to get this all going, and getting the financial documents all sorted. As of last month, we are still awaiting the stipends to come through and have been relying on the bank balance to cover the costs.
- **Melbourne Events**
 - We lost our cadence of events in Melbourne after an end to Justin Porter's tenure (our Melbourne board member). We finally have a BOM presence again in Melbourne with our new board member, Dylan Velasquez, who recently moved here from NZ. Dylen will now be able to organize more events there and our goal this year is to bring Melbourne back to a more regular events schedule.
- **One major workshop each year**
 - Continuing our theme from last year, this year we are planning on doing a workshop on Real Time VP and Motion capture and also trying to organise a Q&A screening for Furiosa, with the VFX Supervisor in the Sydney region.

COMPLETED EVENTS

Here is a summary of the events held over the last six months:

- **World VFX Day / End of Year Party - Dec 08 (In-Person SYD)**

This event was held at the Atomic Brewery in Sydney. We wanted to organise a Siggraph Asia Mixer, but due to the lack of fundings, we ended up doing a Holiday mixer instead, on the weekend before Siggraph Asia. Luckily, this also coincided with the world VFX day. It was an exciting evening with some amazing food and drinks. We had around 25 attendees which were a mix of senior veterans and juniors from the VFX industry.

- **2024 VES Awards Nomination Event - Jan 13 (Online)**

Our section voted to hold an online only event and decided to also tag-team with the NZ section to have a joint event this year. Lukas Sarralde was a first time panel lead along with Aditya Talwar being the panel support. We couldn't find a media operator from Australia so had to seek help from our counterparts in NZ, and Joe Howes graciously offered to help provide duties for the media operator. The event went really well and smoothly, probably the smoothest ever. The two categories we covered were:

- Outstanding Supporting Visual Effects in a Photoreal Feature
- Outstanding Model in a Photoreal or Animated Project

Judges had positive feedback for the event. One observation was the lack of members from Australia as judges, even though it was online. Some attendees did ask if the event will ever be held in person, however, only being that only 3 or so members participated from Australia, it makes it hard to justify organizing one in-person due to the amount of effort and commitment required. The timing of the event is so close to holidays/school holidays that it makes a lot of members unavailable to participate. We are planning to send out a survey closer to the event to all our Australian members to ask for their preference for this year's nomination event and help spread the word, that way people can plan around it sooner.

SCREENINGS

We had a good run of screenings last year. Especially around the awards season and we were fortunate to have been invited to a few screenings organized by our friends over at Blue Cat Pictures, who host on behalf of the distributors like Apple, Amazon and Netflix. That being said, this year was a slow start due to less movies being released early in the year. We have had a few screenings in 2024 but are hoping to get back to doing atleast one screening a month.

- **Rustin** - November 5 (SYD, MEL, ADL)
- **Society of Snow** - November 8/20 (SYD, MEL, ADL)
- **Poor Things** - November 11 (SYD, MEL, ADL)
- **May December** - November 14 (SYD, MEL)
- **Napoleon** - November 20/26 (SYD, MEL, ADL)
- **Oppenheimer** - November 21 (SYD)
- **Maestro** - November 25 (SYD, MEL, ADL)

- **The Holdovers** - December 2 (SYD, MEL, ADL)
- **Chicken Run Dawn of the Nugget** - December 3 (SYD, MEL, ADL)
- **Air** - December 5 (SYD, MEL, ADL)
- **All of us Strangers** - December 6 (SYD, MEL, ADL)
- **Time Addicts** Post Production Q&A Panel - December 6 (MEL)
- **Barbie** - December 9 (SYD)
- **Past Lives** - December 9-13 (SYD, MEL, ADL)
- **American Fiction** - January 15 (SYD)
- **Zone of Interest** - January 31 (SYD)
- **Dune** - Mar 13 (SYD, DRW)
- **Ghostbusters** - Apr 7 (DRW)

GROWTH

- Our focus to grow our memberships across the region, is paying dividends. We held several screenings and mixers to spread the word and our local chapter in Brisbane seems to be getting more traction.
- Outreach Events:
 - SYD - Held one at Trinity bar in Surry Hills on 8th March
 - Around 32-33 attendees.
 - It was a good turnout from all studios/vfx houses around Sydney with lots of non-members as guests as well and they showed keen interest to be part of the section.
 - Expecting around 3-4 members joining this intake
 - ADL - Project pressures didn't allow for time to organize an outreach event.
 - BNE - Had a small event as well.
 - 2 members and 4 non members in attendance
 - Project pressures meant they might miss this deadline but hopefully in the next intake we should be able to get a couple added here.

