3D ARTIST

Joshua Lieck

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PORTFOLIO

01 KOEGEL TRAILER

02 CL0TH STUD1E

03 VR GARDEN

04 GOTTFRIED SCHULTZ

05 AC SCHNITZER

06 MOVEMENT AS INTERFACE

ABOUT
JOSHUA LIECK

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Visual artist specializing in 3D production, motion design, and emerging technologies. Experience ranges from commercial campaigns for automotive clients to interactive VR installations. I bridge technical workflows with creative execution.

PROJECT 01

KOEGEL TRAILER

Campaign for Koegel Trailers

About

Transformation of Kögel's technical CAD data into photorealistic 3D product visualizations for trade shows, digital advertising, and marketing campaigns. The process included CAD optimization, 3D modeling, material development and rendering.

Role

3D Artist & Visualization Pipeline In collaboration with The Rocket Scientists (2024/25)

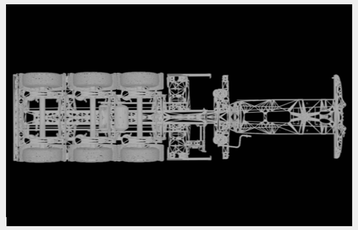
Tools

blender, Adobe CC, Midjourney, Google Web Designer

PROJECT 01

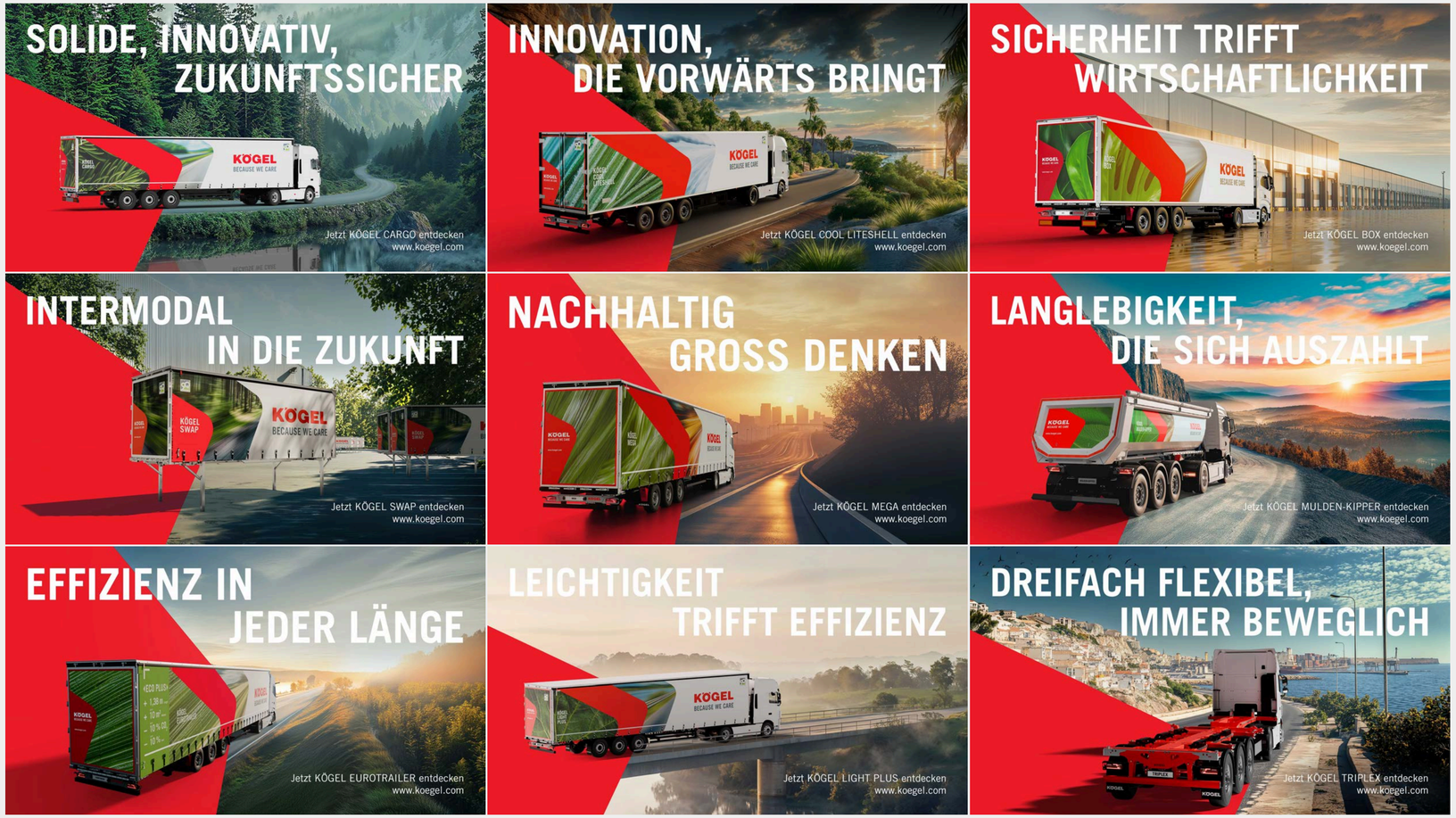
Kögel Triplex Chassis key visual 16:9

PROJECT 01



Kögel Triplex 3D render & wireframe

PROJECT 1



Campaign key visuals combining 3D renders and AI-generated backgrounds.

PROJECT 02

CL0TH STUD1E

CGI exploration of cloth simulation and atmospheric staging

About

Personal project combining 3D modeling with cloth physics to create atmospheric visual moments. Focus on material interaction, cinematic lighting, and simulation workflows.

