



# 2016 EDITORIAL CALENDAR

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## JANUARY.FEBRUARY 2016

Editorial focus: Game development; Advertorial section:  
Game peripherals

Ad Reservation by: January 16, 2016

**BONUS DISTRIBUTION: GDC**

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## MARCH.APRIL 2016

Editorial focus: VFX on TV and Virtual reality

Ad Reservation by: March 9, 2016

**BONUS DISTRIBUTION: NAB**

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## MAY.JUNE 2016

Editorial focus: Webisodes and Motion capture

Ad Reservation by: May 9, 2016

**BONUS DISTRIBUTION: E3/COMIC-CON**

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## JULY.AUGUST 2016

Editorial focus: Previs and CG in films

Ad Reservation by: June 30, 2016

**BONUS DISTRIBUTION: SIGGRAPH, IBC**

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## SEPTEMBER.OCTOBER 2016

Editorial focus: Animation; Advertorial section: 3D printing

Ad Reservation by: September 12, 2016

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## NOVEMBER.DECEMBER 2016

Editorial focus: Awards; Special advertorial section:  
Workstations/GPUs

Ad Reservation by: November 2016

**BONUS DISTRIBUTION: AWARDS SHOWS**

*\*Editorial pitches must be made at minimum 4 weeks prior to ad reservation date.*

*\*\* Editorial Focus And Advertising Close Dates Are Subject To Change*

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