

# Re: Interview

Clinton Crumpler

Wed 10/19/2016 6:45 PM

To: adam rosenberg <adamrosenberg\_14@hotmail.com>;

Sorry for the delay Adam,

Super busy at work!

Here are the responses to your questions:

**One would be How many years of industry experience do you have?**

I am sitting at about 6 years experience in the industry and 8 years of schooling in design and art before that.

**how and why do you think a specific art style for a gaming environment can influence an audience?**

At style plays a powerful part on mood. Establishing the believability or non realism aspects of the scene helps set mood, tone, atmosphere, and general vibe a player will get while experiencing a scene or environment.

**in your opinion what do you think makes a game environment more attractive is it the lighting, the texturing, the rendering?**

When I first started in the industry I def thought it was how good a model is or how great a material is. The more I work in the industry I find that the true source of a great environment is the lighting. Lighting can make or break a scene and without it, even the most perfect model, texture, or material can feel flat or dead.

Hope that helps!

-Clinton

On Thu, Oct 13, 2016 at 9:23 AM, adam rosenberg <[adamrosenberg\\_14@hotmail.com](mailto:adamrosenberg_14@hotmail.com)> wrote:

I can imagine you get those type of questions haha! Ok Well I have a few questions, One would be How many years of industry experience do you have? And the second question would be how and why do you think a specific art style for a gaming environment can influence an audience.? And the third question in your opinion what do you think makes a game environment more attractive is it the lighting, the texturing, the rendering? etc

Thank you for answering Clinton.

Kind Regards,

Adam

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**From:** Clinton Crumpler <[cmc444@gmail.com](mailto:cmc444@gmail.com)>

**Sent:** Thursday, October 13, 2016 5:57 PM

**To:** adam rosenberg  
**Subject:** Re: Interview

Sure what questions do you have an I can answer through email. Try to keep them specific and not how to do make gaming environments? lol I get those alot.

Thanks,  
Clinton

On Thu, Oct 13, 2016 at 1:31 AM, adam rosenberg <[adamrosenberg\\_14@hotmail.com](mailto:adamrosenberg_14@hotmail.com)> wrote:

Hi Clinton, I am researching into the difference between an architectural environment and a gaming environment. I would like to know and have a better understanding of the workflow of a game artist.

Kind Regards,

Adam

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