

Vincent S. Proce

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QUALIFICATIONS

Excellent ability to focus on intricate and intensive creative projects from pre-production through project realization. Highly developed drawing skills. Adept with figure anatomy, mechanical renderings, landscapes, pencil/pen and ink painting/sculpting. Highly imaginative. Proficient in concept and character development, 2D animation, directing/timing, layout and design. Ability to excel in implementing new techniques. Able to give and follow instructions. Proficient in Photoshop CS4 and Coral Painter 8, with experience in Maya 5 and Max 4. Setting lights and cameras in Maya for promotional renders.

WORK HISTORY

- 09.09- present **Vincent Proce Studios Inc.**
Art Direction, Production art, concept art, animation consultant, storyboards, and Illustration
- 01.09-09.09 **Visual Art Director, Vogster Games**
Studio Visual Director, Conceptual art lead, animation consultant, storyboard artist, and paper map game design
- 2008-present **Illustrator/concept artist, Wizards of the coast**
Dungeons & Dragons illustration, on site concept artist for "Zendikar" set of Magic the gathering, illustrator for Magic the Gathering
- 2008-2009 **Visual Creative Director, Midway Games**
Studio Visual Director, Conceptual art lead, animation consultant, story and new property development and storyboard artist
- 2001-2008 **Senior Concept Artist, Midway Games**
Conceptual art lead, storyboard artist
- GDC Faculty**
- 2006 Game Developers Conference, Presentation for character concept on next generation technology called "Creating photo-real people who don't exist"
- 1997-2001 **Director/Animator, Startoons International**
Directing, posing, timing, key animation, character design, layout and storyboarding
Created, produced, and directed a property for Startoons in 2001
- 1999-2000 **Overseas Consultant, Heart Animation Studio, Hyderabad, India**
Instructor for 50 advanced animation course students.
Curriculum included: Exposure sheet timing, anatomy, story development, storyboards, slugging, character design and development, posing, backgrounds and work ethics. Production

supervision and training of 70 employees. Animation checking on US Animation.

1993-1997

Comic Book Artist, Comico Comics

Cover design/illustration, character design, writing, and pencil & inks

1986-1993

Artist, Graphic Communications

Illustration, page layout/design, ad design, keyline & paste up, and typesetting

CREDITS

Art [Midway Games]

- "Mortal Kombat vs. DC Universe" Arcade End paintings/direction, some character concept, art consulting
- "Wheelman" storyboards for trailer
- "BlackSite: Area 51", some character concept
- "Blitz: The League 2" Character concept, art consulting, cinematic storyboards
- "Stranglehold" Character concept, textures
- "Mortal Kombat: Sholin Monks" cinematic team
- "LA Rush" character concepts
- "Gauntlet: Seven Sorrows", environment concepts
- "Fear and Respect", promotional storyboard
- "Psi Ops: The Mindgate Conspiracy" Concept art for characters, environments, FX, mechanical devises and vehicles. Production paintings and story development. Renderings in Maya for web content and marketing purposes.
- Concepts for fourteen separate game proposals
- Torture digital sketches for documentary previewed on "The Suffering" game disk
- "NARC" Lead character concept design
- "Blitz: Unleashed" Mood/Look concept design
- "Mortal Kombat: Deception" FX concepts and production paintings for opening sequence
- "Slug Fest: Going to the Show" proposal animatic storyboards.

Directing/Animation

- Tommy Nelson/Fancy Monkey, "Little Dogs on the Prairie" (three 30-minute videos)
- Tommy Nelson, "The Crippled Lamb" (one 30-minute video)
- Warner Brothers, "Hysteria" (six 30-minute TV episodes)
- Bingo, "Weather or Not" (one 30-minute video)
- EPA "Watts on Your Mind I & II" (two 30-minute TV episodes)
- Warner Brothers, "Pinky and the Brain" (one 7-minute short)
- Warner Brothers, "Animaniacs" series (two 30-minute TV episodes, one short)
- American Dental Association "Dudley the Dinosaur" PSA ("Dudley Learns to Floss")

- Disney's Magic Kingdom CD ROM Game "Frontier Land"

Animated and Directed over 4000 feet of film

Storyboards

- 9 Li_es, written and directed by Matthew Waynee
- The cinimatcs for MK vs DCU
- The opening hi-rez trailer for "The Wheelman" [Directed by Martin Stoltz]
- The opening hi-rez trailer for "Psi Ops: The Mindgate Conspiracy" [Directed by Martin Stoltz and produced by Brain Zoo]
- The Music video for "Psi Ops" performed by the rock band Cold
- "Slug Fest: Going to the show" proposal animatic storyboards

Illustration

- Dungeons & Dragons: Tomb of Horrors, 3 interior illustrations
- Magic the Gathering: world concept art for "Zendikar"
- Magic the Gathering: 25 card illustrations including five featured lands for "Zendikar"
- Dungeons & Dragons: Draconomicon, Chapter 4
- Dungeons & Dragons: Martial Power, 4 interior illustrations
- Electronic Gaming Monthly 200th Anniversary covers [4 connecting covers]
- "The Sorcerers Keep" promotional paintings and sketches.

Comic Books

- Design, page layout, pencil & ink for two eight page stories (*Spring Thaw*, *Klown Shock*)
- Design, page layout, pencil & ink for two 22 page books (*Cold Blooded: The Slayer*)
- Character design, cover design, page layout, pencil & ink for three 22 page books (*Lady Bathory*)
- Wrote, designed characters & histories, cover design, page layout, pencil & ink for one 22 page science fiction book (*The Veil*)
- Designed and painted 60 character cards for role playing game (*Chrysalis*)

Misc.

Learning courses

- Maya 4.5 introduction "crash course"
- Learning Tree Project Management courses.