



New Edition of Award-Winning Visual Effects Society Handbook Publishes December 18

The VES Handbook of Visual Effects, Fourth Edition includes contributions from 30 new VFX experts; covers new topics including AI

Los Angeles (December 3, 2025) – The [Visual Effects Society](#) (VES), the industry's global professional honorary society, today announced the upcoming Fourth Edition of its award-winning visual effects handbook. Available for [pre-orders](#) now, The VES Handbook of Visual Effects, Fourth Edition includes contributions from 95 visual effects experts and will be published on December 18, 2025 from Routledge.

"This is our most comprehensive handbook yet, and provides an opportunity to learn the tricks of the trade from many of the preeminent industry leaders in the field," shared Nancy Ward, Executive Director of the Visual Effects Society. "The range of what's covered – everything from bidding to camera work to the latest advances in CG workflows – makes this an essential companion for anyone working to advance their craft in the world of visual effects and content creation."

With the Fourth Edition, the VES Handbook of Visual Effects remains the definitive guide for industry professionals, packed with comprehensive new content that covers today's essential techniques, best practices, and the latest technologies and workflow innovations. Updated to reflect the rapidly-evolving industry landscape, this edition includes new chapters by new writers that cover virtual production, AI, NeRFs and Gaussian Splatting, and more. Additionally, this edition reflects updates from the original authors on areas such as previs, AR/VR filmmaking, color management (including ACES), the digital intermediate process, cameras, matte painting, and beyond. With 95 expert authors in total – including Academy Award-, Emmy Award-, and VES Award-winning professionals – the Fourth Edition is a wealth of expertise and advice developed through their decades of real-world, hands-on experience.

New in This Edition:

The Fourth Edition explores cutting-edge topics including:

- Virtual production overview and detailed best practices
- Use of real-time game engines in virtual production, motion capture, previs, and animation
- Use of AI in visual effects
- Overview of techniques for NeRFs and 3D Gaussian splatting
- Script and shot breakdowns
- Compositing of live action elements and deep compositing

- Immersive experiences utilizing AR/VR technologies, hemispheres, and domes

About the Editors:

Editors for the Fourth Edition include:

Jeffrey A. Okun, VES, is an award-winning Visual Effects Supervisor, a VES Fellow, a member of the Academy of Motion Picture Arts and Sciences, the American Society of Cinematographers, and the Television Academy. He has served as the chair of the Visual Effects Society as well as in many other leadership positions, including chair of the Los Angeles Section.

Susan Zwerman, VES, has been a member of the VES since 1998 and is a highly respected Visual Effects Producer, a well-known seminar leader, and an author. She is also a member of the Academy of Motion Picture Arts and Sciences, the Producers Guild of America, the Directors Guild of America, and a member and Fellow of the VES.

Susan Thurmond O'Neal joined the VES in 1997 and has been deeply involved ever since. She has served on the global Board of Directors in multiple roles, including Treasurer in 2016, 2nd Vice Chair in 2022 and 2023, and 1st Vice Chair in 2024 and 2025. Over the years, she has chaired the legacy global Education Committee, currently leads the Membership Committee, and in 2019, was honored with the VES Founders Award for meritorious service to the Society.

For more information about the VES, visit <https://www.vesglobal.org/>.

About the Visual Effects Society

The Visual Effects Society is a nonprofit global community of nearly 5,500 VFX professionals across 50+ countries, dedicated to advancing the arts, sciences, and applications of visual effects while upholding the highest standards for the profession. As the entertainment industry's only official organization representing the extended global VFX community—including supervisors, artists, producers, technology developers, educators, and studio executives—VES members contribute to all areas of entertainment: film, television, commercials, animation, games, and new media. To learn more, visit www.vesglobal.org and follow us on [Instagram](#), [LinkedIn](#), [Facebook](#), and [X](#). Read our award-winning publication VFX Voice at www.vfxvoice.com.

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