



ALWAYS ONE DIMENSION AHEAD

## CLIENT PROJECTS

BY KILIAN MEHRINGER

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# Runtime Megabite

15.08.2018

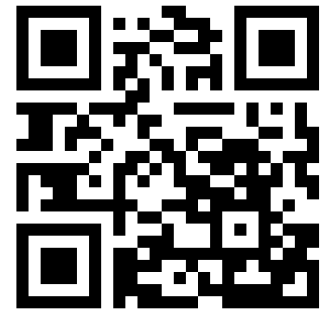
Visuals3D



The runtime "MEGABITE" is an energy and protein bar. We visualised them digitally to create the images used in their online shop and advertisements.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# Runtime OP Shots

24.10.2018

Visuals3D

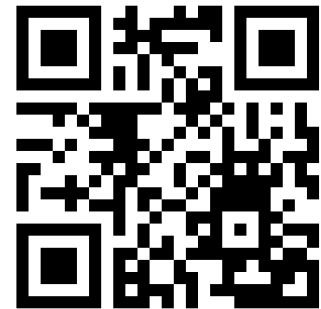


Runtime launched a new product named "OP SHOT". It's a small energy drink with a lot of caffeine.

We visualised everything from product renders over social media graphics to an advertising spot.

KILIAN MEHRINGER

3D ARTIST



<https://youtu.be/NcrK4OCigYY>

# Runtime Next Level Meals



15.08.2018



The Runtime "Next Level Meals" are full meals compressed in powder.  
We visualised the bags always thinking about to get very clean looking images.

KILIAN MEHRINGER

3D ARTIST

VIDEO →



<https://www.instagram.com/p/BpP0kG0TF/>



# Runtime Shaker

20.09.2018

Visuals3D



Runtime sells branded shakers in a lot of colors and with different prints. It was the perfect way to visualise them digitally, to generate all the different versions of it with just a few clicks.

KILIAN MEHRINGER

3D ARTIST

VIDEO →



<https://www.instagram.com/p/BpHssxg5Og/>

# Runtime Performance Drink



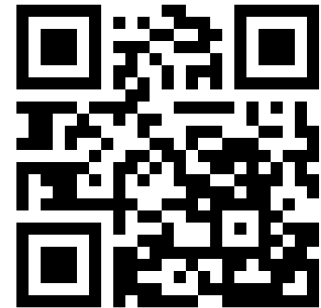
10.07.2018



Runtime provides performance nutrition for every kind of people, but the main focus is gaming. We had the chance to visualise their full product line-up, to fill their new website with high-quality content, like product images, mood shots and animations.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# Runtime Next Level Meal Tubs



22.08.2018



Runtime supplies their customers with full meals, compressed in powder.

The 1,5L tubs are visualised digitally to create smooth looking images like these.

The LowPoly Flavour visualisations are used to reach the gaming and millennials target group.

KILIAN MEHRINGER

3D ARTIST



VIDEO →



<https://youtu.be/M8bShZJPzHc>

# Runtime BIG BOX

28.08.2018

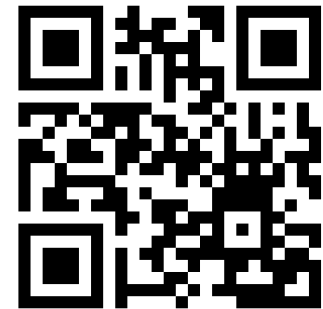


Also Runtime is a big supporter of the BIG eSports CSGO Team. We made an announcement trailer for the sponsorship and delivered all the product images and animations, needed for a successful product launch.

SASCHA KALIGA VIDEO CUTTER &  
KILIAN MEHRINGER 3D ARTIST



VIDEO →



<https://youtube.com/Cz6szz-ho>

# PETTEC VIBRA MK II

26.07.2017

Visuals3D



A remote dog trainer with vibration to train dogs. The texture and details of the "REMOTE VIBRA" can't be photographed properly, so we got the chance to create them digitally and gave them the needed shaders to look like they should.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# PETTEC VIBRA Trainer

20.08.2017

Visuals3D



Another dog trainer that vibrates when it detects barking. We visualised the trainer in digital 3D, to get some closeup shots without a depth of field effect, like a real camera would have produced it at this scale.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# LIONCAST LK12

20.06.2017

Visuals3D



The LK12 needed some great images for Amazon and the Lioncast shop. So we visualised the keyboard in 3D and rendered some great looking images.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# LIONCAST LK300

10.05.2017

Visuals3D



We visualised the LK300 from Lioncast to get some smooth and clean product shots for Amazon and their online shop. The big advantage of having the product ready in digital 3D, was that we were able to create animated videos with it fairly easy.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>



# LIONCAST LK200

27.10.2017

Visuals3D



After the LK300 visualisation, we did the visualisation of the new LK200. We were able to use the already existing LK300 model to create the new LK200 model a lot faster. In addition to that, we used the resulting model to create an animated

JONATHAN KAUFMANN MUSICIAN &  
KILIAN MEHRINGER 3D ARTIST

VIDEO →



<https://youtu.be/SbmrPEgNEec>

# Lioncast LK20

26.10.2016

Visuals3D



The LK20 is a mechanical keyboard without a numpad. It was one of the older Lioncast products. So it was going through a logo change.

