

INTRODUCTORY NOTES

This showcase offers a visual glimpse into my versatile expertise in both creative and supervisory roles. As a creation and production lead, I've had the privilege of collaborating with renowned brands, agencies, and film studios – working alongside incredibly talented artists to bring compelling projects to life.



Enjoy :-)

the Heurodan

post-production visual effects MOVING IMAGES cg-animation motion design



CONCORDIA ZDF Studios – D-Facto / Bavaria

Creative production and CG creation of a fictional 3D multiplayer game for the international six-part AI thriller series Concordia, entirely produced with Unreal Engine from Epic. The animated action sequences and cinematics play a pivotal role in the film's narrative. The series was showrun by Primetime Emmy Award winner Frank Doelger (Game of Thrones) and is available for streaming on 'ZDF Mediathek'.





ID.5 GLOBAL LAUNCH

Volkswagen – DDB Voltage / Honest Production

Executive VFX Production and creative lead, including On-Set Supervision at multiple locations in and around Barcelona, for the global launch film of the Volkswagen ID.5 and its GTX version. The seamless packshot scene across both models, with synchronized camera crane moves from separate TechnoCrane shots captured at different times of the day, was achieved using high-precision 3D matchmoving, state-of-the-art camera projection techniques, and advanced compositing in Nuke.







FLOWER SCULPTURES Miele – AKQA

Creative production and VFX supervision of complex CGI renderings for an immersive and interactive product presentation as part of Miele's global campaign 'Life Beyond Ordinary', in exclusive collaboration with Japanese flower artist Azuma Makoto. Among the 70 high-resolution 3D plant and flower models, meticulously selected and optimized for photorealistic CG rendering, a few were created using advanced photogrammetry technology.





M SERIES – PURE PERFORMANCE BMW – Meiré & Meiré

Creative production for the BMW M-Series 'Pure Performance' film, encompassing film and post-production as well as cutting-edge motion design animations. Inspired by the M's pure performance DNA, the visuals incorporated metal grilles, fibers, and liquids to craft abstract, kinetic imagery. The challenge was to translate speed and power into a tactile, surreal experience on ultra-large LED screens. The result was a bold approach that captivated audiences with its raw, emotional aesthetic.





STUDIO LOGO

Atlas Entertainment – X Filme / Studio Babelsberg

Creative and VFX production including on-set supervision for the studio logo of the U.S. film production company Atlas Entertainment, led by Hollywood producer Charles Roven ('The Dark Knight', 'Oppenheimer'). Due to limited production time, a full CG production was omitted in favor of an analog shoot. Combined with handmade visual effects, an epic animation was achieved that looked stunning on the big screen. The logo was first used in the film 'The International' (2009), directed by Tom Tykwer.









CROSS MEDIA IMMERSIVE EXPERIENCES SHOW CREATION



THE GLOBE

Resort World Las Vegas – Sid Lee

For the grand opening of Resorts World Las Vegas, a cutting-edge creative media production brought *The Globe* to life – a 50-foot diameter spherical display with 8,640 LED panels. This dynamic centerpiece in *The District* retail complex captivates visitors with immersive 360° animations. Using Unreal Engine, VR venue previews ensured seamless content integration. The visuals transform *The Globe* into an interactive spectacle, setting a new benchmark for experiential entertainment.







RALLY DAKAR FINALE

Qiddiya Investment Company – GTV

Creative production and visual concept for the Dakar Rally show finale in Qiddiya, Saudi Arabia, setting a Guinness World Record for the largest permanent video projection. Over 80 projectors produced a single blended image on the gigantic cliff, creating breathtaking and unforgettable moments for the audience. A LIDAR scan of the cliff enabled precise mapping of the complex rock structure across 32,000 square meters, in close collaboration with entertainment lighting specialist Martin and projection technology leader Barco.





