

# Jonathan Payne

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## Demo Reel Shot Breakdown



**For:** BYU Animation Productions

**Project:** "Pajama Gladiator" short film

**Role:** Lighting

**Tools:** Maya/RenderMan

**Notes:** Setup kitchen night lighting and lighting for effects, and on character. Had to work around not being able to change shaders by compensating with extra lights in certain areas, for highlights, and to direct the eye.



**For:** BYU Animation Productions

**Project:** "Pajama Gladiator" short film

**Role:** Lighting

**Tools:** Maya/RenderMan

**Notes:** Did character and environment lighting. Character lighting setup was used as base for character rigs in the arena scenes.



**For:** BYU Animation Productions

**Project:** "Pajama Gladiator" short film

**Roles:** Lighting

**Tools:** Maya/RenderMan

**Notes:** Lit character and environment. Created bright lighting effect using a plane in front of the door with high incandescence.



**Project:** Personal Project

**Roles:** Texturing, Lighting

**Tools:** Maya/Mental Ray

**Notes:** Lit scene using spot lights, area lights, and incandescent shaders, with Global Illumination and Final Gather.



**For:** BYU Animation Productions

**Project:** "Kites" short film

**Roles:** R&D Lighting/Look and Feel

**Tools:** Maya/Renderman

**Notes:** Tried to create the feel of occlusion without actually using occlusion to speed up render time.

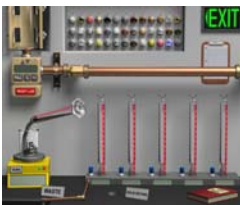


**Project:** Personal Animation Project

**Roles:** Modeling, Rigging, Animating, Lighting

**Tools:** Maya

**Notes:** Light flickering effect was created using MEL scripting.



**For:** Center for Instructional Design

**Project:** Virtual Physics Density/Bouyancy Lab

**Roles:** Texturing, Lighting, Render Wrangling

**Tools:** Maya/ Mental Ray

**Notes:** Textured using procedural shaders with Mental Ray nodes and some image files. Lit using spot lights, a single Mental Ray Area Light, Global Illumination, and Caustics, with HDR image for reflections



**For:** Center for Instructional Design

**Project:** Virtual Tympanometer

**Roles:** Animation, Smoke and Spark Effects

**Tools:** Maya

**Notes:** Created smoke and sparks effects using Maya particle simulations to enhance the requested easter egg animation of a humanoid robot breaking down.