CHALLENGES

- Workforce has been really busy delivering a few tent pole features, as such people couldn't make it or organize the events as much as we would have hoped. Hoping to have a breather soon from work and be able to organise and engage more.
- We have noticed a lower attendance for the nomination event in general across Australia. We will be looking at getting a survey out to understand why this was so, and what we can do to make it worthwhile for the members.



Section Report

2024 April Bay Area Section Report

Section Officers:

Chair: Michael Conte
Treasurer: Andre Mazzone
Secretary: Jeff Johnson
Communications: Nina Rappaport-Rowan

Section Board of Managers:

1.Balu Adsumilli	6.Indira Guerrieri	11.Andre Mazzone
2.Katharine Baird	7.Jeff Johnson	12.Kenn Moynihan
3.Alan Boucek	8.Kevin Kunze	Alt 1.Markus Kranzler
4.Michael Conte	9.Millie Li	Alt 2. Nina Rappaport-Rowen
5.Rose Duignan	10.Euan Macdonald	

Summary:

Overview, and what is a highlight of your section since the last report?

The Bay Area section is chugging along hitting our goal of holding events at least once a month, with attendance ranging from a dozen to several hundred.

Our most prominent event, and my favorite, was the farewell party at 32Ten Studios, the former San Rafael campus of ILM. It was originally planned to be a small summer BBQ, but when the news broke that 32Ten was shutting down the party expanded to include not just VES members but a couple of hundred current and retired ILM employees. We received local media coverage as well as a film crew doing interviews and collecting footage for the 2nd season of the documentary series "Light & Magic."



Goals:

What are three or more goals (short-term and long-term) you have for the Section?

- Schedule more educational events in addition to screenings and social events.
- Increase turnout of members beyond a dedicated core of regulars.
- Increase contact with local schools to support students.

Events/Projects/Initiatives:

In the past few months, what type of events or major initiatives have you taken on?

Before the latest round of applications several board members conducted a “listening tour” at ILM to hear what current and former members had to say, and to answer questions for prospective members.

I’d like to expand on that and conduct a phone outreach to all 500+ members of the Bay Area section to find out their thoughts on the VES and encourage them to attend our events.

Growth:

How are you driving growth in your Section - outreach, membership drives, etc?

The visual effects industry in the Bay Area is shrinking, and our current membership largely skews older.

We’re looking at increasing membership through outreach to games companies as well as VFX-adjacent tech companies such as Google and Apple.

For example the last two years we’ve hosted a mixer at the Game Developers Conference. We see that as a good opportunity for growth.

Challenges:

What are the challenges facing your Section or Board of Managers?

The main challenge the Bay Area section faces is a lack of free or cheap screening rooms to hold screenings for our members. Since Covid our traditional theater partners have shut down or not re-opened their doors to us. We’re working on building new relationships.



A secondary challenge is that people in the Bay Area don't like to cross bridges. This year we're trying to serve more members by consciously rotating events between San Francisco, Marin, and the East Bay.

Report submitted by: Michael Conte, Chair

Date: April 21, 2024



Section Report

2024 APRIL FRANCE SECTION REPORT

Section Officers;

Chair : **Sophie Leclerc and Sebastian Eyherabide**
Treasurer : **Tony Botella**
Secretary: **Malica Benjémia**

French Section Board of Managers:

1. Sophie Leclerc	6. Yann Marchet	
2. Sebastian Eyherabide	7. Ehrmann Laurens	
3. Tony Botella	8. Alain Boutillier	
4. Malica Benjémia	9. Roxane Fechner	
5. Chadi Abo,	10. Damien Canaméras	

Summary:

Overview, and what is a highlight of your section since the last report?

Since the last report, our section has made significant strides in promoting the continuity and vitality of our board members. A highlight has been our focused effort on increasing the number of VES members, prioritizing quality over quantity, with a particular emphasis on recruiting female colleagues.



