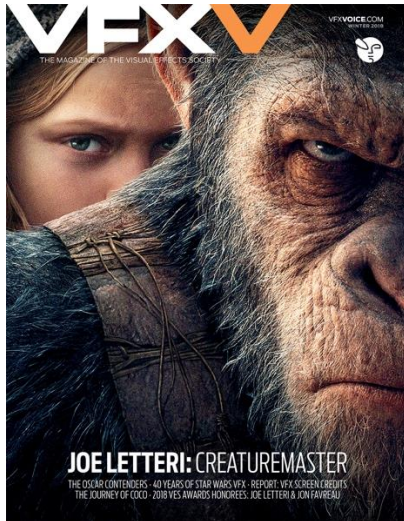


VFX VOICE MEDIA KIT 2018-2019



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.

Details and deadline on upcoming issues →

Editorial Calendar

Key Features

Third Quarter 2018 Fall Issue – October 2018 Ad deadline: August 6, 2018	Intersection of Theme Parks and VFX Location-based Entertainment Australia/New Zealand VFX Spotlight Practical or CG? Stunt-vis VFX/SFX Profiles
Fourth Quarter 2018 Winter 2019 Issue – January 2019 Ad deadline: October 22, 2018	Hot Winter VFX Films & TV VFX Oscar Contenders VES Awards Profiles New VFX Gear & Accessories Canadian VFX Spotlight VR/AR/MR Trends
First Quarter 2019 Spring Issue – April 2019 Ad deadline: February 8, 2019	VES Awards Roundup European VFX Spotlight Commercials VFX Digital Character Update Motion Control VFX/SFX Profiles Video Games
Second Quarter 2019 Summer Issue – July 2019 Ad deadline: May 7, 2019	VFX Summer Blockbusters Preview TV VFX Virtual Reality Update Music Video VFX Bay Area/No. California VFX Spotlight Practical Effects VFX/SFX Profiles

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.

Print & Online Combo

When you purchase a print ad, your online ads will run for one month on VFXVoice.com for just \$500 more (an 80% savings)!

For more information and to advertise, contact:
Publisher@vfxvoice.com or Advertising@vfxvoice.com