UNLIMITED TOUR

David Garrett – HELLStudio

Creative Production for the 'UNLIMITED' Show, which captivated audiences with visionary visuals and state-ofthe-art technology. Drawing from Hollywood films and video games, the show seamlessly merged live broadcasts with CG animation powered by the NOTCH engine. A 150sqm LED screen and mobile panels immersed audiences in stunning realms – from apocalyptic deserts to futuristic megacities – featuring preproduced motion-capture animations of synchronized dance performances.





NIGHT OF THE STARS

Volkswagen Group Night Bejing – UV

Cross-media content production for the Volkswagen Group Night at Beijing's Olympic Indoor Stadium, covering overall visual concept development, post-production, CG animation, motion design, and graphics packaging. The immersive live-show brought together all Volkswagen Group brands for a spectacular cinematic experience, with each brand introduced through genre-specific short films in an unforgettable, star-studded event ahead of the Auto China Show.







THE 21ST CENTURY BEETLE

Volkswagen Group Night Bejing – UV

Creative production for the visually rich product presentation of Volkswagen's redesigned 21st Century Beetle, blending film, CGI animations, and motion design into an immersive visual experience on a ultrawide 180° format. The film showcases the Beetle's heritage design transformed into a progressive appeal, with dynamic lighting, motion, and bold colors. A key challenge was embedding 16:9 footage into the 40meter-wide LED wall, resulting in a striking, cohesive visual journey.





CREATIVE CONCEPT ART DIRECTION DIGITAL DESIGN RESEARCH & DEV TECHNICAL STUDIES



KUNG-FU GEISHA

Cloth and Smoke Simulation Test

A pipeline test integrating motion capture data, cloth simulation in Marvelous Designer, and smoke effects with X-Particles. Rendered in Redshift, the project explores dynamic character animation, realistic fabric behavior, and VFX-driven atmospherics. The workflow ensures high-quality visuals, optimizing real-time and pre-rendered cinematic applications while pushing the limits of animation and simulation fidelity.



FIRST RESPONDER

Fire Simulation and VDB Test

A fire simulation test using X-Particles, with a VDB workflow optimized for Redshift rendering. The project focuses on realistic fire dynamics, volumetric shading, and light interaction to achieve high visual fidelity. By refining the VDB pipeline, it ensures efficient integration into cinematic and real-time rendering workflows, enhancing realism for VFX and animation applications.



NEON BUTTERFLY

Particle Simulation Test

A shading study using Redshift and X-Particles, where the wingbeat controls particle emission speed and density. This project explores dynamic material behavior, procedural animation, and interactive VFX, creating a visually striking fusion of motion and light. The setup ensures smooth integration into cinematic and real-time rendering workflows, pushing creative possibilities in shading and particle-driven effects.



CYBORG HEAD PBR Shading Study

A shading study using Redshift and X-Particles, where the wingbeat controls particle emission speed and density. This project explores dynamic material behavior, procedural animation, and interactive VFX, creating a visually striking fusion of motion and light. The setup ensures smooth integration into cinematic and real-time rendering workflows, pushing creative possibilities in shading and particle-driven effects.



FOREST POND

Scene Design Study with Unreal Engine

A scene design study using high-resolution photogrammetry scans, enhanced with Nanite and Lumen in Unreal Engine 5. The project focuses on achieving cinematic realism through detailed assets, dynamic lighting, and real-time global illumination. By leveraging next-gen rendering technology, it ensures optimized performance while maintaining high visual fidelity, making it suitable for games, virtual production, and immersive experiences.



DISCLAIMER & LEGAL

The works showcased in this portfolio were created, produced, edited, and/or supervised by me in my capacity as Creation & Production Lead. These projects were undertaken during my tenure as CEO and coowner of various creative enterprises, in collaboration with multiple agencies and production companies, and alongside exceptionally skilled VFX, CGI, and motion design specialists. All mentioned brands and trademarks are the property of their respective owners.

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