

Lance S. Winkel, MFA

<https://www.lancewinkel.com> lance@lancewinkel.com lance.winkel@gmail.com

Linked in: <https://www.linkedin.com/in/lancewinkel/>
Portfolios: <https://lancewinkel.com>
Flickr: <https://flickr.com/lancewinkel>

Education

MFA – Experimental Animation	May 2001	California Institute of the Arts, Valencia, CA
BA – Interdisciplinary Visual Arts	May 1997	University of Washington, Seattle, WA
• Minor – History		

Pedagogical Experience

Senior Lecturer, Full Time Faculty

Information Technology Program, Viterbi School of Engineering
University of Southern California, Los Angeles, CA

2008 – 2020

USC Curriculum Specialization

- Product Development
- UI/UX/CX, User behavior and Visual Communication Strategy
- Modeling and Computer Aided Design
- Animation and Film Development
- Story and Script Treatment
- Prototyping and 3D Printing
- Production management, student advisement, and mentorship

USC Courses taught:

- CORE 195: 3D Design and Prototyping (7 sections)
- ITP 090: Introduction to Adobe Photoshop (12 sections)
- ITP 101: Introduction to Information Technology (10 sections)
- ITP 102: Introduction to Creative Business Technologies (4 sections)
- ITP 104: Web Publishing (2 sections)
- ITP 115: Programming in Python (1 section)
- ITP 190: Tools for Digital Graphics (9 sections)
- ITP 215: Introduction to 3D Modeling, Animation, and Visual Effects (24 sections)
- ITP 216: Web Animation and Interactivity (4 sections)
- ITP 305: Intermediate 3D Modeling and Procedural Asset Pipelines (10 sections)
- ITP 315: 3D Character Rigging and Animation (10 sections)
- ITP 360: Advanced Visual Effects and Compositing (10 sections)
- ITP 411: Interactive Multimedia Production (3 sections)
- ITP 415: 3D Design and Prototyping (8 sections)
- ITP 470: Information Technology Practicum (24 semesters, 48 students mentored)
- ITP 480: Information Technology Internship (24 students)
- DES 303: Web Design (2 sections)
- DES 213: Digital Tools in 3D Design (2 sections)
- ACAD 187: Digital Toolbox: 3D Design (1 section)

USC New curriculum authored:

- CORE 195: 3D Design and Prototyping
- ITP 190: Vector and Raster Graphics for Graphics, App, Media, and UI Design
- ITP 415: 3D Design and Prototyping
- ITP 430: Automation for 3D Design
- ITP 450: Advanced 3D Compositing, Texturing, and Image Processing
- ITP 499: 3D Scripting and Tool Creation

- ITP 499: Introduction to Procedural Asset Creation for Games and Interactive
- ITP 499: 3D Design for Accessibility and Interactivity

USC Noteworthy accomplishments:

- Overhauls of the ITP 3D Animation minor in 2010, 2014, and 2018.
- Authored the ITP 3D Computer Graphics and Modeling minor in 2016, expanding the scope and depth of ITP curriculum to encompass Product Design for Manufacturing.
- Added curriculum for CAD, Prototyping, UI/UX, CX, and Visual Communication Strategy
- Pioneered a product development collaboration between the USC Marshal School of Business, the Viterbi School of Engineering EE, and ITP capstones.

USC Committee-work:

- Academic Senate for 2018-2019
- Academic Senate Committee for Faculty Environment and Employment, 2018-2019
- Academic Senate RTPC Faculty Affairs Committee, 2018-2019
- Part Time Hiring Committee: 2016-present
- Security and Forensics Full Time Faculty Hire Committee: 2017-2020
- Annual Faculty Record Committee: 2012-2016, 2018-2019
- Chair for the 3D Animation Industry Advisory Board, 2008-present
- Chair for the 3D Computer Graphics and Modeling Industry Advisory Board, 2016-present

Adjunct Professor

Digital Graphics Media Arts and Design, Product Design, Game Development, and Foundation

Otis College of Art and Design, Los Angeles, CA 2019 – present

- DGMD 270: Basic 3D for Storytellers (5 sections)
- DGMD 204: Storytelling for Digital Art I (1 section)
 - 6-hour production animation studio
- FNDD 145: Storytelling and Games (2 sections)
- PRDS 332: Product Development Studio I (1 section)
- PRDS 432: Development Studio III (1 sections)
 - 6-hour product design studio, focused market research, ideation, and development to a vetted prototype, set specification, and production plan.
- PRDS 433: Development Studio IV (1 section)
 - 6-hour product design studio, focused on brining the vetted prototype to market. Manufacturing, packaging, hands-on prototype, and documentation.
 - Otis/USC design collaboration capstone
- PRDS 420: Integrated Design V/VI (2 sections)
- GAME 325: CG for Digital Artists (Z Brush asset development) (2 sections)

