

# Jacob Palmer: Cover Letter

For all my life I've been creating things. I've been drawing, painting, sculpting, filming, animating, designing games and building worlds. As a kid I wanted to enter a career where I'd be able to do something creative, where I could use my own ideas and artistry to support myself. For the past couple years I've been involved in the feature film business doing character animation. I've been able to work on three feature films as well as some freelance gaming work. I've found the work to be very demanding and time consuming, but in the end rewarding. It's great to see that there is a product of all my hard work. Even though I like feature animation work and enjoy the level of quality they push, and the exceptionally skilled peers I get to work with, I've been looking to move into game animation. Ultimately I'd love to work in an area of game development. As a kid and teenager I would play all sorts of games and even create my own. One of my favorite things to do would be to design a level or campaign that would be fun to play out. I made many crude video games on a Macintosh application called "hypercard" where I could use animation, scripting, and pictures to create all sorts of things.

My favorite tabletop game was Warhammer 40k, and I always dreamed of how cool it would be to see the detailed battle units come to life and walk across the field. It's so amazing to see these kinds of things come true in my lifetime, and to be a part of giving them a personality. One of my favorite things in animation is to give a convincing sense of weight to a character. Acting is great to perceive a sense of character and motivation, but the weight really makes a thing feel physical and not just something that exists within the computer. I've had to work with some mocap in some of my jobs, and it's not something I really like to work with. Mocap work becomes more technical, where keyframe animation you really have to think about the physicality and the performance of the character. I find in mocap you are mostly in the polishing stage of animation and you don't really have to think very hard to get the job done, which gets somewhat boring after awhile.

I am a hard working and driven person. I do well in just about everything I put myself into. I get along well with my co-workers and superiors. I'm always willing to change and redo work to fit whatever the director or supervisor wants to see. I put in the extra time to make sure my animation looks as smooth and appealing as I can create (and I hate seeing it later because there's always things I want to fix!). I'm a huge gamer and loving playing games more than any other form of entertainment. One day I'd hope to be able to create my own games, or at least play a part in designing them, but for now I'd love to be able to be a part in a great game's creation.