Role

Concept, 3D Simulation, Rendering

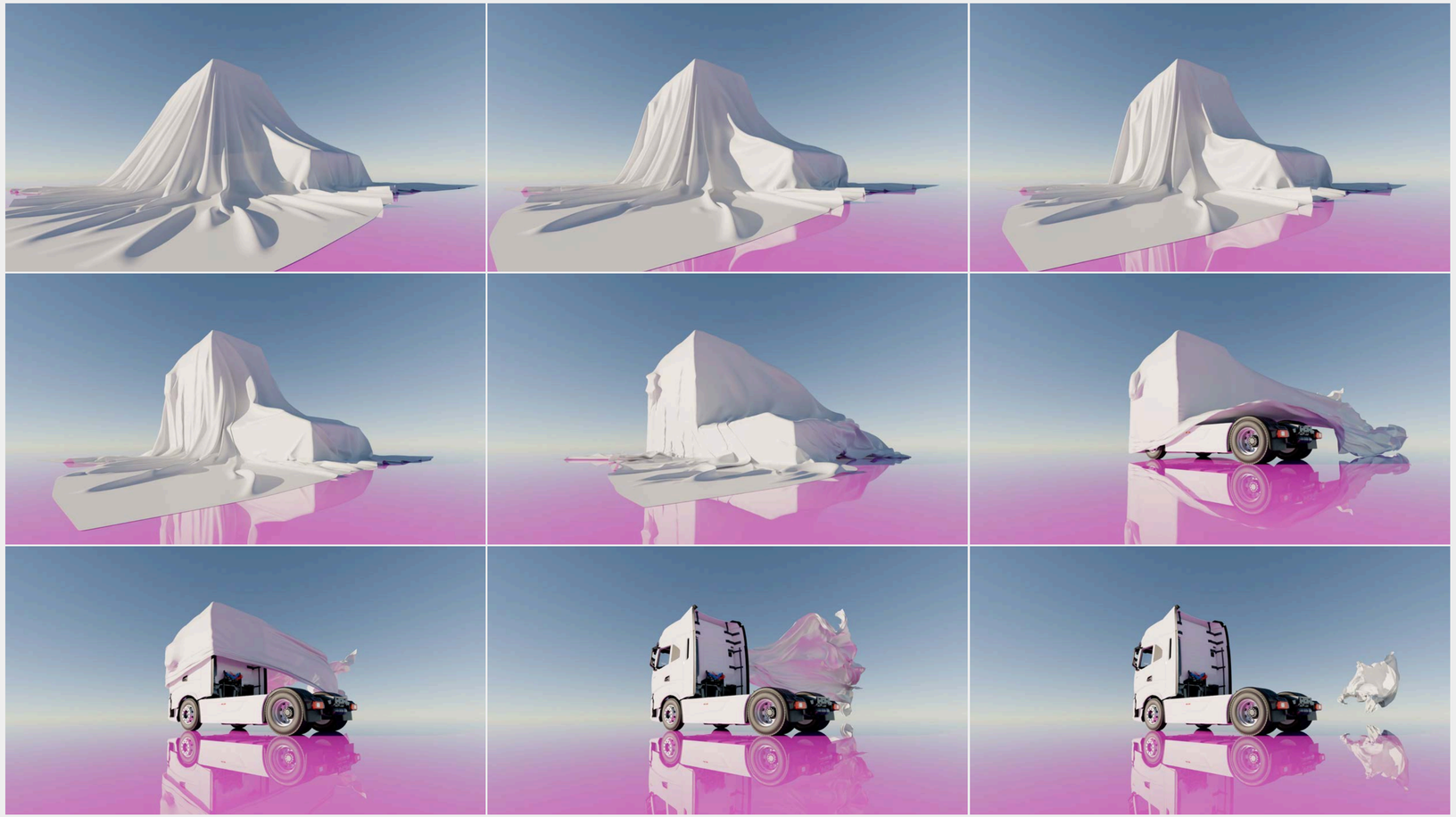
Tools

blender, After Effects

PROJECT 02

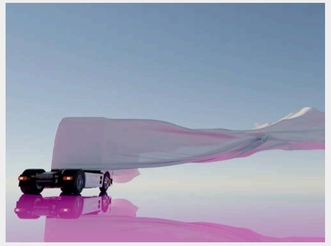
Farbic studies: 3D cloth & wind simulation

PROJECT 02



Animation Sequence

PROJECT 02



Material & technical details

PROJECT 03

VR GARDEN

Bosch's 'Garden of Earthly Delights' as walkable VR experience.

About

VR interpretation of Bosch's triptych created with Tilt Brush. Fantastical creatures and surreal architecture translated into an immersive, spatial experience.
View 360° documentation: https://www.youtube.com/watch?v=V9qn3OGttbY