Otis accomplishments:

- SEIU-721 Union contract negotiation representative
- Pioneered a product development collaboration between Otis and USC
- Developing a product development collaboration between Otis and Loyola Marymount
- Developing a game development collaboration between Otis and USC games

Adjunct Professor

Art and Interactive Media

Irvine Valley College, Irvine, CA 2020 – present

- IMA 22 – Visual Scripting for Games (2 sections)

Professor, Animation Faculty

Media Arts & Animation, Game Art & Design, and Visual Effects & Motion Graphics programs

Art Institute of California – Orange County, Santa Ana, CA 2002 – 2016

Art Institute of California – Los Angeles, Santa Monica, CA 2002 – 2005

AICA-OC Courses taught:

- 3D Visual Effects (15+ sections)

- Acting & Movement (10+ sections)
- Advanced Character Rigging (8+ sections)
- Character Modeling (12+ sections)
- Character Rigging (15+ sections)
- Compositing (7+ sections)
- Digital Storytelling (4 sections)
- Hard Surface & Organic Modeling (4 sections)
- Intermediate 3D Visual Effects (8 sections)
- Lighting for Visual Effects & Motion Graphics (5 sections)
- Materials and Lighting (8 sections)
- Motion Capture Data Processing (3 sections)
- Portfolio Development (12 sections)
- Portfolio Fundamentals (12 sections)
- Portfolio II (12 sections)
- Principles of 3D Modeling (5 sections)
- Previsualization (2 sections)
- Screenwriting (3 sections)
- Storyboarding (2 sections)

AICA-OC New Curriculum Authored:

- Portfolio II: 2003-2004. Prototyped the graduate portfolio production pipeline for the first four AICA-OC graduating cohorts.
- Acting & Movement: 2003-2005. Foundation story, acting, performance figure study, and live stage production coordination for animation students.
- Previsualization: 2006. Previz and 3D Layout for films, cinematics, and commercials

AICA-OC Committee-work:

- Portfolio Review Committee, 2003 - 2008
- Technology Committee, 2004, 2006
- Curriculum Committee, 2003 - 2008

AICA-OC Noteworthy accomplishments:

- Supervised the authoring and completion of over 200 student films and demo reels.
- In 2003, spearheaded the revision and reorganization of all 3D course prerequisites, course objectives, and the content of all classes within the Media Arts & Animation and Game Art & Design majors to a uniform standard necessary for accreditation.
- Working with the Production Coordinator of Dodge Ball: A True Underdog Story (2004) and the Staff and Volunteer Coordinator for the Newport Beach Film Festival, brought over fifty students from my two sections of Acting & Movement classes to be on set extras during principal photography shooting of the movie Dodge Ball: A True Underdog Story.
- Collaborated with architectural planners and school administrators to oversee the design and construction of a new soundstage, chroma key and video production studio, as well as supply cage and curriculum-based access pathway for students to gain admittance to resources.
- Developed the curriculum for node-based compositing, Nuke, and VFX production at AICA-OC.

Adjunct Professor

Digital Media Arts Division, Fine Arts Department
Orange Coast College, Costa Mesa, CA

2002 – 2016

- DMA 281: 3D Computer Graphics Animation (24 sections over 14 years)
- Wrote the curriculum for DMA 281
- Developed the 3D animation curriculum, Maya academic production pipeline, and established the Mac OS technology roadmap for 3D production at OCC in 2002.
- Independent Study advisor for students working in 3D Animation over 14 years.

Adjunct Professor

Fine Arts Department
California State University Fullerton, Fullerton, CA

2005

- ART 355: 3D Computer Animation

Adjunct Professor

Fine Arts Department

Loyola Marymount University, Los Angeles, CA

2004

- ART 371: Computer Animation

Maya Pipeline and Production Workflow Lecturer

Experimental Animation and Character Animation programs

California Institute of the Arts, Valencia, CA

2002

- Advanced 3D Computer Animation

Professional Experience and Filmography**SEIU 721**

2020 – present

Union Representative and Contract Negotiator

Otis College of Art and Design Part-Time Faculty Union

- Negotiated 20% raises for all part-time faculty annually over three contract years as well as six months of retroactive pay at the increased first year raise compensation amount.
- Negotiated a first of its kind mandatory appointment process for all faculty who have taught four or more semesters at Otis.
- Negotiated numerous contractual benefits for faculty including a discretionary fund for technology investments for remote teaching, tuition reimbursements, amongst others.
- Worked alongside union advocacy team to get faculty sign on to union to 75%
- Worked alongside negotiation team, legal representation, accounting, and union-advocacy teams to build a consensus of faculty concerns and have them addressed through the negotiation process with Otis leadership.
- The final contract was unanimously approved by 100% of all faculty.