Because of the digital visualisation it was easy for us, to change the logo after Lioncast finally changed their CI.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# Lioncast LK30

10.10.2016

Visuals3D



The LK30 is the full keyboard version of the LK20 with a numpad and macrokeys. Before Lioncast assigned us to make a 3D model, they only had some old-fashioned images for their online store. So we had the chance to show how much smoother and cleaner 3D render can look and boost the quality of images with 3D visualisation.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# Lioncast LK15

02.10.2016

Visuals3D



The LK15 was the old low budget keyboard from Lioncast. It has its unique LED pipe at the right wich makes it very hard to get great shots of it using traditional photography. But with 3D visualisation we had the chance to make it look like you see it now.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# LIONCAST JOYCON CHARGER

Visuals3D

30.08.2017



We visualised the "JoyCon Quad Charger" to get some clean and shiny images of the product. Also we were able to create orthographic render, to show the product from a perfect accurate front view without perspective distortion.

ROBIN SCHMIDT & KILIAN MEHRINGER  
3D ARTISTS



<https://visuals3d.de/projects>

# Lioncast Double Charging Station

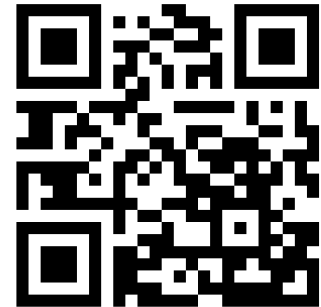
Visuals3D

29.12.2017



Lioncasts "Double Charging Station" for PlayStation 4 controller got visualised to get the best looking results. The shiny and highly reflective surface of the product makes it a perfect product for 3D visualisation where we can control every reflection and glow to our favour.

ROBIN SCHMIDT & KILIAN MEHRINGER  
3D ARTISTS



<https://visuals3d.de/projects>

# Lioncast Arcade Fight Stick



13.04.2017

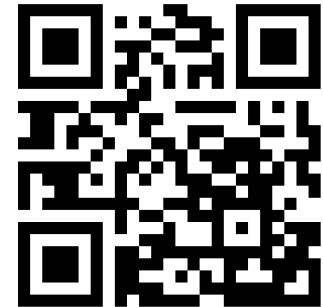


The Lioncast Arcade Fight Stick is one of the best example, to show the advantages 3D visualisation.

The printed Cover changed more than 10 times in the last year. And every time we just had to render the already existing model with new textures. So our Client saved a lot of time and money.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# Lioncast Mouse Bungee

16.03.2017

Visuals3D



A Mouse Bungee from Lioncast.  
We visualised it not only to have a clean  
and smooth look, but also to show the  
LED glow effect at its best.

KILIAN MEHRINGER  
3D ARTIST



<https://visuals3d.de/projects>



# Lioncast USB Mic

01.02.2018

Visuals3D



We visualised the Lioncast USB Microphones to get clean and detailed shots. Also we had the chance to create floating shots of the microphones.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# GIGA G CORD

16.09.2016

Visuals3D



It was a problem to create traditional photographed images of the "Giga G Cord" In-Ears, because the thick wire couldn't be bent in place in the way it was needed to get great product-shots for the webstore. But we got full control over these wires by creating a digital 3D model of them.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# DOCKIN D MOVE

03.10.2016

Visuals3D



Because it would be hard or nearly impossible to create nice shots with floating headphones using traditionally photography. We visualised them in digital 3D to have full control over the wires and create some great looking

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# LIONCAST LX 50

18.12.2016

Visuals3D



We visualised the LX 50 Headset in 3D to create some shots where the single parts of the headset could be shown separately, without having to defeat gravity.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# Lioncast LX30

01.02.2018

Visuals3D



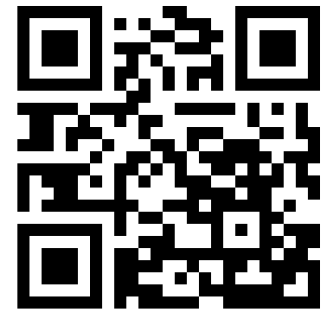
The Lioncast LX30 Headset has its unique glowing LED side panels.

We visualised them digital, to make them look like glowing led lights, which is very hard to get great images from using traditional photography.

It was possible to create multiple versions of light representation to choose from.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# DOCKIN D MATE

29.04.2018

Visuals3D



We designed the first product ideas and created them as photo-realistic digital versions. After a long journey of different designs and prototypes, we created the final 3D visualisations for all online and print advertisements

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>



ALWAYS ONE DIMENSION AHEAD

## OWN PROJECTS

BY KILIAN MEHRINGER

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# ALICE OPENING TITLE

09.02.2017

Visuals3D

A 3D animated opening Title for the Alice Madness Returns Game. Its just a Fanart Project but it shows the possibilities of 3D digital visualisations.

KILIAN MEHRINGER

3D ARTIST



VIDEO →



<https://vimeo.com/z38o8g551>



# COFFEE AND CAKE

29.07.2012

Visuals3D



We all love coffee and cake, but if you don't have one and your baking skills are way lower than your 3D visualisation skills, you don't have a choice. You can only make a digital version of it.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# THE BEAUTIFUL EARTH

12.04.2017

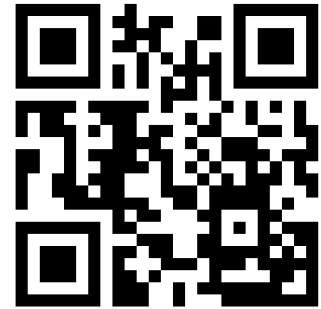
Visuals3D



Nature is beautiful. But what are we doing to our holy earth... You can see it in this short animation film.  
"Pleasant destruction".

