GS

ENVIRONMENT ART · MODELING · SURFACING · PROCEDURAL WORKFLOWS

Gianmarco Sanseverino

Environment Generalist

Environment Generalist with more than five years of professional experience creating production-ready environments and hero assets for feature animation. Experienced across modelling, surfacing, procedural Houdini workflows, procedural scattering, USD pipelines, optimisation, look development and set dressing.

BASED IN
Sydney, Australia

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01 Experience

Flying Bark Productions

FEATURE ANIMATION

Sydney, NSW · 2021—Present

Environment Artist — Feb 2026—Present

Built production-ready environments for feature animation, including large-scale environment assembly and set dressing. Developed procedural USD scattering systems, procedural tree generators, and reusable Houdini workflows that streamlined environment creation and improved production consistency.

Texture / Surfacing Artist — Sep 2023—Jan 2026

Developed production-ready textures, materials and reusable procedural shaders for feature animation, with a primary focus on environments. Created procedural moss, terrain, rock, grass, dirt and vegetation treatments, while also contributing to characters, props, set pieces, fur and effects using Substance Painter, Katana and Maya.

3D Modeller — Sep 2023—Jan 2026

Contributed to a wide range of environments and key locations throughout production, working across modelling, surfacing and look development. Created production-ready hard-surface and organic assets using Maya, Houdini and ZBrush, while developing procedural modelling, scattering and snow-treatment workflows for large-scale sets.

Texture / Surfacing Artist — Oct 2022—Sep 2023

Developed production-ready textures, materials and reusable procedural shaders for feature animation, with a primary focus on environments. Created procedural moss, terrain, rock, grass, dirt and vegetation treatments, while also contributing to characters, props, set pieces, fur and effects using Substance Painter, Katana and Maya.

Junior Surfacing Artist — Sep 2021—Oct 2022

Supported production texturing, look development and shared asset libraries while building a strong foundation in physically based surfacing for animated environments and assets.

Rosella Street

INTERNSHIP

3D Artist / Environments · Aug 2021—Nov 2021

VANDAL

INTERNSHIP

3D Artist / Environments · Jun 2021—Aug 2021

02 Selected Contributions

Procedural Environments

Developed Houdini-based procedural modelling and scattering workflows for vegetation, props, snow treatments and large production environments.

Production Surfacing

Built physically based materials, textures and reusable procedural shaders, including moss, terrain and natural-surface treatments for stylised and realistic assets.

Set Dressing

Contributed to environment dressing across key sets, balancing composition, readability and production requirements while supporting procedural placement workflows.

Cross-Department Work

Collaborated with modelling, surfacing, layout, look development and lighting teams to bring environments through final delivery.

03 Education

SAE University College Australia — 2020

Diploma, 3D Animation Production

CORE EXPERTISE

Modelling · Environment Art · Procedural Modelling · Set Dressing · Surfacing · Look Development · Hard-Surface Modelling · Organic Modelling · Scattering · Vegetation · Terrain · USD Workflows · Optimisation

SOFTWARE

Houdini	PRODUCTION
Maya	ADVANCED
Substance Painter	ADVANCED
Katana	PRODUCTION
Arnold	ADVANCED
RenderMan	PRODUCTION
USD	PRODUCTION
ZBrush	PRODUCTION
Photoshop	PRODUCTION
SpeedTree	INTERMEDIATE

FOCUS

Building believable, efficient environments through a combination of artistic judgement, procedural systems, set dressing and production-aware problem solving.