

September 28th 2016
Mr. YONI BAKER

To Whom It May Concern:

Yoni Baker has worked for us as a professional art and anatomy model for our company Anatomy Tools for over 6 years, and we often use him as our primary choice an anatomy model for workshops including traditional and digital.

Some of the in-house workshops using Yoni have been held at the international renowned companies like Blizzard Entertainment, and Valve Games, as well as an annual events including at the Gnomon School of Visual Effects.

Many of the attendees are animators, 3D modelers in the entertainment and video game industry.

With the use of Yoni, we are able to demonstrate the physiology of the body so attendees can translate this accurately to the computer generated characters their professions demand.

We have also used Yoni in comparative anatomy lectures with female models and with the cadaver "Bodies" exhibitions.

I could not recomend a model more highly, Yoni is extremely professional with an amazing ability to hold key poses for an extreme length of time perfectly. His excellent physique and conditioning is balanced with his friendly personality also makes him a pleasure to work with that both my staff and students enjoy and appreciate tremendously.

Sincerely



Andrew Cawrse
Anatomist, Sculptor, Instructor
Founder / President