

August 3, 2005

To Whom It May Concern:

I am happy to recommend Jeff Clifton as a truly talented, hard-working, and diligent animator. I had the pleasure of employing Jeff as a contracted animator from December, 2004 until June, 2005, during which time he helped Clear Crown Studios develop character animations for use in our upcoming PC game, Wild Life!, currently due for release by end of summer, 2005. During his employment, Jeff was responsible for modeling, texturing, rigging, and animation of the Tyrannosaurus Rex included in Wild Life! Jeff's work contributed substantially to the value of the finished product.

Jeff's 3D modeling skills are excellent. In order to keep everything in line with the studio's current workflow, he used 3D studio max to create the T-Rex character. To guarantee the high-performance real-time rendering required for a game like Wild Life!, Jeff was challenged to optimize a 9000+ polygon template model into the final game model. In the process of optimizing the T-Rex, Jeff was able to create a low-poly character without sacrificing the form or functionality of the original model-no small feat, and one that he successfully achieved. Even more impressive was the fact that Jeff had to transition over from another 3D modeling package and become accustomed to using the 3ds max software full-time.

Jeff's animating skills are also excellent. Since Wild Life! is a game that features realistic 3D animals, Jeff was required to produce realistic body movements that include many important subtleties. In my experience, animating the subtle details of living things in motion will quickly separate the talented animators from the amateurs. Jeff was able to produce high-quality animations for the T-Rex's entire animation set, often exceeding expectations in the quality and finesse of individual animation segments.

During Jeff's time with Clear Crown Studios, he gained valuable experience in the game development industry. He learned about how stock animations are developed in design-time in such a way that they can be run in varying sequences and speeds in run-time. He also had a chance to participate in Beta testing, aside from his normal duties.

In addition to his knowledge and skills, Jeff's work ethic was outstanding. Throughout his time at Clear Crown Studios he was able to work independently with minimal direction from myself or others. He proved himself to be self-motivated, a quick learner, and diligently hard-working. Jeff is enthusiastic for his craft as an animator, and that trait shows through in his work.

Overall, I would recommend Jeff to any company looking for an entry-level animator who is talented, hard-working, fast-learning, and already has some experience in game development. Unfortunately, at the present time, Clear Crown Studios is not looking to add headcount for at least another 6 to 12 months. Otherwise, I would seriously consider hiring Jeff myself.

If you have any questions regarding Jeff's performance or this letter of recommendation, please don't hesitate to contact me directly.

Sincerely:



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