ERIKA KAISER STORYBOARD &  
KILIAN MEHRINGER 3D ARTIST

VIDEO →



<https://vimeo.com/z38o68343>

# EMBRIO

06.09.2012

Visuals3D



Something we only see through ultrasonic waves. But with 3D digital visualisation everything can be made visible.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# LIVING OCEAN

15.08.2017

Visuals3D

At "home4art.de" you can see the rest of the digital art. But this one is the latest piece. Its showing a burning fire sphere amid an ocean overgrown from black leafless trees.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# P51 MUSTANG

09.06.2012

Visuals3D



A 3D model of an old Mustang P51. Textured, shaded and rigged for animation. Sadly never used for something else than having a cool render of it.

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# Nvidia Ultimate Gaming PC



22.04.2017

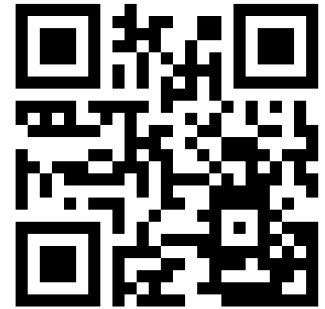


My version of the Nvidia Ultimate Gaming PC for their contest. You can see the speed art below.

KILIAN MEHRINGER

3D ARTIST

VIDEO →



<https://vimeo.com/214262391>

# THE OIL HOURGLASS

04.07.2013

Visuals3D



The oil stocks are decreasing but what will happen if we used up the last drop?

KILIAN MEHRINGER

3D ARTIST



<https://visuals3d.de/projects>

# THE ONLYONE

2014

Visuals3D



"THE ONLYONE" - A part of the  
"SOCIETY IN BEIGE" series on Home4Art.

KILIAN MEHRINGER

3D ARTIST



<http://home4art.de>



# THE BALANCE OF LIFE

2014

Visuals3D



"THE BALANCE OF LIFE" - A part of the  
"SOCIETY IN BEIGE" series on Home4Art.

KILIAN MEHRINGER

3D ARTIST



<http://home4art.de>

# THE DAILY WALK

2014

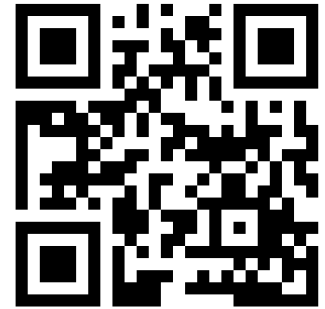


Visuals3D

"THE DAILY WALK " - A part of the  
"SOCIETY IN BEIGE " series at Home4Art.  
I also created a short film about this art-  
work.

KILIAN MEHRINGER

3D ARTIST



<http://home4art.de>



ALWAYS ONE DIMENSION AHEAD

## WEB PROJECTS

BY KILIAN MEHRINGER

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# VERMEHRT-SCHÖNES SHOP

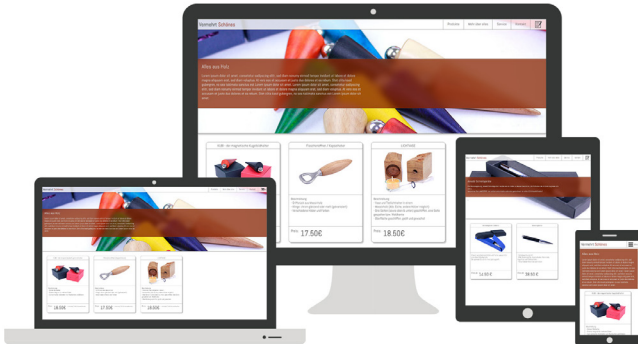


2014-2015

The craftsman Martin Koch creates individual high quality wood products. I was asked to develop his online shop. Sadly the project was cancelled after he decided to only sell his products through a little store in Bad Camberg. But the online Shop is nearly finished. And written in pure JavaScript and some PHP.

KILIAN MEHRINGER

DEVELOPER



[http://vermeehrt-schoenes.de/test/#alles\\_aus\\_holz](http://vermeehrt-schoenes.de/test/#alles_aus_holz)

# Home4Art Website

2015

Visuals3D

The Home4Art Website is one of the first Websites I made and since then growing with my skills. The actual Version is the 4th Version of the Website. And the next Version is already in development.

KILIAN MEHRINGER

3D ARTIST

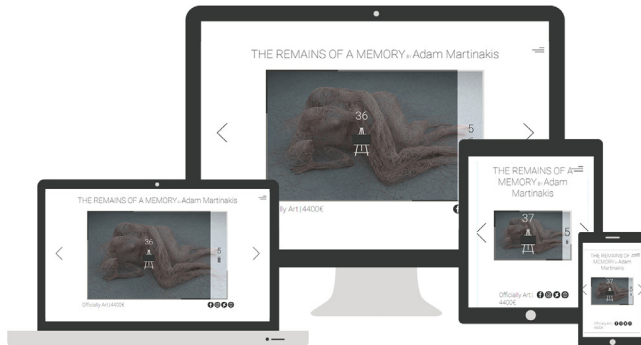


<http://home4art.de>

# ART OR TRASH APP

2018

Visuals3D



The "ART OR TRASH" Web App is the next version of the Home4Art Website.