Goals:

What are three or more goals (short-term and long-term) you have for the Section?

- Increase the number of VES members while maintaining a focus on diversity and inclusion, with a specific target on enhancing female representation within the section.
- Organize roundtable discussions on VFX production careers in studios, led by VES members. We also aim to initiate discussions on integrating VFX production education into schools and universities.
- Explore the possibility of organizing a VFX day coupled with an event (recruitment, roundtables, screenings) to actively engage our members in the French community, particularly those in the provinces.

Events/Projects/Initiatives:

In the past few months, what type of events or major initiatives have you taken on?

In addition to traditional events such as screenings and recruitment evenings, our focus this year has been on improving communication with our members to foster the emergence of common projects and objectives among VES members.

We have started conducting meetings with our members, moderated by members of the Board of Managers, to address specific themes and establish actionable items according to a predetermined calendar.

Furthermore, we are creating a comprehensive reference document on VFX professions, curated by Alain Boutillier, a VFX supervisor and Workshop Manager for the Board of Managers. Upon approval by the board of directors, this document will be shared with sections, schools, and VFX companies interested in its contents.

VFX jobs index:

[VFX jobs description English](#)

[VFX jobs description French](#)



We are also implementing a follow-up system for prospective candidates after their initial meeting and providing support in the submission process through mentorship programs.

Additionally, we are initiating member portraits to showcase the diverse talents and expertise within our VES community.

Growth:

How are you driving growth in your Section - outreach, membership drives, etc?

We're driving growth in our section through various strategies. Firstly, we're focusing on outreach efforts to raise awareness and engage with our community. Additionally, we're conducting targeted membership drives to attract new members, offering incentives and benefits to encourage participation. Moreover, we're actively listening to the needs and feedback of our section members to tailor our initiatives accordingly. Furthermore, we're seeking new sponsors to support our activities and enhance our resources.

Challenges:

What are the challenges facing your Section or Board of Managers?

Our main challenges include limited resources, ensuring diversity and inclusivity, and staying abreast of industry changes. We're addressing these by being resourceful, implementing diversity initiatives, and staying informed about industry trends.

Report submitted by : Malica BENJEMIA
Sr. VFX producer Secretary for
French Section

Date: April 22th, 2024

2024 SPRING/SUMMER GEORGIA SECTION REPORT

April 22, 2024

BOARD OF MANAGERS MEETINGS

The Board of Managers consist of:

Section Officers:

Co-Chair: Zach Bell

Co-Chair: David "DJ" Johnson

Treasurer: Sean Thigpen

Secretary: Joshua Galbincea

Ed Mendez Chris

Gallagher

Bridget Gaynor

Michael L. Jackson

Rob Wright Michael

Leitmann

Eric Leidenroth

Krista Maryanski

Next BOM meeting will be Wednesday, May22nd We have established a reoccurring meeting every fourth Wednesday of the month at 8:30p ET – 9:30p ET.

BUDGET

We are currently in good financial standing. Looking at 2024, we have planned more in-person events to build more membership engagement through social meetups, pub nights, movie screenings, and membership outreach events.

MEMBER OUTREACH

Our membership outreach events have been well received and have proven to be very successful. We currently have 125 members and have put forth a goal of 150 members by the year's end.

The Georgia VES Section has continued to expand our membership due to the amazing support from the Outreach committee. Without their assistance we would not be able to make such events happen. We thank Tim McGovern for his assistance in making these events possible. His guidance and support have been paramount to our successes.

GEORGIA SECTION SCREENINGS

We have been receiving great feedback for all our screenings. In Atlanta, the average attendance is around 28–42 guests. We can have 60-100 guests at a single screening during popular releases.

Aurora Cineplex has proven to be an amazing partner in our screening events.

Screenings have made it to Savannah! Last year we secured a venue for screenings thanks to our current co-chair, David "DJ" Johnson. This was a very exciting moment for our Sections and a goal for our BOM.

VENDOR OUTREACH

Looking for collaborative sponsorship opportunities in 2024. Currently, we have no sponsors. Looking to discuss workshop demos or virtual events that could be centered around a vendor in place of sponsorship funds, as a possible way to create member experiences at no major cost to our Section's budget.

