

Vincent LaCour

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Experience: [3D Digital Artist](#), November 2010 – Present
Neoscape – Boston, MA

- Rendering photo-realistic digital architectural visualization stills and animations.
- Creating 360 degree panoramic images for Samsung Gear VR and Google Cardboard.
- Working with client comments and markups to match architects design plans.

[Adjunct Faculty](#), January 2012 – Present
New England Institute of Art – Brookline, MA

- Creating and maintaining curriculum for “Advanced Character Sculpting” and “Character Modeling and Rigging” courses.
- Teaching character form and anatomy studio friendly work-flows.

[Adjunct Faculty](#), September 2011 – December 2015
Boston Architectural College - Boston, MA

- Developing and teaching “*3D Studio Max I Architectural Rendering*” and “*3D Studio Max II Advanced Rendering and Animation*” courses.
- Teaching classes of up to 20+ students the fundamentals of 3DS Max including modeling, lighting & animation creating photo-realistic architectural visualization.

[3D Rigging Artist](#), October 2009 – November 2010
Seven45 Studios – Boston, MA

- Rigged/skinned all characters for “Powergig” on Xbox 360 and Playstation 3
- Developed facial rigs, cloth and hair simulation pipeline, wrote Maxscript tools.

[3D Freelance Artist](#), March 2009 – April 2009
Brickyard VFX - Boston, MA

- Modeled 3D photo-realistic architectural elements such as stadium interiors, chairs, and entrance structures for four of the NBA’s finals TV commercials

[Teachers Assistant](#), September 2007 – April 2009
The New England Institute of Art – Brookline, MA

- Assisted faculty with maintaining curriculum and tutored students in Photoshop/Illustrator

Publications: [“How To Cheat In 3ds Max 2015”](#) By Michael McCarthy

- Interludes about texturing and rendering techniques

[3D World Magazine: Issue 181](#)

- “The key to creating photo-real renders” Tutorial on architectural visualization

Education: [The New England Institute of Art](#), 2005 – 2009

- Bachelors of Science, Media Arts and Animation

Skills:

Architectural Visualization • 3ds Max • V-Ray • Maxscript • Python • ZBrush • Photoshop • Mel • Maya • Mudbox • Nuke • After Effects • Flash