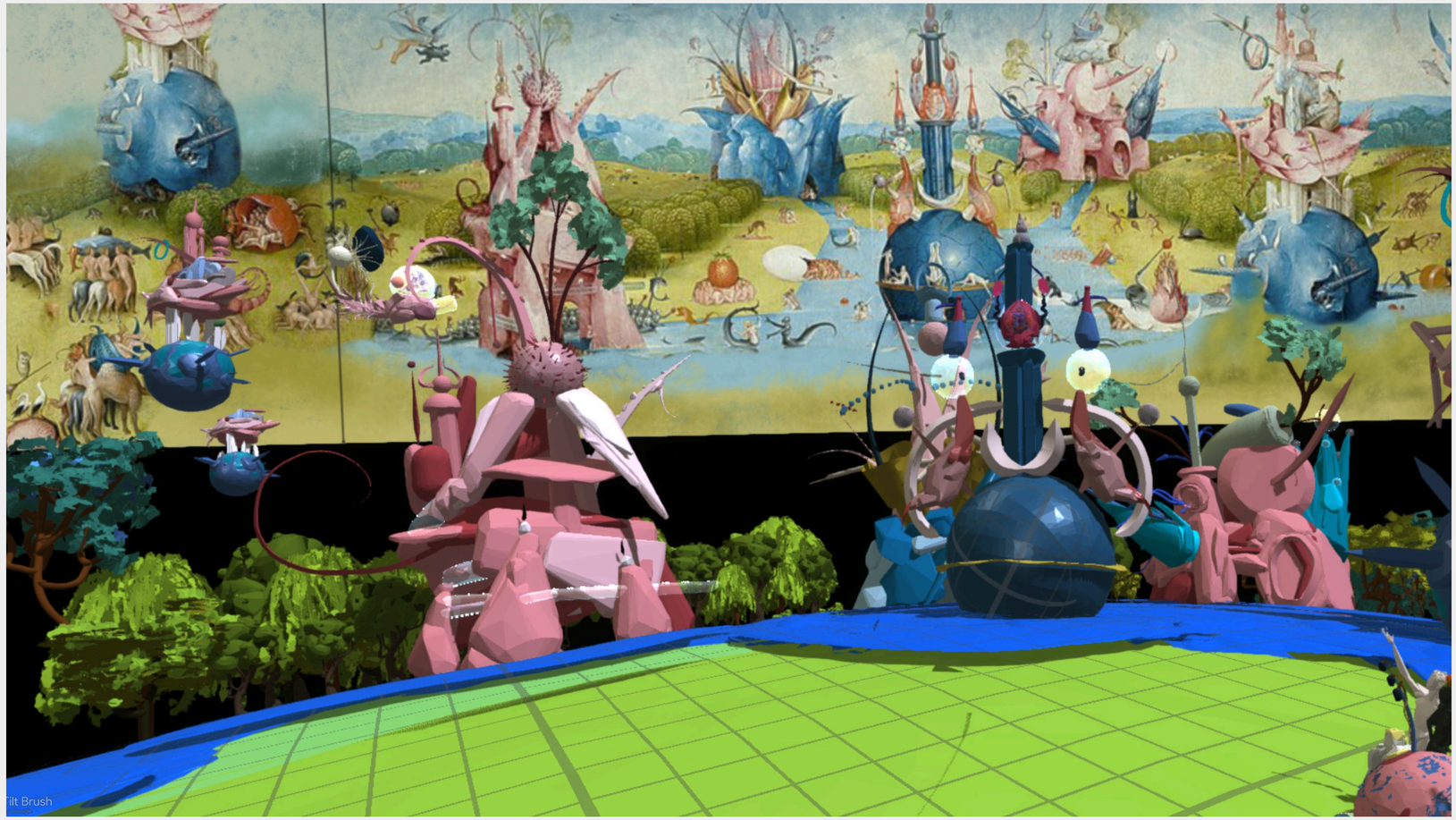
Role

Concept, 3D VR Modeling, Composition

Tools

Google VR Tilt Brush

PROJECT 03

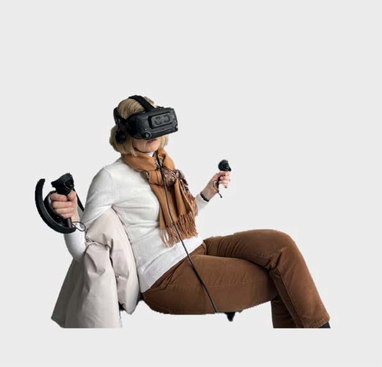


VR Garden: Tiltbrush interface with reference image

PROJECT 03

VR Garden: 360˚ documentation still.

PROJECT 03



VR Garden detail views: fountain architecture & hybrid creatures

PROJECT 04

GOTTFRIED SCHULTZ

Motion Design & Social Media Content

About

Production of static and animated social media assets for sales and aftersales campaigns. Formats: Instagram, TikTok and Pinterest. AI-assisted asset generation and animation based on creative briefing.