Formlabs

Formlabs Ambassador

2018 - present

<https://formlabs.com/ambassadors/>

- First Formlabs Ambassador
- Key collaborator in helping Formlabs build the Ambassador program
- Field test new Formlabs materials and build demonstration models to showcase properties
- Author reviews, tutorials, and conduct live and webinar-based demonstrations and events
- Mentor new Ambassadors

Production ManagerRosemary Clausen Performing Arts Center

2020 - present

Ida County, IA

- Event coordination for ten shows per year.
- Backline, staging, scheduling, staffing, and training
- Projection tech setup, theatrical exhibition prep to DCP

Photographer / Videographer / Editor

2020 – present

Various clients throughout the Midwest

- Estate auctions, home, farm, and commercial real estate
- Museum curation, archival, and historical preservation recording
- Product
- Events

Writer, Director, Producer

"Over the Rivers and Through the Woods"

Various locations, Iowa

2020-2021

- Wrote and produced a feature length film shot on location throughout Iowa in the summer of 2020 during Covid shutdowns. Director, DP, Editor, and VFX Artist for the film.
- A narrative story of the year RAGBRAI was cancelled.

CEO, Co-Founder

Forge Academy, Laguna Niguel, CA

2015-2020

Non-profit educational organization focused on educational curriculum design for STEM, STEAM, 3D printing, and maker space creation.

On-Call Assistant Manager

Games Workshop LLC

2017-present

- Manage and operate three locations based on manager lack of availability.
- Portola Plaza, Westminster, Tustin
- Inventory, operations, sales, training, events, keyholder, cash management and deposit.

Freelance Artist, Designer, and Consultant

Orange County, CA

2003 - present

- Clients include:
 - Vertigo USA / Vertigo Paris
 - Giovenezza Cosmetic Surgery
 - Newport Beach Film Festival
 - Lord Inn Tailor
 - Habitat for Humanity
 - Hypnobabies
 - Komar Aviation Group
 - Lissie (Musician, Multiple concerts, venues, and tours throughout continental US)
 - Rock Island Parks and Recreation, Rock Island, Illinois
- Establish new brand identity for startups or adhere to established brand identity
- Establish visual communication strategy and content to meet client needs and messaging
- Fashion and product photography
- Plan and shoot event photography, film and videography
- Video post-production, image correction, digital compositing, prop, and wire removal
- Design for print, brochures, and web
- UI/UX/CX design, habit patterns, and visual communication strategy.

3D Generalist, Lead Animator, Previsualization Artist, Technical Director

Image G, Studio City, CA

2002 - 2012

<https://youtu.be/pbEldAASse4>

- Directly answer to Producer, Director, and Agency executives to develop previsualization animatics, working rough cuts, determine camera, staging, and locked picture from storyboards before principal photography or studio stage setup.
- Script writing, script doctoring, and visual storyboarding for commercial production
- Estimate budgets, crew, material, and location needs based on previz.
- Developed the initial Maya previsualization and CGI pipeline for the entire studio in 2002
- Clients included Ford Motor Company, Nissan Motor Company, Warner Brothers, J. Walter Thomson, and Luminary Films
- Visualize storyboards into 3D sequences in Maya, including camera control data for motion control camera systems
- Develop production plans for 3D content and prepare stage layouts from 3D previsualization
- Coordinate data and asset management between Maya, 3D Studio Max, V-Ray, Boujou, PFTrack, Nuke, Houdini, Cinema 4D 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.

Director of Shorts ProgrammingNewport Beach Film Festival, Newport Beach, CA

2002 – present

- Maintained a technical consulting role from 2006 – 2019.
- Theater technical coordinator and projection tech for 2021.
- Managed a core volunteer staff of two lead programmers, eight 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 on a year-by-year basis.
- Approached potential investors, film commissioners, and service providers to develop sponsorships through to fulfillment.
- Collaborated with OCC Program in Film/Video staff, OCC Coast Report newspaper, and OCC’s Chief of Marketing to bring the very first OCC Shorts Program to the Festival and to the Lido Theater. The OCC Shorts Program is celebrating its 14th year.

