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Visual Effects Society Announces Winners of the 23rd Annual VES Awards
***KINGDOM OF THE PLANET OF THE APES is Top Feature Film; DUNE: PART TWO* Garners Most Feature Wins; *THE WILD ROBOT is Top Animated Film; SHŌGUN* Gets Top Episodic Honors**

Los Angeles (February 11, 2025) – Today, the Visual Effects Society (VES), the industry’s global professional honorary society, held the 23rd 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.

Industry guests gathered at The Beverly Hilton hotel to celebrate VFX talent in 25 awards categories and special honorees. ***Kingdom of the Planet of the Apes*** receives the top photoreal feature award. ***Dune: Part Two*** garners the most photoreal feature wins, with four awards. ***The Wild Robot*** was named top animated film, winning four awards. ***Shōgun*** was named best photoreal episode, winning three awards; ***The Penguin*** also garnered three awards. ***Coca-Cola: The Heroes*** topped the commercial field.

Comedy duo The Sklar Brothers made their debut as VES Awards hosts. Acclaimed actor Keanu Reeves presented Golden Globe-winning actor-producer Hiroyuki Sanada with the VES Award for Creative Excellence. Chief Research Officer of Eyeline Studios Paul Debevec, VES, presented Virtual Reality/Immersive Technology Pioneer Dr. Jacquelyn Ford Morie with the Georges Méliès Award. Writer-director Michael Dougherty presented Academy Award-winning filmmaker and VFX Supervisor Takashi Yamazaki with the Visionary Award. Award presenters included: Kelvin Harrison, Jr., Krys Marshall, Mary Mouser, Russell Hornsby, Tanner Buchanan, Eric Winter, Tia Carrere and Autodesk’s Senior Director, Business Strategy Rachael Appleton presented the VES-Autodesk Student Award.

"As we celebrate the 23rd Annual VES Awards, we're honored to shine a light on outstanding visual effects artistry and innovation," said VES Chair Kim Davidson. "The honorees and their work represent best-in-class visual effects – work that engages audiences and enhances the art of storytelling. The VES Awards is the only venue that showcases and honors these outstanding global artists across a wide range of disciplines, and we are extremely proud of all our winners and nominees!"

The winners for the 23rd Annual VES Awards in 25 categories are as follow:

