

VANESSA GOODNOUGH

ENVIRONMENT ARTIST &
MATTE PAINTER

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EXPERIENCE

ENVIRONMENT ARTIST | MAY 2025 - Present

Zoic/Laika

- Feature Animation with the LAIKA team.
- Matching style, concept artwork, and color boards to suit the visual and stylistic needs of the film.
- Environment builds, layouts, scattering and procedural modeling in Houdini.
- Rendering and lighting needs with Katana.

GENERALIST | SEP 2024 - MAR 2025

Distillery VFX

- Fast paced Generalist workflow with a focus on Matte Painting needs and Environment tasks when needed.
- Houdini for general layout tasks and 3DSMax for maintaining environment builds and rendering.
- Sequence level Matte Painting tasks and one offs when needed.

ENVIRONMENT & DMP | APR 2022 - SEP 2024

Framestore

- Environment tasks such as layout, scattering, procedural modeling (organic) and maintaining builds throughout shots with Houdini and Maya.
- Sequence and shot level Matte Painting tasks.
- Texturing with Substance Painter and Mari.
- Speedtree as needed for foliage and trees.
- Lighting and Lookdev with Framestore's internal tools(flight).

ENVIRONMENT & DMP | FEB 2021 - APR 2022

Method Studios

- Maintaining environment layouts in Maya.
- Developing kitbash elements for fantasy cityscape.
- Some visdev and from the ground up shot development.
- Some CG paintover Matte Painting needs.
- Scattering work in Houdini.

MATTE PAINTER | NOV 2020 - FEB 2021

Sony Imageworks

- Matte Painting work replicating New York City.
- Maintaining building layouts in Nuke to keep consistency with shots and sequences.

ENVIRONMENT & DMP | SEP 2020 - NOV 2020

Monsters Aliens Robots Zombies (MARZ)

- Primary focus on Matte Painting work and some Environment tasks as needed.

ENVIRONMENT & DMP | DEC 2018 - JUNE 2020

Method Studios

- Primary focus on Matte Painting work.
- Developing environment skills within Houdini
- Some asset texturing and lookdev.

MATTE PAINTER | NOV 2017 - SEP 2018

Hydraulx

- Matte Painting day to day tasks primarily with Photoshop and Nuke.
- Some concept work and visual development.

MATTE PAINTER | JAN 2017 - NOV 2017

Darkhorse 10 Pictures Inc.

- Day to day Matte Painting tasks .
- Learning opportunities with roto and compositing tasks when needed.
- Some concept work and visual development.
- Opportunities for growth as a junior matte painter.

EDUCATION

Vancouver Institute of Media Arts | 2013-2014

Visual Effects Diploma

Vancouver Animation School | 2015-2016

Digital Matte Painting Diploma

SKILLS

- General Nuke practices and projection setups.
- Standard 2.5D Matte Painting workflows.
- Photoshop
- Traditional modeling practices in Maya.
- Environment scattering and layout workflows with Houdini.
- Procedural modelling within Houdini.
- USD/Solaris workflow.
- Primary texturing with Substance Painter and some Mari experience.
- Speedtree
- Katana

REFERENCES

Colin Ebbeson

Head of Environments
Framestore Vancouver

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