

# Lance S. Winkel, MFA

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## Professional Experience

### **3D Generalist, Lead Animator, Technical Director**

Image G, Studio City, CA

2002 - 2008

- Developed the initial Maya pre-visualization and CGI pipeline for the entire studio in 2002
- Over a dozen commercials for clients including Ford Motor Company, Nissan Motor Company, Warner Brothers, J. Walter Thomson, and Luminary Films
- Work with the ad agency to develop a rough cut from the storyboards
- Visualize storyboards into 3D sequences in Maya
- Develop production plans for 3D content and prepare stage layouts from 3D pre-visualization
- Coordinate data and asset management between Maya, 3D Studio Max, V-Ray, Boujou, PFTrack, and other programs based on production need
- Track camera data through Boujou or PFTrack and synchronize motion control camera system to track with 3D scene camera data.

### **Animation Lecturer, Full Time Faculty**

Information Technology Program, Viterbi School of Engineering

University of Southern California, Los Angeles, CA

2008 - present

### **Professor, Animation Faculty**

Media Arts & Animation and Game Art & Design programs

Art Institute of California – Orange County, Santa Ana, CA

2002 - 2008

- Art Director and Production Supervisor for over 200 student films and demo reels

### **Adjunct Professor**

Digital Media Arts Division, Fine Arts Department

Orange Coast College, Costa Mesa, CA

2002 - 2008

- Art Director and Production Supervisor for students working on independent study projects in 3D Animation

### **Freelance Artist and Design Consultant**

Orange County, CA

2003-2005, 2007-2008

- Clients include Vertigo Clothing, Giovenezza Cosmetic Surgery, Newport Beach Film Festival, Lord Inn Tailor, Habitat for Humanity, and Komar Aviation Group
- Fashion photography, digital image correction, and infrared effects photography
- Video production, digital compositing, prop, and wire removal
- Design for print, brochures, and web

### **Director of Shorts Programming**

Newport Beach Film Festival, Newport Beach, CA

November 2002-September 2005

- Managed a core volunteer staff of six programmers and three associate programmers
- Substantially improved the overall quality of accepted films.
- Programmed 232 short films into 31 programs for the 2005 festival, an increase of over 100% compared to the 2002 program. Doubled audience attendance for short film programs during the same period.
- Streamlined the shorts program selection making processes to accommodate the consideration of over a thousand film submissions per year.
- As the primary technical advocate for the Festival, determined technology, post, and theatrical presentation needs. Approached investors, film commissioners, and service providers to develop sponsorships through to fulfillment.

## **Director**

“Within an Endless Sky” 1999-2002

Animated CGI Short Film – California Institute of the Arts, Valencia, CA

- The first film to be made in Maya at the California Institute of the Arts. Our production spearheaded a changeover from Softimage to Maya and established the Maya production pipeline for both the Experimental Animation and Character Animation departments.
- Awards:
  - “Best Animated Short Film” – 2002 Newport Beach Film Festival, Newport Beach, California
  - “Grand Prize - Digital Cinema” – 2002 Digital Art Awards, Keio Research Institute, Fujisawa, Japan
  - SIGGRAPH 2002, Computer Animation Festival Participant

## **Academy Cinematography Intern**

“No Problem” 2000

Independent Film – Pasadena, CA

- Academy of Television Arts and Sciences Production Intern to Richard P. Crudo, ASC

## **Environment Artist / Level Designer**

“Fall Haven” Multiplayer Map Pack 1998

Quake 2 Capture the Flag expansion – Seattle, WA

- Industrial sci-fi themed Capture the Flag level design and creation with game flow for up to 32 players.
- Modification of the Quake 2 engine
- Creation of both high and low quality custom textures and environment maps for all levels
- Custom environments and assets using 3D Studio MAX
- Efficient use of blind walls and pathing to optimize refresh rate

## **Artist / Illustrator**

Steve Jackson Games 1997-1998

Fantasy Gaming Publisher – Austin, TX

- Over fifteen published works for print and web

## **Qualifications**

- Maya Unlimited – 10 years of experience
  - Generalist, Character Setup and Rigging, Pre-visualization
  - Materials and Rendering: Renderman/MTOR, Mental Ray, and V-Ray
  - High polygon modeling, texturing, normal mapping, ZBrush and Mudbox
- Camera Tracking with Boujou and PF Track
- Motion Capture with Vicon MX Hardware, Vicon IQ Software, and Motion Builder
- Multi-pass rendering from Mental Ray and V-Ray with compositing through Nuke, Shake, Combustion, and After Effects
- 3D Studio MAX, Softimage, and Final Cut Pro
- IRIX/UNIX, Mac OS-X, Windows, Network and Systems Administration
- Cinematography and video production background
- Panavision and Arriflex 35mm motion picture cameras
- Gaffing, grip, and electrical

## **Education**

MFA – Experimental Animation, May 2001  
BA – Interdisciplinary Visual Arts, May 1997

California Institute of the Arts, Valencia, CA  
University of Washington, Seattle, WA