



## **Visual Effects Society Announces Winners for 24th Annual VES Awards**

*'Avatar: Fire and Ash' leads the night with seven wins; 'KPop Demon Hunters' tops animation categories*

Los Angeles (February 25, 2026) – Tonight the [Visual Effects Society](#) (VES), the VFX industry's professional global honorary society, held its 24th Annual VES Awards at The Beverly Hilton hotel in Los Angeles, California.

Encompassing 25 categories across film, television, technology, gaming, special venue, student projects, and more, the night's biggest winner was *Avatar: Fire and Ash*, which took home seven awards in total, including the top prize of Outstanding Visual Effects in a Photoreal Feature. Additional wins for *Avatar: Fire and Ash* included Outstanding Character in a Photoreal Feature for Varang (played by Oona Chaplin, who was on hand at tonight's awards as a presenter), Outstanding CG Cinematography, and the Emerging Technology Award, given to the Kora Fire Toolset.

In the animation categories, *KPop Demon Hunters* led the night with three awards, including the top prize of Outstanding Animation in an Animated Feature, and Outstanding Character in an Animated Feature for Rumi.

Rounding out the top category wins, *Sinners* won the award for Outstanding Supporting Visual Effects in a Photoreal Feature, *Prehistoric Planet: Ice Age* won for Outstanding Visual Effects in a Photoreal Episode, and BMW's *Heart of Joy: Meet Okto the Octopus* won for Outstanding Visual Effects in a Commercial.

Additional winners at the 24th Annual VES Awards included the video game *Ghost of Yōtei* (Outstanding Visual Arts in a Real-Time Project), *Andor* (Outstanding Special (Practical) Effects in a Photoreal Project), and *Azimuth* (Outstanding Visual Effects in a Student Project).

This year's VES Awards hosts were comedy duo Randy and Jason Sklar (the Sklar Brothers), returning to this role for the second consecutive year. Acclaimed film producer Jerry Bruckheimer was honored with the VES Lifetime Achievement Award, presented by his longtime collaborator, *F1: The Movie* director Joseph Kosinski. Wētā Workshop co-founder and Chief Creative Officer Sir Richard Taylor received this year's VES Visionary Award, presented by Adam Savage. Additional presenters included Euka Okuma (*Paradise*), Haley Joel Osment (*The Burbs*, *Happy Gilmore 2*), Jazz Raycole (*The Lincoln Lawyer*), Lil Rel Howery (*One of Them Days*), Omar Benson Miller (*Sinners*), and singer/songwriter Raphael Saadiq (*Sinners*).

In his acceptance speech, Jerry Bruckheimer addressed the artists in the room, saying: “You create the magic. You create the things that people go to theaters for. You're the people that we dream about when we go to the movies, when we go into that dark space in the theater, and the work that you do is truly phenomenal.”

Sir Richard Taylor shared in his acceptance speech: “Thank you to the VES for this honor. It is a privilege to be part of this remarkable community and a joy to be with you all here on this special night. And if I can leave one thought with you, as I say to our team, there's only four tenets by which I operate, and that is simply: love of oneself, love of what you do, love of who you do it with, and love of who you do it for. If you can strike those four in your life, you're doing pretty well.”

“The VES is honored to recognize brilliant artistry and technological innovation across a wide range of disciplines,” said VES Board Chair, Kim Davidson. “The craft of visual effects is constantly evolving to push the limits of our imaginations, and tonight’s inspiring winners and nominees represent best-in-class work from around the world. Congratulations to all!”

Below is the [full list of winners](#) for the 24th Annual VES Awards:

### **1. OUTSTANDING VISUAL EFFECTS IN A PHOTOREAL FEATURE**

#### **Avatar: Fire and Ash**

Richard Baneham  
Peter Litvack  
Eric Saindon  
Nicky Muir  
Steve Ingram

### **2. OUTSTANDING SUPPORTING VISUAL EFFECTS IN A PHOTOREAL FEATURE**

#### **Sinners**

Michael Ralla  
James Alexander  
Nick Marshall  
Espen Nordahl  
Donnie Dean

### **3. OUTSTANDING ANIMATION IN AN ANIMATED FEATURE**

#### **KPop Demon Hunters**

Joshua Beveridge  
Jacky Priddle  
Benjamin Hendricks  
Clara Chan

#### **4. OUTSTANDING VISUAL EFFECTS IN A PHOTOREAL EPISODE**

##### **Prehistoric Planet: Ice Age; “The Big Freeze”**

Russell Dodgson

Tracey Gibbons

François Dumoulin

Gavin McKenzie

#### **5. OUTSTANDING SUPPORTING VISUAL EFFECTS IN A PHOTOREAL EPISODE**

##### **The Residence; “The Fall of the House of Usher”**

Seth Hill

Tesa Kubicek

John Nelson

Gabriel Vargas

#### **6. OUTSTANDING VISUAL ARTS IN A REAL-TIME PROJECT**

##### **Ghost of Yōtei**

Jason Connell

Matt Vainio

Joanna Wang

Jasmin Patry

#### **7. OUTSTANDING VISUAL EFFECTS IN A COMMERCIAL**

##### **BMW; “Heart of Joy | Meet Okto the Octopus”**

Tom Raynor

Helen Tang

Jack Harris

Alex Kulikov

#### **8. OUTSTANDING VISUAL EFFECTS IN A SPECIAL VENUE PROJECT**

##### **The Wizard of Oz at Sphere**

Ben Grossmann

Tamara Watts Kent

Dr. Irfan Essa

Matt Dougan

Glenn Derry

#### **9. OUTSTANDING CHARACTER IN A PHOTOREAL FEATURE**

**Avatar: Fire and Ash; Varang: Leader of the Ash Clan**

Stephen Clee  
Stuart Adcock  
Keven Norris  
Joseph Kim

**10. OUTSTANDING CHARACTER IN AN ANIMATED FEATURE**

**KPop Demon Hunters; Rumi**

Sophia (Seung Hee) Lee  
Andrea Matamoros  
Marc Souliere  
Joshua Beveridge

**11. OUTSTANDING CHARACTER IN AN EPISODIC, COMMERCIAL, GAME CINEMATIC, OR REAL-TIME PROJECT**

**IT: Welcome to Derry; “The Thing in the Dark;” The Pickle Monster**

Philip Harris-Genois  
Pierric Danjou  
Chloé Ostiguy  
Jonathan Bourdua

**12. OUTSTANDING ENVIRONMENT IN A PHOTOREAL FEATURE**

**Avatar: Fire and Ash; Bridgehead Industrial City**

Gianluca Pizzaia  
Steve Bevins  
Dziga Kaiser  
Zsolt Máté

**13. OUTSTANDING ENVIRONMENT IN AN ANIMATED FEATURE**

**Zootopia 2; Marsh Market**

Limei Z. Hshieh  
Alexander Nicholas Whang  
Joshua Fry  
Ryan DeYoung

**14. OUTSTANDING ENVIRONMENT IN AN EPISODIC, COMMERCIAL, GAME CINEMATIC, OR REAL-TIME PROJECT**

**Andor; “Welcome to the Rebellion;” The Senate District**

John O’Connell

Falk Boje  
Hasan Ilhan  
Kevin George

#### **15. OUTSTANDING CG CINEMATOGRAPHY**

##### **Avatar: Fire and Ash**

Steve Deane  
A.J. Briones  
Zachary Brake  
Andrew Moffett

#### **16. OUTSTANDING MODEL IN A PHOTOREAL OR ANIMATED PROJECT**

##### **Avatar: Fire and Ash; The Windtraders' Gondola**

Michael Smale  
Sam Sharplin  
Joe W. Churchill  
Jacqi Dillon

#### **17. OUTSTANDING EFFECTS SIMULATIONS IN A PHOTOREAL FEATURE**

##### **Avatar: Fire and Ash; Simulating Pandora**

Nicholas James Illingworth  
Sarah C. Farmer  
James Robinson  
Ryan Bowden

#### **18. OUTSTANDING EFFECTS SIMULATIONS IN AN ANIMATED FEATURE**

##### **KPop Demon Hunters**

Filippo Maccari  
Nikolaos Finizio  
Daniel La Chapelle  
Srdjan Milosevic

#### **19. OUTSTANDING EFFECTS SIMULATIONS IN AN EPISODE, COMMERCIAL, GAME CINEMATIC, OR REAL-TIME PROJECT**

##### **Prehistoric Planet: Ice Age; The Big Freeze**

Edward Ferrysienanda  
Kevin Christensen  
Guy Schuleman  
Kevin Tarpinian

## **20. OUTSTANDING COMPOSITING & LIGHTING IN A FEATURE**

### **F1: The Movie; Modern Race and POV Footage**

Hugo Gauvreau  
Chris Davies  
Raushan Raj  
Amaury Rospars

## **21. OUTSTANDING COMPOSITING & LIGHTING IN AN EPISODE**

### **The Last of Us; “Through the Valley;” A Storm of Ice, Fire and Flesh**

Tobias Wiesner  
Mark Julien  
Owen Longstaff  
Brendan Naylor

## **22. OUTSTANDING COMPOSITING & LIGHTING IN A COMMERCIAL**

### **BMW; “Heart of Joy | Meet Okto the Octopus”**

Alex Kulikov  
Jack Harris  
Adam Chabane  
Nicola Borsari

## **23. OUTSTANDING SPECIAL (PRACTICAL) EFFECTS IN A PHOTOREAL PROJECT**

### **Andor; “Who Are You?”**

Luke Murphy  
Dean Ford  
Jody Eltham  
Darrell Guyon

## **24. EMERGING TECHNOLOGY AWARD**

### **Avatar: Fire and Ash; Kora Fire Toolset**

Alexey Dmitrievich Stomakhin  
John Edholm  
Murali Ramachari  
Aleksandr Isakov

## **25. OUTSTANDING VISUAL EFFECTS IN A STUDENT PROJECT**

**Azimuth**

Thomas Teisseire  
Cassandre Cinier  
Martin Bluy  
Mathis Giraudeau

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 over 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](http://www.vesglobal.org) and follow us on [Instagram](#), [LinkedIn](#), [Facebook](#), and [X](#). Read our award-winning publication VFX Voice at [www.vfxvoice.com](http://www.vfxvoice.com).

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