Our section is currently developing a relationship with XenceLabs that could possibly lead to future assistance with events/ workshops/ sponsorship opportunities for our VES Georgia Section.

VES AWARDS NOMINATION EVENT

VES Georgia was able to assist with two panels earlier this year and loved every minute of it. We hosted our first in-person nomination event and had great success. Looking forward to more in-person voting in the future.

IN-PERSON EVENTS

Our Section plans to deliver more in-person events this year. We had multiple pub nights over the summer months in 2023 and plan to continue that experience for our members in 2024. We plan to co-sponsor a Savannah Industry event that will run congruently with the Savannah Film Festival and will schedule a constant flow of screenings over the course of the year in both Atlanta and Savannah to further help bring our members together.

Seeking out new in-person experiences for our members is a goal for our BOM this year. We are in discussions with Lux Machina to create an event at their LED volume stage at Trilith to showcase virtual production techniques, along with a cocktail reception on May 15th.

Our goals for 2024 will be to continue to expand in-person events to various local Studio locations and to create more demo/workshop/social opportunities for our members to experience here in Georgia.

Respectfully submitted,

Zach Bell, VES Georgia Co-Chair

Germany: Report not received/included

India: Report not received/included



London Section Report

Section Officers:

Chair: Gianluca Dentici / Charles Chorein

Treasurer: Adam Buckner / Charles Chorein

Secretary: Devrishi Chatterjee

Section Board of Managers:

1. Marcus Alexander
2. Markus Drayss
3. Ricardo Ferreira
4. Jay Natrajan
5. Victor Perez
6. Mark Spevick
7. Amy Thomas
8. Sean Varney

Summary:

Overview, and what is a highlight of your section since the last report?

Bringing back VES London to business

Sorting out all accounting in 2023 and re grouping the past 6 years on VES HQ Google Drive documents

New Chairs and Treasures take over

AI Events, connection with Visual Sky, Mo Sys, Amazon, Netflix and Epic

Goals:

What are three or more goals (short-term and long-term) you have for the Section?

- Event with AI, Epic and connect with University
- Getting more members
- Mentorships opportunities for new or aspiring VFX artists entering the industry
- Connections with the British Society of Cinematographers, DOPs and other guilds to plan for joint events to improve member's knowledge on filming techniques (lenses, cameras, lighting, etc.)
- Connections with Special effects artists to engage them more into VES activities



Events/Projects/Initiatives:

In the past few months, what type of events or major initiatives have you taken on?

Visual Sky - January 2024

Mo Sys – February 2024

Amazon Ai - Coming

EPIC London Lab - Coming

Cubric - Coming

Growth:

How are you driving growth in your Section - outreach, membership drives, etc?

Linkedin followers +25% - From 840 to 1000+

More membership subscribed

Challenges:

What are the challenges facing your Section or Board of Managers?

Need more active BOM

Sorting out London VES accounting

Report submitted by: Charles Chorein

Date: 10/04/2024



Los Angeles Section Report

[\[2024\]](#) [\[APRIL\]](#)
[\[Los Angeles\]](#) REPORT

Section Officers;

Chair: Charlotte Nelson
Treasurer: Sarah McGrail
Secretary: Ihimu Ukpo

Section Board of Managers:

1. Charlotte Nelson	6. Brian Gaffney	11. Mark Spatny
2. Theresa Patten-Koeckert	7. Andra Bard	12. Enrico Targetti
3. Sarah McGrail	8. Bruce Buckley	Alt 1. Pradipto Sengupta
4. Heather Baker	9. Martin Hall	
5. Ihimu Ukpo	10. Chris Schnitzer	

Summary:

Regular low key pub night get togethers and focus on webinar and in person educational opportunities are being well received.

Goals:

What are three or more goals (short-term and long-term) you have for the Section?

- Focus on educational events (during post-strikes industry downturn)
- Low key networking opportunities at different locations throughout LA area
- Combined with delivering the high quality key larger social calendar events
- Increase outreach to sponsors



Events/Projects/Initiatives:

In the past few months, what type of events or major initiatives have you taken on?