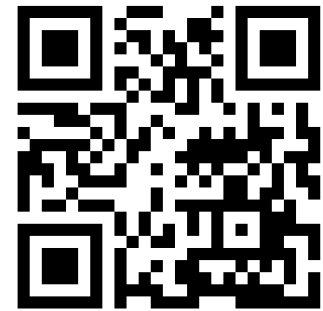
The users can see random artworks and vote whether its "art" or "trash".

The WebApp is an Angular based Client SinglePageApplication driven through a NodeJS Server.

Almost ready for deployment.

KILIAN MEHRINGER

3D ARTIST



[http://home4art.de/art\\_or\\_trash](http://home4art.de/art_or_trash)

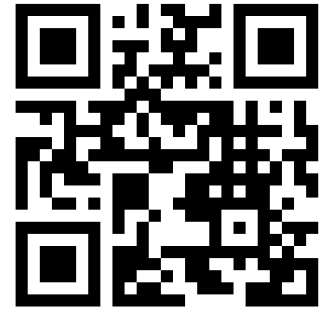
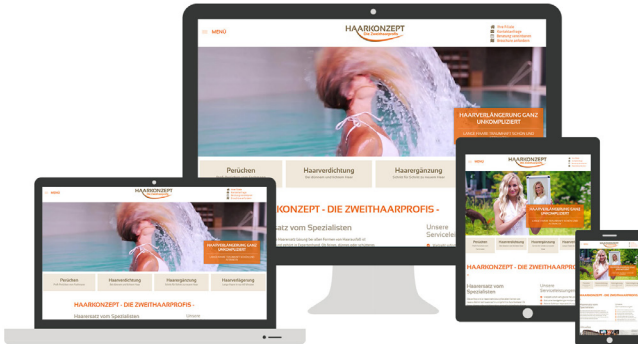
# HAARKONZEPT JS SUPPORT



2016

The "HAARKONZEPT" Website needed a JavaScript Controlled Video Header system and some other Client side JavaScript functionality.  
So I supported the leading agency with my skills and experience.

SABRI KARADAYI WEBDESIGNER &  
KILIAN MEHRINGER DEVELOPER



<http://haarkonzept.eu>

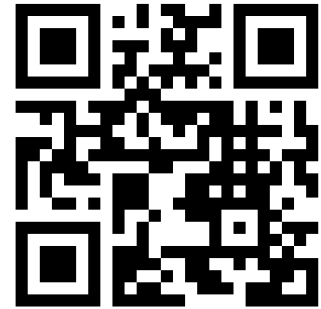
# HAARKONZEPT TEACHING TOOL

2017-2018

After supporting the “HAARKONZEPT “ website development, I was asked to develop and animate a desktop application for teaching purposes. The App is based on Electrons V8 Engine and written in NodeJS.

KILIAN MEHRINGER

DEVELOPER & 3D ARTIST



<http://haarkonzept.eu>



# DADACON WEBSITE

2015

Visuals3D

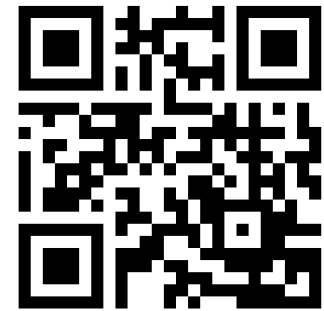


"DADACON" is an IT service provider, I had a lot of awesome cooperations with. We are still working together on creating new own products or stuff like supporting ServusTV in video encoding and content management.

Back in the days I made the "DADACON" one-pager for them.

KILIAN MEHRINGER

DEVELOPER



<http://dadacon.de>

# VISUALS3D WEBSITE

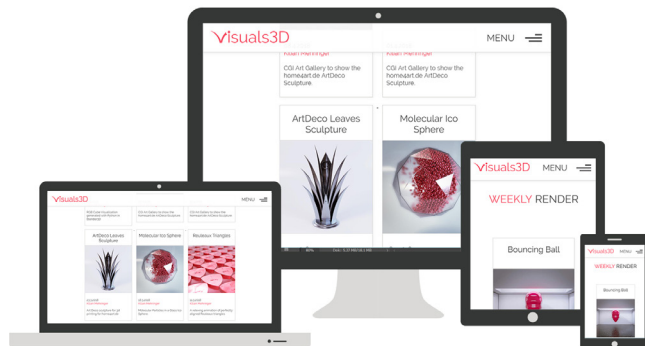
2017

Visuals3D

At the end of 2017 I decided to start an agency, so I can work together with other great artists on larger projects. To do this, I had to design a whole new CI and of course a whole new website. This website is written in NodeJS Express and renders all HTML server side.

KILIAN MEHRINGER

DEVELOPER



<http://visuals3d.de>

# VISUALS3D 3DVIEWER

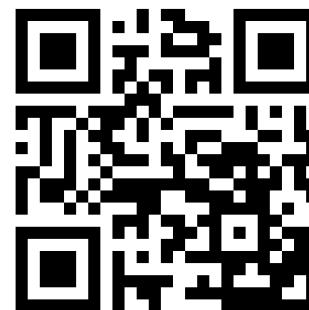
2018



Working with a lot of clients on their new products, over huge distances, is challenging. So I had to create some software based support for this issue. To show my digital prototypes and speed up the feedback cycle I created an online 3D viewer for clients. Where they can compare different versions.

