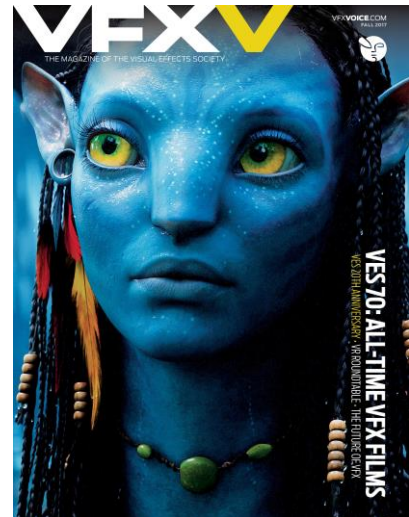
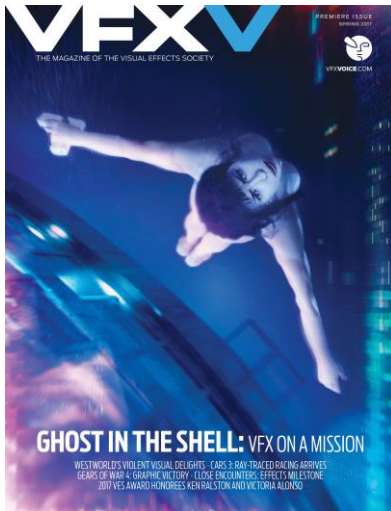


VFX VOICE MEDIA KIT 2018-2019



About the Visual Effects Society

The Visual Effects Society (VES) is a global professional honorary society dedicated to advancing the arts, sciences, and applications of visual effects and to improving the welfare of its members by providing professional enrichment and education, fostering community and promoting industry recognition.

VES members are the driving force behind today's multi-billion-dollar entertainment industry. With nearly 3,800 members in 35 countries, the VES has an expanding global footprint with Sections in Australia, Bay Area (San Francisco), Germany, India, London, Los Angeles, Montreal, New York, New Zealand, Toronto, Vancouver and Washington state.

About the VFX Voice magazine and website

Every key participant in the global visual effects industry reads *VFX Voice*. This includes artists, technologists, model makers, educators, studio executives, supervisors, PR/marketing specialists and producers, and VES' nearly 3,800 members around the world who contribute to all areas of entertainment:

- Animation
- Broadcast & Television
- Commercials/Advertising
- Feature Film
- Gaming
- Theme Parks & Special Venue Entertainment
- Music Videos
- Virtual & Augmented Reality

In addition, *VFX Voice* is read by key members and decision makers of the global entertainment business including executives in the following areas: film and studios, independent production companies, visual effects facilities, commercials creation and production, music video creators, tech and tools hardware and software manufacturers, video game companies, virtual reality companies, and more.

VFXVoice.com provides online access to articles from the printed magazine as well as exclusive web-only content.

Editorial Calendar

First Quarter 2018
Spring Issue – April 2018
Ad deadline: February 10, 2018

Key Features:

VFX Trends
 VES Awards
 Virtual Reality
 VFX Breakdowns

Second Quarter 2018
Summer Issue – July 2018
Ad deadline: May 7, 2018

Key Features:

Summer Blockbuster Preview
 Emmy VFX Preview
 Video Games
 Theme Parks – Live Entertainment
 Animation

Third Quarter 2018
Fall Issue – October 2018
Ad deadline: August 6, 2018

Key Features:

Commercials/Productions
 SIGGRAPH/Tech Spotlight
 Fall TV VFX Spotlight
 VFX Hardware/Software Case Studies

Fourth Quarter 2018
Winter 2019 Issue – January 2019
Ad deadline: October 22, 2018

Key Features:

The Year in Review and 2019 Forecast
 VFX Oscar Contenders
 VES Summit
 Augmented Reality

Advertising Rates

		<u>1x</u>	<u>2x</u> (per ad)	<u>3x</u> (per ad)	<u>4x</u> (per ad)
Full Page	4-Color	\$5,250	\$5,000	\$4,750	\$4,500
1/2 Page	4-Color	\$3,250	\$3,000	\$2,750	\$2,500
Cover 2 (Inside Front)	4-Color	\$6,500	\$6,250	\$6,000	\$5,800
Cover 3 (Inside Back)	4-Color	\$6,000	\$5,750	\$5,500	\$5,250
Cover 4 (Back Outer)	4-Color	\$6,500	\$6,275	\$6,000	\$5,875
Spread	4-Color	\$10,250	\$9,200	\$8,900	\$8,700

Specifications

Size	Trim	Live Area	With Bleed
Full Page	8.5x11	7.5x10	8.75x11.25
2-Page Spread	17x11	16x10	17.25x11.25

Online Advertising

Sizes	Description	1 Month	6 Months	12 Months
700 x 466 (Large Rectangle)	Your ad rotates in all three sizes throughout VFXVoice.com	\$2,500/month	\$2,000/month	\$1,500/month
300 x 600 (Skyscraper)				
300 x 250 (Premium Cube)				

SPECS: jpg, png or gif are acceptable up to 100kb.

For more information and to advertise, contact:
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