Dec Holiday Party
1/13 Nomination Event
Feb Members Survey
Feb Membership Drive Outreach to LA based vendors and on-site recruiting
3/1 Spring Membership Drive Event
4/4 Hunger Games Panel
4/27 Viewscreen Demo

Growth:

How are you driving growth in your Section - outreach, membership drives, etc?

We focused our efforts on connecting with vendors and supporting them with connecting their current team that are members with those interested in joining to help write letters of recommendation. We also did an in person recruiting drive at the Dreamworks Studios.

Challenges:

What are the challenges facing your Section or Board of Managers?

Increased cost of putting on events in LA and changing guidelines from HQ make it difficult to confirm venues for our key events such as the holiday party.

Additional Comments:

Report submitted by: Ihimu Ukpo

Date: April 22nd, 2024

Montreal: Report not received/included



Section Report

[\[2024\]](#) [\[APRIL\]](#)
[\[New York\]](#) REPORT

Section Officers;

Chair: Jose Marin

Vice-Chair: Ari Reisner

Co-Treasurer: Randy Krueger, Sam O'Hare

Co-Secretary: Bjorn Ahlstedt, Natalie Palumbo

Section Board of Managers:

1. Jose Marin	6. Natalie Palumbo	11. Ross Shain
2. Ari Reisner	7. Diego Garzon	12. Vadim Turchin
3. Randy Krueger	8. Donn Gurule	Alt 1.
4. Sam O'Hare	9. George Jimenez	Alt 2.
5. Bjorn Ahlstedt	10. Manuel Gonzalez	

Summary:

Overview, and what is a highlight of your section since the last report?

Focusing on our Education and Outreach, Pub Nights, Screeners, and Panels. Highlight is the return of our Annual Awards show that hasn't been held since 2020.

Goals:

What are three or more goals (short-term and long-term) you have for the Section?

- Bring back the Annual Awards Celebration event
- Ramp up our Education and Outreach
- Grow member activity to foster connection with the local VFX community



Events/Projects/Initiatives:

In the past few months, what type of events or major initiatives have you taken on?

New member pub night, screeners

Growth:

How are you driving growth in your Section - outreach, membership drives, etc?

We gained a few new members from a recent Pub Night focused on new members.

Challenges:

What are the challenges facing your Section or Board of Managers?

The VFX industry is currently in a terrible state. We are having a hard time locking in sponsors for our Awards Celebration. This brings us concern for how much the event costs and we are actively trying to find ways to mitigate the costs and also obtain new sponsor leads.

Additional Comments:

We have teamed up with Garius Media for their podcast.

Report submitted by Björn Ahlstedt

Date 04/24/2024



Section Report

2024 APRIL NEW ZEALAND REPORT

Section Officers

Chair: Lance Lones, Rachel Copp (co-chairs)
Treasurer: Kay Hoddy
Secretary: Neil Dodgson

Section Board of Managers

1. Lance Lones	6. Brian Starr	11.
2. Rachel Copp	7.	12.
3. Kay Hoddy	8.	Alt 1.
4. Neil Dodgson	9.	Alt 2.
5. Jason Galeon	10.	

Summary

Overview, and what is a highlight of your section since the last report?

We had two good membership recruitment events in Auckland and Wellington. Both came in under budget. We will assess how well that translates into new members at a later date.

We aim to have screening events every second month, with an alternative social event in intervening months. Social events in the past six months were the Christmas Party (mid-December) and the Recruitment Event (late-February).

All of our screenings are in Wellington. We have arranged for members outside the Wellington region, who cannot reasonably travel to Wellington, to attend screenings of the same movies at commercial showings in their own cities.



The highlight, for those who attended, was the nomination event in person, kindly hosted at one of Weta FX's sites.

Goals

What are three or more goals (short-term and long-term) you have for the Section?

- Recruit more members to be active on the BOM.
- Hold a TeqTalk (TED-like) event, well-advertised within the FX and Game sectors in Wellington, to raise the profile of VES and the Section.

Events/Projects/Initiatives

In the past few months, what type of events or major initiatives have you taken on?

The BOM is currently at half-strength and only able to handle business-as-usual.

Growth

How are you driving growth in your Section - outreach, membership drives, etc?

We ran membership drives in both Wellington and Auckland. We plan to run an evening TeqTalk event later this year in Wellington, open to members and non-members alike, to raise the profile of the Section.