KILIAN MEHRINGER

DEVELOPER



<http://visuals3d.de>

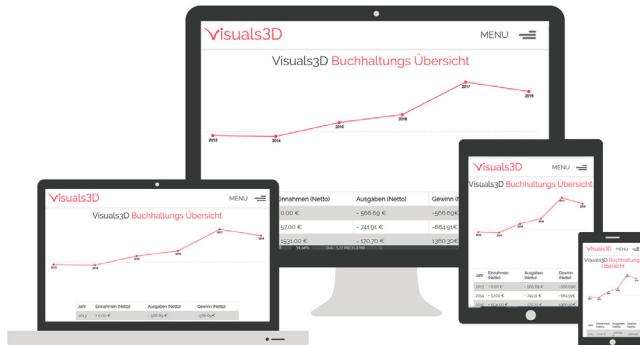
# VISUALS3D ACCOUNTING APP



2018

After 6 years of freelancing I made my life easier concerning paper work, like taxes, invoices and other stuff. So I decided to spend some time on creating a software solution for it, to save valuable time in the future.

KILIAN MEHRINGER  
DEVELOPER



<http://visuals3d.de>



ALWAYS ONE DIMENSION AHEAD

## WEEKLY RENDER

BY KILIAN MEHRINGER

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# OIL SPHERE

05.11.2017

Visuals3D



An with oil filled sphere that does follow a gravity change,

KILIAN MEHRINGER

3D ARTIST

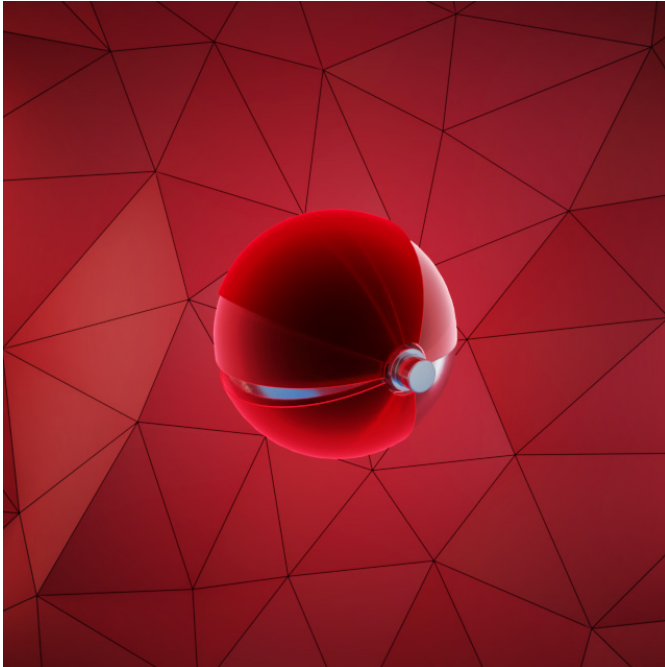


[https://visuals3d.de/projects/weekly\\_render/1509832459951](https://visuals3d.de/projects/weekly_render/1509832459951)

# SPHERE ROTATION

12.11.2017

Visuals3D



A bunch of rotating sphere quaters.  
Shaded with some subsurface scattering  
shaders.

KILIAN MEHRINGER

3D ARTIST

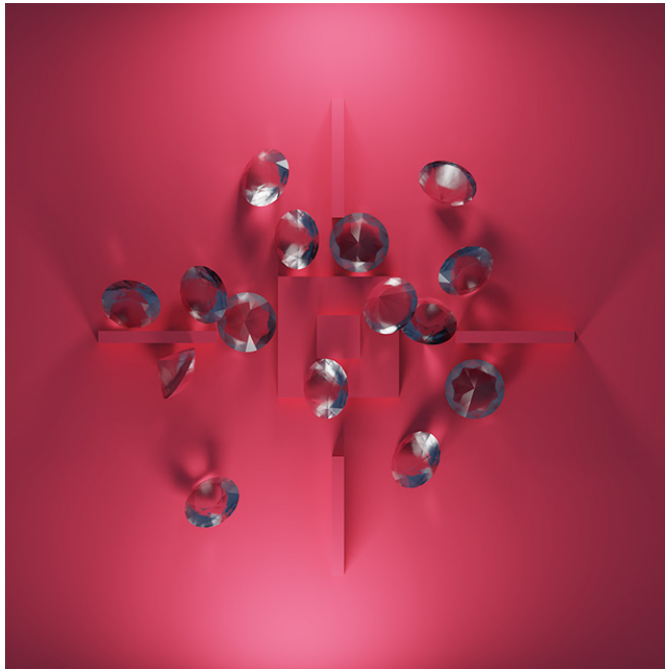


[https://visuals3d.de/projects/weekly\\_render/1510505438046](https://visuals3d.de/projects/weekly_render/1510505438046)

# FALLING DIAMONDS

19.11.2017

Visuals3D



In this render i tested the blender physics engine and created a scene with some falling diamonds.

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/151116911584](https://visuals3d.de/projects/weekly_render/151116911584)



# WINTER TREES

26.11.2017



Its winter time. So i decided to make a snow shader.

