

The Constitution for the Academy of Visual Effects and Visual Artists, Canada

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The purpose of the A.V.E.VA. is to promote the industry and the people who create all the visual elements for visual effects in film and/or television. The goal is to achieve this through community action and cooperation.

- 1) Community action will partially be served by (Annual/ Biannual?) meetings where issues and concerns that impact, or pertain to, our industry will be presented to the community (members) and discussed so the board of directors for the A.V.E.VA. will know the thoughts of the community and can take the best action with them in mind.
 - Labour Related Action:
 - i. Lobby the government to recognize our industry under Labour Code to provide labour related protection.
 - ii. Lobby the government to protect our branch of the industry.
 - iii. Approach the Producer's Associations for purposes of advice to our community.
- 2) The group will present a public face to our branch of the entertainment industry.
 - This will offer a starting point for:
 - i. The public: interested in getting into the visual effects industry to help promote healthy grow within the industry.
 - ii. Professionals: looking for the creation of visual elements in their varying projects to help promote employment.
 - This will create an availabilities list:
 - i. Provide a place professionals seeking staff / crew can get a list of available workers and/or post job opportunities.
 - ii. Provide a place members may post demo reels, resumes, and other promotional material; as well as, update their employment status.
- 3) Community action will further be represented by taking a proactive approach in the work environment by providing Artist with a place to go for information and advice.
 - The A.V.E.VA. will go around to accredited schools (*who approach the A.V.E.VA for visits*), once per year to help further educate students looking to get into our industry so that they have knowledge on what are normal work expectations and what are not (i.e.: *unfair*).
 - At times of labour issues, Members and Student's will be directed to Government sites and the contact information for legal council could be provided if requested and does not breach association definition.

- 4) Part of our goal is to spread information and knowledge of techniques and products that pertain to the creation of visual effects and visual elements with a goal of improving the quality of effects created by our community as a whole.
- 5) By setting requirements for membership the A.V.E.VA. will ensure that members possess a minimum knowledge of the industry as it pertains to their positions and give credibility to the A.V.E.VA. and the local industry as a whole.

- Requirements for membership:

- i. Three years employment in a similar position relating to the creation of Visual Effects for Film and Television, or 5 complete credits in said position.

1. Sources will be provided to the A.V.E.V.A. and will be checked for references.

-or-

- ii. Two years employment in a similar position relating to the creation of Visual Effects for film and/or television, AND 3 recommendations by current members of the A.V.E.VA. in good standing.

-and-

- iii. \$???? annual dues.

- 6) By setting standards and defining our community we will take every effort to become recognized by the Government for the purposes of the permitting of none Canadian workers to work in the BC / Canada.
- 7) This constitution is created with the understanding that this Association needs to grow and “become” what the local industry needs it to become, and no mandates will be specifically decreed, at conception, that could prevent it from doing so in the future.