OUTSTANDING VISUAL EFFECTS IN A PHOTOREAL FEATURE

Kingdom of the Planet of the Apes

Erik Winquist
Julia Neighly
Paul Story
Danielle Immerman
Rodney Burke

OUTSTANDING SUPPORTING VISUAL EFFECTS IN A PHOTOREAL FEATURE

Civil War

David Simpson
Michelle Rose
Freddy Salazar
Chris Zeh
J.D. Schwalm

OUTSTANDING VISUAL EFFECTS IN AN ANIMATED FEATURE

The Wild Robot

Chris Sanders
Jeff Hermann
Jeff Budsberg
Jakob Hjort Jensen

OUTSTANDING VISUAL EFFECTS IN A PHOTOREAL EPISODE

Shōgun; Anjin

Michael Cliett
Melody Mead
Philip Engström
Ed Bruce
Cameron Waldbauer

OUTSTANDING SUPPORTING VISUAL EFFECTS IN A PHOTOREAL EPISODE

The Penguin; Bliss

Johnny Han
Michelle Rose
Goran Pavles
Ed Bruce
Devin Maggio

OUTSTANDING VISUAL EFFECTS IN A REAL-TIME PROJECT

Star Wars Outlaws

Stephen Hawes
Lionel Le Dain
Benedikt Podlesnigg
Andi-Bogdan Draghici

OUTSTANDING VISUAL EFFECTS IN A COMMERCIAL

Coca-Cola; The Heroes

Greg McKneally
Antonia Vlasto
Ryan Knowles
Fabrice Fiteni

OUTSTANDING VISUAL EFFECTS IN A SPECIAL VENUE PROJECT

D23; Real-Time Rocket

Evan Goldberg
Alyssa Finley
Jason Breneman
Alice Taylor

OUTSTANDING CHARACTER IN A PHOTOREAL FEATURE

Better Man; Robbie Williams

Milton Ramirez
Andrea Merlo
Seoungseok Charlie Kim
Eteuati Tema

OUTSTANDING CHARACTER IN AN ANIMATED FEATURE

The Wild Robot; Roz

Fabio Lignini

Yukinori Inagaki

Owen Demers

Hyun Huh

OUTSTANDING CHARACTER IN AN EPISODE, COMMERCIAL, GAME CINEMATIC, OR REAL-TIME PROJECT

Ronja the Robber's Daughter; Vildvittran the Queen Harpy

Nicklas Andersson

David Allan

Gustav Åhren

Niklas Wallén

OUTSTANDING ENVIRONMENT IN A PHOTOREAL FEATURE

Dune: Part Two; The Arrakeen Basin

Daniel Rhein

Daniel Anton Fernandez

Marc James Austin

Christopher Anciaume

OUTSTANDING ENVIRONMENT IN AN ANIMATED FEATURE

The Wild Robot; The Forest

John Wake

He Jung Park

Woojin Choi

Shane Glading

OUTSTANDING ENVIRONMENT IN AN EPISODE, COMMERCIAL, GAME CINEMATIC, OR REAL-TIME PROJECT

Shōgun; Osaka

Manuel Martinez

Phil Hannigan

Keith Malone

Francesco Corvino

OUTSTANDING CG CINEMATOGRAPHY

Dune: Part Two; Arrakis

Greig Fraser
Xin Steve Guo
Sandra Murta
Ben Wiggs

OUTSTANDING MODEL IN A PHOTOREAL OR ANIMATED PROJECT

Alien: Romulus; Renaissance Space Station

Waldemar Bartkowiak
Trevor Wide
Matt Middleton
Ben Shearman

OUTSTANDING EFFECTS SIMULATIONS IN A PHOTOREAL FEATURE

Dune: Part Two; Atomic Explosions and Wormriding

Nicholas Papworth
Sandy la Tourelle
Lisa Nolan
Christopher Phillips

OUTSTANDING EFFECTS SIMULATIONS IN AN ANIMATED FEATURE

The Wild Robot

Derek Cheung
Michael Losure
David Chow
Nyoung Kim

OUTSTANDING EFFECTS SIMULATIONS IN AN EPISODE, COMMERCIAL, GAME CINEMATIC, OR REAL-TIME PROJECT

Shōgun; Broken to the Fist; Landslide

Dominic Tiedeken
Heinrich Löwe
Charles Guerton
Timmy Lundin

OUTSTANDING COMPOSITING & LIGHTING IN A FEATURE

Dune: Part Two; Wormriding, Geidi Prime, and the Final Battle

Christopher Rickard
Francesco Dell'Anna
Paul Chapman
Ryan Wing

OUTSTANDING COMPOSITING & LIGHTING IN AN EPISODE

The Penguin; After Hours

Jonas Stuckenbrock
Karen Cheng
Eugene Bondar
Miky Girón

OUTSTANDING COMPOSITING & LIGHTING IN A COMMERCIAL

Coca-Cola; The Heroes

Ryan Knowles
Alex Gabucci
Jack Powell
Dan Yargici

OUTSTANDING SPECIAL (PRACTICAL) EFFECTS IN A PHOTOREAL PROJECT

The Penguin; Safe Guns

Devin Maggio
Johnny Han
Cory Candrilli
Alexandre Prod'homme

EMERGING TECHNOLOGY AWARD

Here; Neural Performance Toolset

Jo Plaete
Oriël Frigo
Tomas Koutsky
Matteo Olivieri-Dancey

OUTSTANDING VISUAL EFFECTS IN A STUDENT PROJECT

Pittura (entry from ARTFX – Schools of Digital Arts, France)

Adam Lauriol

Titouan Lassère

Rémi Vivenza

Hellois Marre

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 5,000 members in 50+ countries worldwide contribute to all areas of entertainment – film, television, commercials, animation, games and new media. To learn more about the VES, visit www.vesglobal.org and follow us on X @VFX Society. Read our award-winning signature publication *VFX Voice* at www.vfxvoice.com.

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