Challenges

What are the challenges facing your Section or Board of Managers?

In the last year we have lost several long-serving and effective BOM members (James Ogle, Emma Clifton Perry, Dylan Velasquez and Doug Easterley). We have recruited Brian Starr and Jason Galeon as new BOM members, but the BOM needs more members if we are to offer a broader programme. Several of the people who were at recruitment events have expressed interest in joining the BOM, if their membership is approved.

We are aware that Kay Hoddy is required to step down at the next BOM election, as she will have served 6 years. She has held both the Treasurer and Secretary roles. She has handed the Secretary role to Neil Dodgson but we need to identify a new Treasurer in the next six months to be able to effect a clean handover.

Our previous TeqTalk event (June 2023) was well-organised with excellent speakers, but was poorly attended (40 participants). We believe that we are not getting the message out well enough but do not have a BOM member with the relevant marketing expertise.



Additional Comments

We would appreciate advice on how to attract extremely busy members to serve on a BOM.

Report submitted by Neil Dodgson

Date 22 April 2024



Section Report

2024 APRIL - OREGON REPORT

Section Officers:

Chair: Eric Wachtman, John Cherniack

Treasurer: Rob Blau

Secretary: Michael Cordova

Section Board of Managers:

1. <i>Rob Blau</i>	6. Ollie Jones	11. <i>Eric Wachtman</i>
2. <i>John Cherniack</i>	7. Daniel Leatherdale	12. Taku Wakisaka
3. <i>Michael Cordova</i>	8. Allan McKay	13. Holly Webster
4. Maria Fery	9. Ben Posey	Alt 1.
5. Justin Graham	10. Som Shankar	Alt 2.

Summary:

Overview, and what is a highlight of your section since the last report?

- Updated Section Officers (new co-chair, new secretary)
- Winter Outreach Gathering (Member Drive)
- Continuing screenings

Goals:

What are three or more goals (short-term and long-term) you have for the Section?

- *New.* Streamline Communication with Oregon chapter members
- *New.* Have Virtual Meet-up with Texas team, perhaps other Pacific NW chapters
- *New.* Find Event sponsors - Maria to work with Shannon for advice/support
- *New.* Put together Oregon VES Show Reel next year - Taku suggested
- *Continuing.* Plan VES Awards Night for next awards season - Holly suggested
- *Continuing.* *On-going* Screenings - Holly, goal once a month
- *Continuing.* *On-going* Pub Nights/Casual Social Gatherings
- *Continuing.* Summer Family Picnic
- *Continuing.* Autumn Outreach (Member Drive)
- *Continuing.* Winter Party
- *Continuing.* VES In-Person Event



Events/Projects/Initiatives:

In the past few months, what type of events or major initiatives have you taken on?

- Updated Section Officers. Board met to identify goals for the year and brainstorm ideas on how to continue being active and growing.

Growth:)

How are you driving growth in your Section - outreach, membership drives, etc?

- We had a Winter outreach event (I know there were at least four new member applications from Laika's 2D Compositing/Paint department stemming from that event). We are aiming to do an Autumn outreach event. We likely need to expand communication beyond Discord and into other social media. Still trying to determine best approach. Word of mouth and fact that our group is active have been the most effective growth drivers so far.

Challenges:

What are the challenges facing your Section or Board of Managers?

- *Communication with members.* We get "regulars" at events, but would like to see this group expand. We want to make certain all VES members are aware of what is happening with the section.
- *Involving members outside of Portland Metro area.* Some options might be: Consider virtual events and/or identify where next biggest concentration of members exist for our section and plan an even there.
- *Wider membership.* How to include potential members beyond Laika and Refuge? Volunteers through schools as future members of VFX community? Visits to other VFX companies? Reach out to gaming companies? Path not clear yet.

Additional Comments:

Report submitted by _____

Date _____

Texas: Report not received/included



Section Report

2024 April
Toronto REPORT

Section Officers;

Chair: Laurence Cymet
Treasurer: Ray McMillan
Secretary: Chris Hebert

Section Board of Managers:

1. Antonio Ribeiro	6. Gustavo Sanchez Perez	11.
2. Craig Calvert	7. Chris Hebert	12.
3. Mark Elendt	8. Ray McMillan	Alt 1.
4. Rhythm Gandhi	9. Laurence Cymet	Alt 2.
5. Josh Joudrie	10.	