Role

Visual Content Production

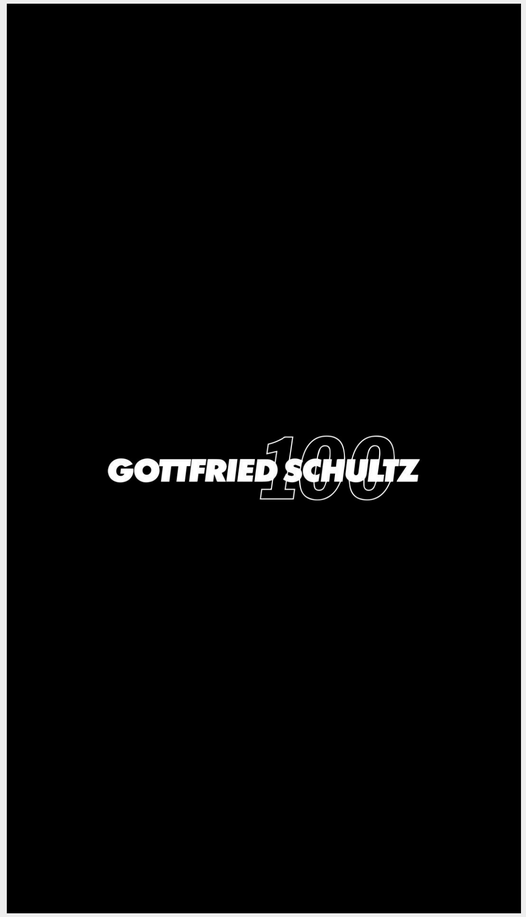
Tools

After Effects, Photoshop, Midjourney

PROJECT 04

Gottfried Schultz Hyundai Tucson Lead Ad Animation 2025

PROJECT 04



GS 100 Audi Q5 35 TDI Sales Animation

PROJECT 04

GS 100 Afersale Animations 2024

PROJECT 05

AC SCHNITZER

AI Production Pipeline

About

AI-assisted product photography enhancement. Transforming generic studio shots into premium automotive hero visuals through background removal, environment generation, seamless compositing, and upscaling for print-ready resolution.

Role

Lead Designer & Pipeline Development

Tools

Photoshop, Midjourney, MagnificAI

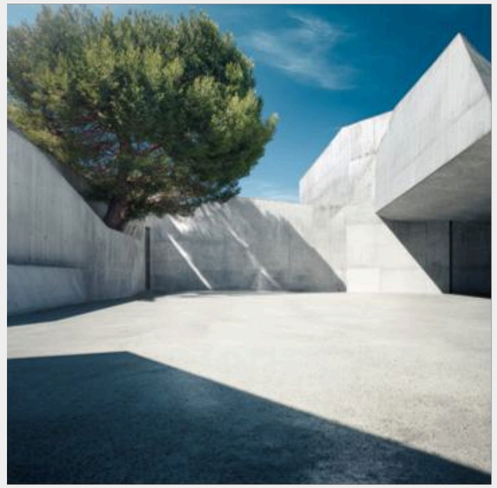
PROJECT 05

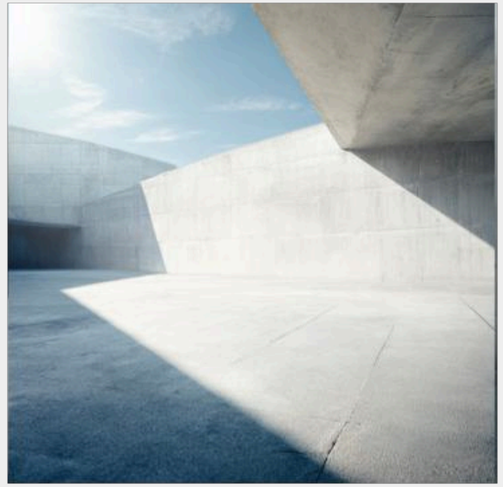
AC Schnitzer M5 Campaign hero visual

PROJECT 05

before/after AC Schnitzer M3&M2

PROJECT 05





AI-generated background library

PROJECT 06

MOVEMENT AS INTERFACE

OPEN-SOURCE MOTION-TRACKING-PIPELINE

About

This modular installation renders human movement as digital particle clouds in realtime, deliberately refusing mimetic avatar logic. The tracking process itself becomes the experience through transparent data visualization.

