Visual Effects Society Releases On-Set VFX Data Collection and Usage Guide, Establishing a Shared Playbook for All Departments

Los Angeles, CA (April 30, 2026) – The Visual Effects Society (VES), the industry's global professional honorary society, today released its VES On-Set VFX Data Collection and Usage Guide. Developed over the past year by the VES Technology Committee, this practical on-set resource maps key data sets and capture workflows – giving productions, vendors, and technology teams a shared playbook for using and capturing on-set data more effectively.

The Guide was designed to establish a common language between on-set VFX, production, VFX facilities, and technology teams, ultimately enabling clearer communication, smoother handoffs, and better-aligned expectations across departments. This comprehensive Guide explains the major on-set data sets, their capture methods, their practical applications, and their intended stakeholders, so that every participant across the production understands what information exists and how it can support their work.

In addition to defining data sets, the Guide documents both current and emerging on-set data capture workflows. This aims to inform stakeholders about potential data sources and to highlight how these choices impact production pipelines, timelines, and budgets, while also laying the groundwork for future efforts around data hierarchies, database development, and workflow automation.

The Guide also underscores that this data has significant value for every department on a production. It supports collaboration, optimizes workflows, and enables better-informed creative and operational decisions. By advocating for open access and visibility for these data sets, the Guide encourages all teams to engage with and benefit from this shared knowledge, strengthening collective outcomes and overall production efficiency.

"Our intent with this Guide is to streamline the filmmaking process by enabling every department to be more well-informed," said Sheena Duggal, the Guide's lead author and member of the VES Technology Committee. "Multiple departments can utilize the same data – for instance, the VFX team's LiDAR scans can be repurposed across departments to support set construction, stunt planning, and other production needs. It's just a matter of educating and communicating clearly so that everyone can benefit."

"In today's hybrid of real-time virtual production, AI, and traditional pipelines, the VFX department is responsible for not just post, but on-set data capture, continuity, and asset integrity from pre-production through final delivery," explained Jim Geduldick, contributing

author to the Guide. "That framework was the key lens that we used in thinking through these workflows and how they relate to each department."

The Guide was created for the VES Technology Committee by Sheena Duggal, with contributions from Sam Richards, Jim Geduldick, and Jake Morrison, and technical support from Jean-Francois Panisset. It is licensed under the Creative Commons CC-BY 4.0 Creative Commons Attribution 4.0 International license, which permits others to distribute, remix, adapt, and build upon the material in any medium or format, including for commercial purposes, provided appropriate credit is given to the creator.

To view the Guide, visit: https://ves-on-set-data.org/

Join the VES for a webinar on May 12 to explore the Guide with some of its creators: https://vesglobal.org/event/webinar-introduction-to-ves-on-set-vfx-data-collection-and-usage-guide-online/

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 and follow us on Instagram, LinkedIn, Facebook, and X. Read our award-winning publication VFX Voice at www.vfxvoice.com.

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