Summary:

Overview, and what is a highlight of your section since the last report?

- Through a deal struck by Ray McMillan, we've moved our film screenings to Cineplex theaters. Significantly improving the film screening experience with more seats, larger better screens and better sound, and are seeing double the attendance when compared to our previous theater options. This deal was made available to other Canadian sections.
- We held two in-person nomination events in Toronto thanks to strong relationships with local studios, and included a screening of the Academy bake-offs for participants (which was well received)
- We held an online panel highlighting career opportunities in Virtual Production, featuring 7 industry experts. This panel was both well attended and received online.



Goals:

What are three or more goals (short-term and long-term) you have for the Section?

- Improve frequency and quality of film screenings for members (achieved)
- Improve education and upskilling for members
- Provide more in-person social events and pub nights
- Expose and celebrate the quality work of our local studios on a global scale
- Engage and foster more partnership and collaboration with local industry bodies

Events/Projects/Initiatives:

In the past few months, what type of events or major initiatives have you taken on?

- We kicked off 2024 with our Annual General Meeting at Brazen Head pub. In this meeting we connect with the membership in person over a drink and food to highlight our goals and discuss their desires for the section. The event was well attended and enjoyed by all.
- Ramped up Film Screenings at Cineplex
- Through our partnership with CASO, we are participating in a Provincial effort to improve education for VFX in local colleges, through representing our industry and acting as a vehicle to connect collaborative parties.

Tentative Events coming up:

- May: A panel on the history of VFX in Toronto and its impact on modern day software used daily in VFX, hosted by historian Kate Xagoraris
- May: Pub night
- June: A panel on VFX production and producers to educate on production as a career and break down walls between departments
- June: “Befores & Afters” Toronto studio BTS showcase & Pub Night
- July: Workshop - Unreal for VFX Artists “Quick Start in Unreal”
- September: Big Summer Party
- Fall: Luminary Speaker & Studio Visits
- Fall: “Befores & Afters” Toronto studios BTS showcase round 2 & Pub Night

(Note: not all dates fully confirmed, timing may change)



Growth:

How are you driving growth in your Section - outreach, membership drives, etc?

- Our growth has been primarily driven by word of mouth
- Our Big Summer Party is open to the community and is a key element in increasing our membership growth prior to the fall intake
- We have reached out to local colleges to offer support in outreach efforts to promote the VFX industry as a career to young people

Challenges:

What are the challenges facing your Section or Board of Managers?

- Current restrictions in marketing budgets is making it harder to bring on new sponsors and collaborative partners. We are seeking a wider sponsor base to address this, and focussing on more collaboration with our steadfast sponsors.
- Gender diversity is an issue both on the board and in our section membership. To address this we are seeking additional female board members and supporting female led events and efforts.
- Formalizing Board processes and documenting them to contain and ensure succession of institutional knowledge is a large effort, and we still need to put some more work in here to get to a better place. We have formalized our sponsor outreach process and have an organized Google Drive home for all documents, which is a great start here. An online wiki will be the next step.
- Social Media account transition between boards has posed some challenges, and we are still not entirely in control of our Gmail and IG accounts, but we are a lot closer. We are attempting to move to a shared account login for all media accounts to address this.



Additional Comments:

I am happy to report that Toronto section is seeing continual growth backed up by a lot of word of mouth interest and support. Our local industry is seeing the results from our prior board's efforts to recover from the pandemic and there is palpable excitement around VES activity in Toronto. Our goal is to meet that encouragement with action.

Our board is active and energetic and we are encouraging them to take part in VES global efforts as well.

We are looking forward to contributing to the VFX community here in Toronto and abroad in 2024!

Report submitted by: Laurence Cymet

Date: April 19th 2024



Section Report

2024 APRIL VANCOUVER REPORT

Section Officers:

Co-Chairs: Kelsy Wittmann & Fred Chapman

Treasurer: Gayle Munro

Secretary: Anna Snizkova

Section Board of Managers:

1. Jo Ann Belen	6. Dave Morley	11.
2. Johanna D'Amato	7. Danielle Norgate	12.
3. Kerry Corlett	8. Keri Young	Alt 1. Tim Zhao
4. Noel Hoffman	9.	Alt 2.
5. Marshall Krasser	10.	