Director, Writer, and 3D Animated Filmmaker

“Within an Endless Sky”

1999 - 2002

<https://youtu.be/M8MIuEsl6A0>

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

- The first film to be made in Autodesk (AliasWavefront) Maya at California Institute of the Arts.
- The production of this film established the Maya production pipeline for both the Experimental Animation and Character Animation departments and led to a complete program-wide changeover from Softimage to Maya in 2000/2001.
- Currently producing a full remaster to 2K. Production blog available at lancewinkel.com
- 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
 - Palm Springs International Film Festival
 - SICAF (Seoul International Computer Animation Festival)
 - SIGGRAPH Computer Animation Festival Participant
 - Participated and played at numerous other festivals and televised international showcases

Director of Photography

Music video for San Diego musical artist: Casey Jordan

2001

Music Video - San Diego, CA

Visual Development Artist

"Tomato Warning"

2001

Independent Feature Film - Burbank, CA

Visual Effects Supervisor, Consultant

Multiple film productions

2000-2002

1st Assistant Camera, Gaffer

"The Pickle Jar" by Director Benjamin Goldman

2000 - 2001

Independent Film - Valencia, CA

- 35mm film production

Academy Cinematography Intern

“No Problem”

2000

Independent Film - Pasadena, CA

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

Director of Photography

“Colo-Red” by Director Daniel Longfellow 2000
Independent Film – Santa Barbara, CA

Cinematographer, Gaffer

“Nowhere Girl” by Director Kate McCabe 1999 – 2000
Independent Film, California Institute of the Arts – Valencia, CA

- 35mm film production
- Designed and manufactured custom-made practical lantern add-ons for ARRI and Mole spot lighting kits to allow for animated in-camera vintage science fiction themed visual effects

Production Manager

“Tequila Macho” by Director Jorge Gutierrez 1999
Independent Film - Valencia, CA

- 35mm Stop Motion Film
- Oversaw daily budgets, managed payroll, and equipment and supply procurement
- Processed all graphic design and layout from initial concept art for incorporation into assets
- CAD and printing of measured drawings for art, modeling, armature, and set crafting departments.

Writer / Director / Editor / Sound

“Betaville” 1999
Independent Film – Valencia, CA

Assistant Systems Administrator

SGI and Windows 3D Computer Animation Labs 1998 – 2001
California Institute of the Arts, Valencia, CA

- Windows and UNIX Systems Administration for a lab of thirty computers
- Assigned RAID servers space based on Administrator’s clearance and project approvals
- Managed Video Post and Betacam recording stations.

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
- Maintain consistent art style with existing texture assets, models, resources, and IP
- 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 – 1999
Fantasy Gaming Publisher, Austin, TX

- Over fifteen published works for print and web
- Work with designers to deliver content consistent with franchise and IP
- For GURPS Traveller, developed first pipelines for rapid illustrations from 3D Studio Max and Maya to print ready artwork and illustration.

Manager of Sales Operations and Purchasing Department

Computer Upgrades Etc., Inc. 1995 – 1997
Computer System Manufacturer, Tukwila, WA

- Managed and trained a team of five sales associates and four PC maintenance techs

- Insured pricing and margin based off parts cost
- Produced monthly ads for local community mailers

Conferences, Presentations, and Exhibitions

SIGGRAPH 2020, Fully Remote Conference

- Author and Presenter, Troubleshooting and Cleanup Techniques for 3D Printing
- <https://youtu.be/9az7TEABspE>

Formlabs Demo Session: Introduction to Maya with Lance Winkel (August 12, 2020)

- Author and Presenter

SIGGRAPH 2019, Los Angeles, CA

- Author and Presenter, Troubleshooting and Cleanup Techniques for 3D Printing
- Author and Presenter, Formlabs Classroom Meetup at USC Viterbi School of Engineering
- Author and Presenter, From Cinema to Sculpture, Formlabs Convention Hall Exhibit Booth.

