



Visual Effects Society Launches New Sections in Japan and Spain

The VES now hosts 18 Sections worldwide

Los Angeles, CA (January 27, 2026) – Today the [Visual Effects Society](#) (VES), the industry's global professional honorary society, announced the formation of its two newest regional Sections, in Japan and Spain. This brings the total number of [VES Sections](#) worldwide to 18, reflecting the Society's growing membership – now over 5,600 members around the world – and providing locally-tailored opportunities and initiatives to champion visual effects artists.

"Our Sections around the world are the beating heart of the Visual Effects Society. With a diverse international membership, our Section leaders play a critical role in addressing the needs specific to their regions, strengthening connections and sharing resources in their local communities, and being global ambassadors for the craft of visual effects," shared Nancy Ward, VES Executive Director. "We're thrilled to formally establish our newest Sections, in Japan and Spain, which each have distinct, vibrant visual effects communities."

"Japan has a rich visual effects history, dating back to Eiji Tsuburaya and his groundbreaking work on *Godzilla*, all the way to now, with Takashi Yamazaki in 2024 leading the first-ever Japanese crew to win the Academy Award for Best Visual Effects for *Godzilla Minus One*," said Jeffrey Dillinger, co-CEO of Megalis, who played a key role in forming the new Japan Section. "Having a VES Section in Japan is an exciting development that will enable us to bring more awareness of the Japanese industry to our peers internationally, and to expand our membership locally thanks to all the community benefits of being a hub."

Organizers behind the new VES Japan Section have community at the forefront, while also leveraging the momentum of the country's visual effects industry. One of their first initiatives is appealing to the Japan Academy Awards to add a visual effects category. The Section is also planning ways to highlight its members' work internationally, through connections with other VES Sections.

Spain's rapidly growing and increasingly international VFX community includes artists working across film, episodic, animation, advertising, virtual production, and emerging AI-driven workflows. The VES Spain Section aims to unify this local talent pool, creating a visible, connected community that supports professional standards, knowledge sharing, and mentorship – that positions Spain as a strong and reliable VFX partner within the global production ecosystem. Another priority for the VES Spain Section is to help bridge the gap between international productions coming to Spain and the local VFX talent pool, encouraging long-term industry growth alongside the country's strong production incentives and studio network.

“There has been a strong demand from Spanish VES members for a local Section that reflects the maturity and scale of the industry here. With increased international production coming to Spain driven by tax incentives, studio infrastructure, and highly skilled crews, our community has grown significantly. Many of us have worked abroad and experienced first-hand the value of local VES Sections in building strong professional networks. Establishing a Spain Section felt like a natural step to support our region’s growth and give Spain a stronger voice within the global VES network,” shared Astrid Busser Casas, Founder & VFX Supervisor of Ghost Light VFX, who helped to establish the VES Spain Section.

The VES Japan Section and VES Spain Sections will be hosting meetings and local elections soon. Visit <https://vesglobal.org/sections/> to stay up to date.

About the Visual Effects Society

The Visual Effects Society is a nonprofit global community of over 5,600 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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