KILIAN MEHRINGER

3D ARTIST

Visuals3D



[https://visuals3d.de/projects/weekly\\_render/1511704721422](https://visuals3d.de/projects/weekly_render/1511704721422)

# EXPECTATIONS 1

03.12.2017

Visuals3D



With this one i try to start a little series of animations that work against every human expectations and beat all laws of nature.

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1512299495111](https://visuals3d.de/projects/weekly_render/1512299495111)

# HAIRWAVES

10.12.2017

Visuals3D



Blender Cycles can render very nice hair.  
It is also possible to create great  
animations with it.

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1512860973337](https://visuals3d.de/projects/weekly_render/1512860973337)

# SMARTPHONE STAND ANIMATION **Visuals3D**

17.12.2017



Its the end of the year. So i thought it would be cool to create a present for everyone we worked with to thank them for this awesome year 2017.

**KILIAN MEHRINGER**

3D ARTIST

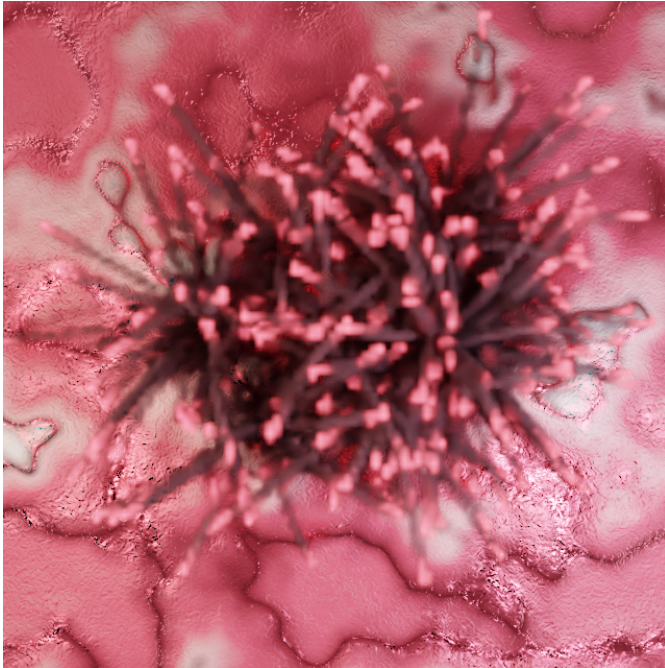


[https://visuals3d.de/projects/weekly\\_render/1513482662486](https://visuals3d.de/projects/weekly_render/1513482662486)

# ROSE ARTILLERIE

25.12.2017

Visuals3D



simulation.

At the moment i can only make it look  
voxelized like this or blender crashes  
while rendering...

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1514207267526](https://visuals3d.de/projects/weekly_render/1514207267526)

# EXPECTATIONS 2

01.1.2018

Visuals3D



The next Animation of the series EXPECTATIONS. What will happen when you drop some red balls in the wild ocean.

KILIAN MEHRINGER

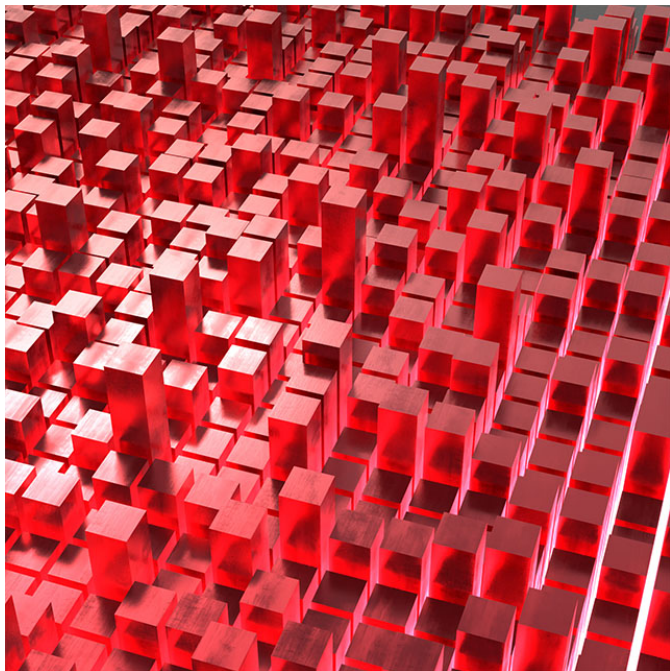
3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1514815072705](https://visuals3d.de/projects/weekly_render/1514815072705)

# PILLARS OF ???

07.1.2018



Visuals3D

Just a small animation of some pillars moving up and down. In this Version i create a textured metal shader. But i will test it with an sss shader in the future.

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1515343672916](https://visuals3d.de/projects/weekly_render/1515343672916)

# DIAMOND

14.1.2018

Visuals3D



A Visuals3D Diamond rotating in a back lighted scene.

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1515887697959](https://visuals3d.de/projects/weekly_render/1515887697959)



# LIPSTICKS

21.1.2018

Visuals3D



Short animation of some Lipstick Models  
with an lowkey light setup

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1516537387829](https://visuals3d.de/projects/weekly_render/1516537387829)

# LIPSTICK AND ROSES

26.1.2018

Visuals3D



Another Lipstick Animation. This time mixed with some Roses

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1516973573386](https://visuals3d.de/projects/weekly_render/1516973573386)

# EXPECTATIONS 3

01.2.2018

Visuals3D



The 3th part of the series Expectations.  
Anvil meets wooden plank

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1517521197404](https://visuals3d.de/projects/weekly_render/1517521197404)

# INK DROP

11.2.2018

Visuals3D



A simple Ink Drop simulation done with Blender smoke simulation.