Formlabs User Summit 2019 (FUS 2019), Boston, MA

- Featured Presenter, The Transformation Impact of 3D Printing on Education
- Featured Designer / Artist, Multiple 3D printed gallery works
- Formlabs Ambassador, Testimonials, Interviews, and new Formlabs Ambassador mentorship

SIGGRAPH 2018, Anaheim, CA

- Author and Presenter, Troubleshooting and Cleanup Techniques for 3D Printing
- Author and Presenter, Bringing 3D Printing to the Classroom, SIGGRAPH Educators Forum

Formlabs Ambassador for SIGGRAPH 2018

- Event Organizer, Formlabs Wearables Meetup at SIGGRAPH 2018
- Featured Designer / Artist, Formlabs Booth at Main Exhibit Hall, Artwork: "Tomb Guardian"
- Panelist, 3D Printing in Entertainment, Formlabs LA Roadshow, February 2018

SIGGRAPH 2017, Los Angeles, CA

- Author and Presenter, Troubleshooting and Cleanup Techniques for 3D Printing
- Mentor for Academy of Interactive Arts & Sciences (AIAS) Foundation Scholarship

SIGGRAPH 2016, Anaheim, CA

- Author and Presenter, Troubleshooting and Cleanup Techniques for 3D Printing
- Mentor for Academy of Interactive Arts & Sciences (AIAS) Foundation Scholarship

SIGGRAPH 2015, Los Angeles, CA

- Author and Presenter, Teaching 3D Design Programming: Bringing 3D Printing to the Classroom
- Author and Presenter, 3D Printing – Troubleshooting in the Classroom
- Mentor for Academy of Interactive Arts & Sciences (AIAS) Foundation Scholarship

SIGGRAPH 2002, San Antonio, TX

- Contributor / Computer Animation Festival Participant, "Within an Endless Sky", Writer, Director, and Animator

ACM/SIGGRAPH Pioneer Member 20-years of Service to SIGGRAPH

Project Management

- Staffing, training, and scheduling for short- and long-term events and productions
- Films and commercials
- Games and interactive titles
- Consumer product development with coordination between design, engineering, and marketing divisions
- Strong grasp of an extensive range of disciplines with critical ability to foster accurate and clear communication across typical production silos from artist to programmer, from sound, print, and editorial, to financial and creative.

Technical Expertise and Qualifications

Film Production:

- Screenwriting
- Storyboarding
- Previsualization
- Editing

- Color Grading and LUT creation
- Cinematography and video production
- Panavision and ARRI 35mm motion picture cameras
- ARRI, Black Magic, RED HD, 4K, and 6K film production
- Traditional, digital, 16mm, 35mm, and medium format photography and darkroom techniques
- Gaffing, grip, and electrical

Animation and Visual Effects:

- 3D Modeling, Animation, and Visual Effects
 - Maya (1998-present)
 - Twenty-two years of experience
 - Graduate thesis was the first film made at CalArts in Maya
 - 3D Studio / 3D Studio Max (1997-present)
 - Cinema 4D
 - Houdini
 - Z Brush
- 3D Character, Vehicle, and Prop Rigging for film and commercial animation production
- Motion Capture setup, data processing and cleanup, and motion data export to 3D animation production with Vicon MX Hardware, Vicon IQ Software, and Motion Builder
- Camera Tracking with Boujou, PF Track, Nuke
- Multi-pass rendering compositing in Nuke, Shake, Combustion, and After Effects across a range of 3D renderers including Renderman, Mental Ray, V-Ray, and Arnold
- Photorealistic texturing and asset creation for film, commercial, games, and interactive using 3D software, Adobe tools, Substance tools, or ZBrush.
- Nuke (2007-present)
- Asset creation from 3D to Games, AR, and VR including Unity, Unreal, and other platforms and AR toolkits
- Asset conversion for 3D printing
- Scripting for Python in Houdini, Nuke, and Maya.
- Programming in Python
- Motion Control Camera systems and animation. Maya to Kuper data translation.
- Dragonframe, DMC, and setup strategies for stop motion, live action, and miniature set photography, animation, and performance capture.

CAD and Design:

- Specification planning for new product development
- Model analysis, materials, and testing
- 3D Printing and design for manufacturing and consumer product development
- Design for props, miniature sets, and live sets, as well as extensions for VFX
- Ergonomics, Accessibility Design, and User Interface for physical products
- CAD
 - Solidworks
 - Fusion 360
 - OnShape

Systems Administration, Technology, and Production Management:

- DOS/Windows PC Building and Systems Administration 1992-2020, DOS – Windows 10
- SGI IRIX/UNIX, Mac OS-X, Microsoft Operating System Administration
- Business Network Installation and Administration
- Lab Planning, Specification, and System Building
- Information Systems Design and Database Administration for small businesses and productions