JACK [KENNY] EVANS

LIGHTING LEAD | SENIOR LIGHTER

504-997 W 22nd Ave. Vancouver BC, V5Z 2A2 | 604.499.4270 | kennyjak@gmail.com | http://www.fps13.com

Breakdowns

Music Track: "Let it Happen" by Tame Impala

Captain Marvel

Shot Lighting

Space battle scenes, digidoubles and hair extensions.

Katana | RenderMan

Aquaman

Shot Lighting

Full CG digidoubles & underwater hair extension shots. Heavy crowds & effects integration. Helped with sequence setup for third act battle sequence.

Katana | RenderMan

Solo

Shot Lighting | Sequence Setup | Lookdev

A lot of standard sci fi shot lighting, along with some lookdev setup for the Millennium Falcon wet look in the Maelstrom portion of the Kessel Run sequence. Set up and led the Lady Proxima sequence in the film's first act where we replaced prosthetic arms with CG.

Katana | RenderMan

Ready Player One

Shot Lighting

Tapped to help get this one over the finish line at the tail end of production. Lots of render optimization and some heavy environment lighting and general troubleshooting throughout the pipeline.

Maya | VRay

The Fate of the Furious

Lighting Sequence Lead

Led a team of twelve lighters, producing roughly 500 shots. Worked closely with pipeline dept developing new technologies to work with larger volumes of data within a scene to maximize efficiencies in order to get more done in less time.

Maya | VRay

Beauty and the Beast

Shot Lighting

Stepped in to help out on a few shots at the end of production. Integrating digidouble replacement of on-screen motion capture.

Maya | VRay

Independence Day: Resurgence

Lighting Lead | Lookdev

Worked with a minimal lighting team on an extremely challenging timeline to produce roughly 100 shots of the initial attack on the mothership high up in the Earth's atmosphere. The biggest challenge was the scale of the mothership, which was the size of Europe.

Maya | VRay

The Free State of Jones

Lighting Lead | Lookdev

Produced a wide range of invisible effects to enhance Civil War era battlefield scenes, add detail to shots and modify scenes for continuity. Built a full CG cornfield to integrate with live action plates of actors in an empty field. Set up and implementation of lighting setup for entire show.

Maya / VRay
Cornfield built in Speedtree

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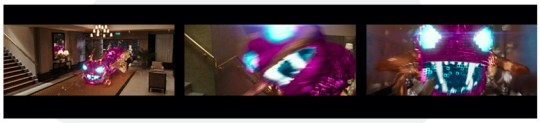
Pixels



Shot Lighting | Lookdev

Shot lighting on Centipede sequence with primary focus on apartment attack mini sequence.

Maya | VRay

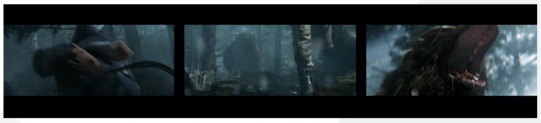
Night at the Museum: Secret of the Tomb

Sequence Lighting | Lookdev

Worked closely with enviro team to model, texture, & light the Pompeii sequence, where the diminutive actors race to survive the eruption of Vesuvius. Extensive projection work / FX integration for volcano eruption shots.

Maya / VRay

Rise of the Tomb Raider E3 Trailer



Sequence Lighting | Lookdev | Environments

Environment layout, lookdev, & lighting. Trees generated in Speed Tree, further modeling & lookdev in Maya. Sequence lighting, human character lighting, and some bear fur lookdev.

Maya / VRay / Trees built in Speedtree

X-Men: Days of Future Past

Shot Lighting | Lookdev

Shot lighting for Sentinels, some digidouble lookdev.
Extensive work to match the look of the practical sentinel model while managing render times. One of the most educational and fun challenges for me to date.

Maya / VRay

I Frankenstein

Shot Lighting | Lookdev

Shot lighting, environments setup and lookdev.
Significant amount of shot finishing in Nuke as well.

Maya / VRay
Composited in Nuke

A Good Day to Die Hard

Shot Lighting | Lookdev

Shot lighting and some Lookdev on building and vehicle assets.
Most vehicles and majority of buildings are fully CG.

3Ds Max / VRay

Wreck-it Ralph

Shot Lighting | Compositing

Shot lighting and compositing of characters and environments to meet exacting demands and final look of the film. Responsible for generating the final look of the shot prior to stereo treatment.

Maya / RenderMan and composited in Nuke

Girl with the Dragon Tattoo

Hair TD | Hair Lookdev

Hair groom and shader lookdev.
Dynamics setup and animation using proprietary hair dynamics system.

Setup and animated in Maya and rendered in VRay.

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Breakdowns

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Ender's Game test sequence

Sequence Lead | Lookdev | Shot Lighting

Led a small team of lighters to create a photo-realistic environment and character for the Ender's Game test sequence. Look Development of main character and some environment pieces. VRay pipeline setup, sequence lighting development and shot lighting.
Three lighters and 3 weeks to completion.

Rendered in Maya with VRay

Thor

Sequence Lead | Lookdev | Shot Lighting

Set up a small RenderMan pipeline to coordinate with Vancouver studio on shared assets and shots.
Responsible for staffing, training, shot assignments, initial lookdev setup and shot lighting where needed.
Designed shaders for interior environment to replace shot footage to help with ice and character integration.

Rendered in Maya with RenderMan

TRON: Legacy

Sequence Lighting | Lookdev | Modeling

Played key role in setup of new VRay lighting pipeline.
Lighting sequence development, lookdev and shot lighting.
Created and maintained light rigs & templates.
Also modeled several hero vehicles, including the single-man Light Jets, Recognizer and Solar Sailer.

Maya / VRay

Honda Fit - Defense Machanism

Modeling | Layout | Sequence Lighting

Modeled a number of the buildings and worked as a sequence lead, managing the layout of the city and inital shot setup as well as lighting about a third of the sequence.

Modeled and rendered in Lightwave

The Mummy: Tomb of the Dragon Emperor

Shot Lighting

Matched the lighting of CG elements to the background plates shot on location. Lighting of Massive armies and hero characters to integrate seamlessly with the live footage.

Maya / RenderMan

Speed Racer

Look Development | Environment Lighting | Shot Lighting

Look Development of various set elements, CG actor doubles, props, & animated signs.
Environment lighting and shot lighting. Responsible for set lighting for entire Butterfly Track sequence.

Worked in Maya / Mental Ray