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1518309344014](https://visuals3d.de/projects/weekly_render/1518309344014)

# LOGO MORPH

18.2.2018

Visuals3D



Some fun with morphing particles

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1518980795786](https://visuals3d.de/projects/weekly_render/1518980795786)

# MOLECULAR WINE

25.2.2018

Visuals3D



Playing around with the Blender  
Molecular Script.

KILIAN MEHRINGER

3D ARTIST

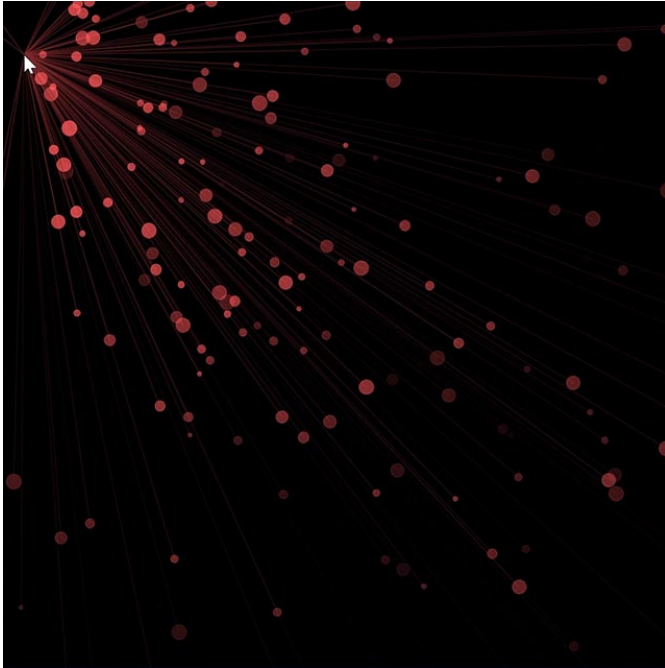


[https://visuals3d.de/projects/weekly\\_render/1519558640666](https://visuals3d.de/projects/weekly_render/1519558640666)

# REALTIME PARTICLES

04.3.2018

Visuals3D



Realtime Particle System coded in  
processing.

KILIAN MEHRINGER

DEVELOPER



[https://visuals3d.de/projects/weekly\\_render/1520188053931](https://visuals3d.de/projects/weekly_render/1520188053931)

# REULEAUX TRIANGLES

11.3.2018

Visuals3D



A relaxing animation of perfectly aligned Reuleaux triangles

KILIAN MEHRINGER

3D ARTIST



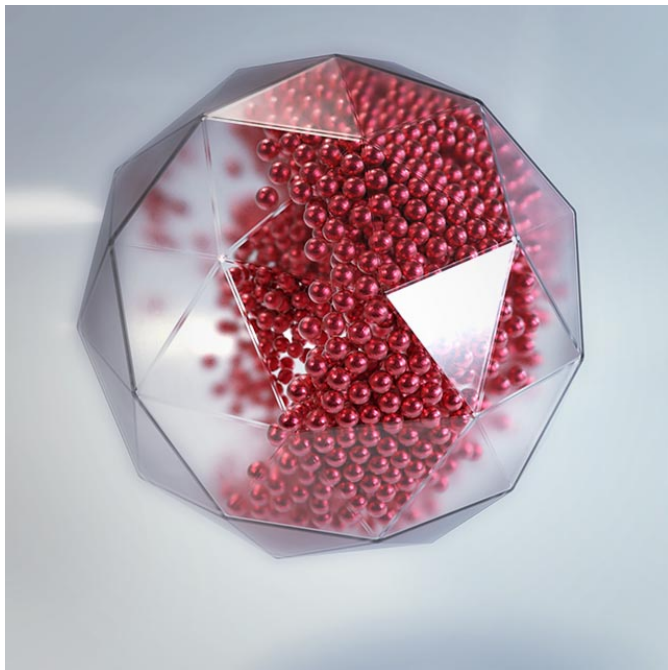
[https://visuals3d.de/projects/weekly\\_render/1520776579552](https://visuals3d.de/projects/weekly_render/1520776579552)



# MOLECULAR ICO SPHERE

18.3.2018

Visuals3D



Molecular Particles in a Glass Ico Sphere.

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/152138956551](https://visuals3d.de/projects/weekly_render/152138956551)

# ARTDECO LEAVES SCULPTURE

Visuals3D

23.3.2018



Art Deco sculpture for 3d printing for  
home4art.de

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1521808095347](https://visuals3d.de/projects/weekly_render/1521808095347)

# ART GALLERY SCULPTURE

01.4.2018

Visuals3D

CGI Art Gallery to show the home4art.de  
ArtDeco Sculpture.

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1522997827877](https://visuals3d.de/projects/weekly_render/1522997827877)

# DIGITAL ART GALLERY

08.4.2018

Visuals3D



CGI Art Gallery to show the home4art.de  
ArtDeco Sculpture.