Summary:

Overview, and what is a highlight of your section since the last report?

We have successfully launched 4 sub-committees (Education & Mentorship, Membership & Benefits, Communications, Events & Social). The sub-committees met prior to our monthly board meeting and identified a minimum of one goal for this calendar year (although some offered more).

The Vancouver chapter has also made progress on the organization of our first AGM as well as a Virtual Production Event.

Goals:

What are three or more goals (short-term and long-term) you have for the Section?

- Grow membership of Vancouver chapter by a minimum of 10% new members
- Identify lapsed members and do a direct outreach to them to see if we can either welcome them back or get an understanding of why they chose to allow their membership to lapse
- Host one major education event per quarter



Events/Projects/Initiatives:

In the past few months, what type of events or major initiatives have you taken on?

- We have continued with our pub nights, which are growing in size month over month.
- We are developing a long-term relationship with KPU (Kwantlen Polytechnic University) in an effort to increase our exposure and provide opportunities for our current membership to engage in a mentorship role and/or give talks to the student body. KPU is also interested in sponsoring a pub night.
- Had an initial call with Derek Spears of the Television Academy to explore opportunities for them to either host or co-host events in Vancouver.
- Fleshing out an in-person speed-mentoring event
- Have had an offer from Jon Rosenbaum (director of the new Woody Woodpecker film) to do a Q&A (perhaps this is a global event?)

Growth:

How are you driving growth in your Section - outreach, membership drives, etc?

- We are fleshing out new “themes” to our pub nights in order to maintain/grow attendance. The September pub night will be a “Let us buy you a drink” at which any member can bring a friend (non-member) and they will also receive a free drink. The cost of this will be offset by asking our sponsor for additional resources (which they have already agreed to cover).
- We have a special event schedule for the beginning of May (“Recruitment Realities: The Inside Perspectives on hiring in VFX) which focuses on how to stand out to recruiters, spiff up your resume, etc. It is being hosted by a very well known recruiter in Vancouver, Cassandra Jovovic.

Challenges:

What are the challenges facing your Section or Board of Managers?

- Would love a way to break down our membership into different categories (ie: location, discipline, etc.) to target and direct our recruitment efforts.
- One of our board members is away in Italy on a shoot until June so we are down a set of hands in the short-term.



Section Report

April 2024 Washington

Section Officers:

Co-Chairs: Eric Greenlief & Andy Romine

Treasurer: Joe Weidenbach

Secretary: Matt Brunner

Section Board of Managers:

1. Clinton Baum	6. Sagar Rawal	11.
2. Loring Doyle	7. Harry Teasley	12.
3. Gavin Greenwalt	8. Pasha Ushakov	Alt 1.
4. Ted Helmers	9.	Alt 2.
5. Scott Kirvan	10.	

Summary:

Overview, and what is a highlight of your section since the last report?

Tour of DB Creations, an AR/VR Game Developer (April), Movie screenings/pub nights (Dune 2)

Goals:

What are three or more goals (short-term and long-term) you have for the Section?

- Continue to involve more board members in participation
- Increase number of events throughout the year for full membership
- Establishing and maintaining sub-committees
- Succession plans for transition between 2024 and 2025 WA BOM



Events/Projects/Initiatives:

In the past few months, what type of events or major initiatives have you taken on?

- Successful recruiting events
- Nomination event
- Secured new event venue
- Re-established Creative Spotlight calendar

Growth:

How are you driving growth in your Section - outreach, membership drives, etc?

- Systemized recruitment events, ready to convert more guests into members
- Added Digipen Institute as a reliable partner/venue space/student/member resource.
- Continued partnership with students/staff of AIE

Challenges:

What are the challenges facing your Section or Board of Managers?

- Virtual loss of SIFF as a screening partner (good relationship, but increasingly difficult to schedule screenings & events, increase in price untenable)
- Active involvement of board members
- Reaching Seattle's game dev professionals about the benefits/relevancy of the VES

Additional Comments:

Report submitted by ___Eric G & Andy R._____ Date___4/19/2024_____