KILIAN MEHRINGER

3D ARTIST

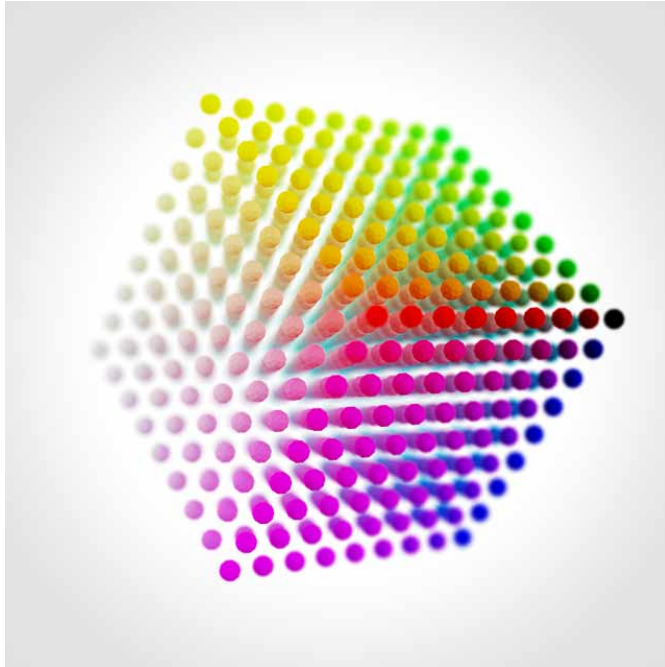


[https://visuals3d.de/projects/weekly\\_render/1523186350678](https://visuals3d.de/projects/weekly_render/1523186350678)

# RGB CUBE

15.4.2018

Visuals3D



RGB Cube Visualisation generated with  
Python in Blender3D

KILIAN MEHRINGER

3D ARTIST

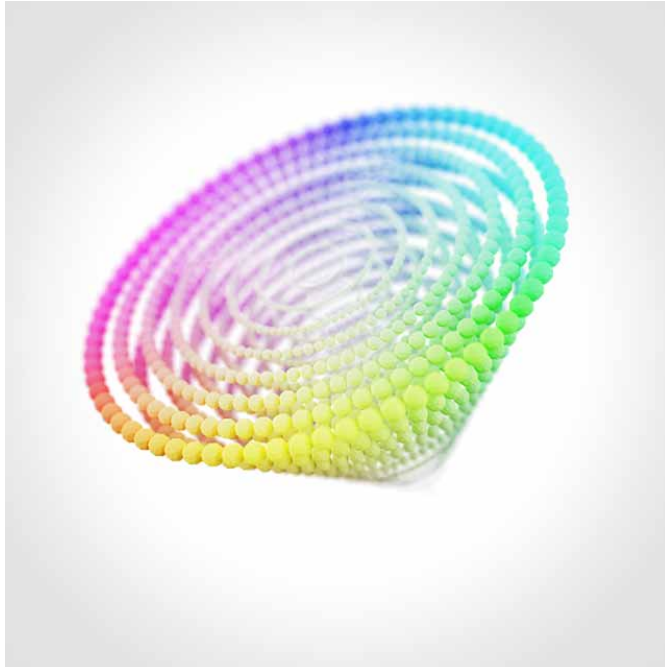


[https://visuals3d.de/projects/weekly\\_render/1523822525323](https://visuals3d.de/projects/weekly_render/1523822525323)

# HSV CONE

22.4.2018

Visuals3D



HSV Cone Visualisation generated with  
Python in Blender3D

KILIAN MEHRINGER

3D ARTIST

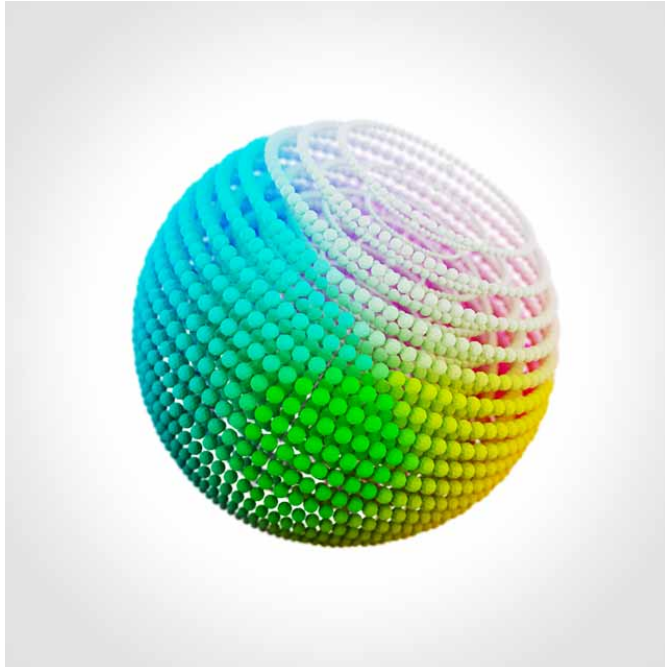


[https://visuals3d.de/projects/weekly\\_render/1524393674340](https://visuals3d.de/projects/weekly_render/1524393674340)

# LAB SPHERE

13.5.2018

Visuals3D



LAB Sphere Visualisation generated with  
Python in Blender3D

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1526219302538](https://visuals3d.de/projects/weekly_render/1526219302538)

# BOUNCING BALL

28.5.2018

Visuals3D



Bouncing Ball animation. Using  
Blender3D SoftBody simulation.

KILIAN MEHRINGER

3D ARTIST



[https://visuals3d.de/projects/weekly\\_render/1527533644982](https://visuals3d.de/projects/weekly_render/1527533644982)