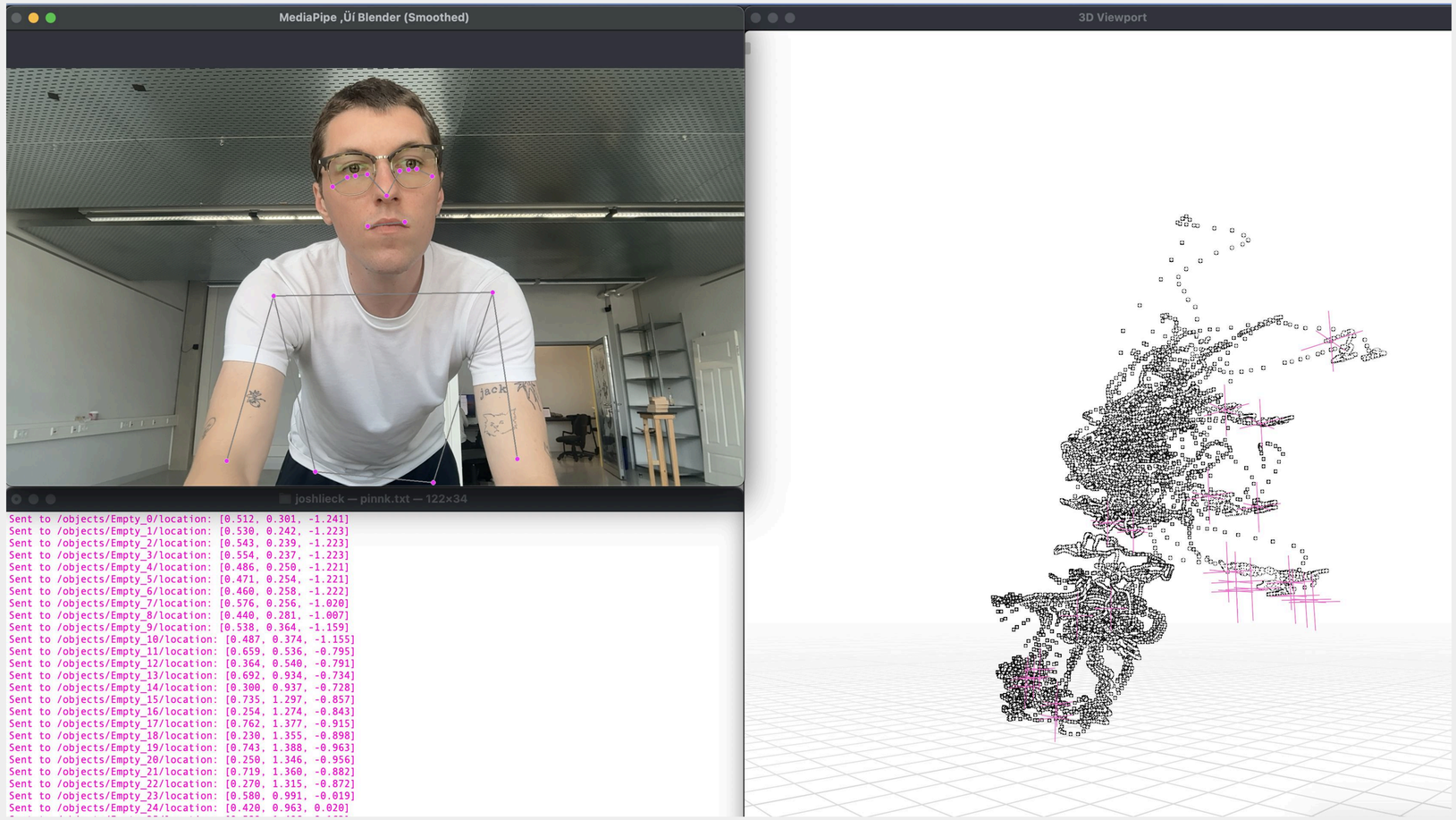
Role

Concept, Scripting, Prototyping, realtime Optimization, Composition

Tools

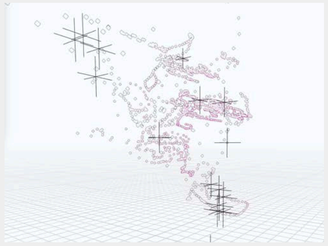
Python, Open Sound Control, mediapipe, blender

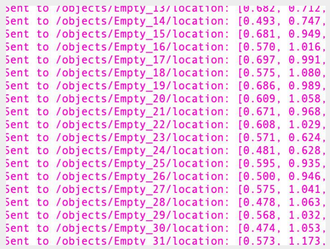
PROJECT 06

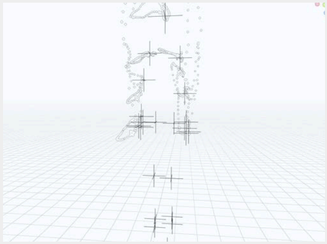


MediaPipe pose landmarks driving blender particle system in real-time

PROJECT 06

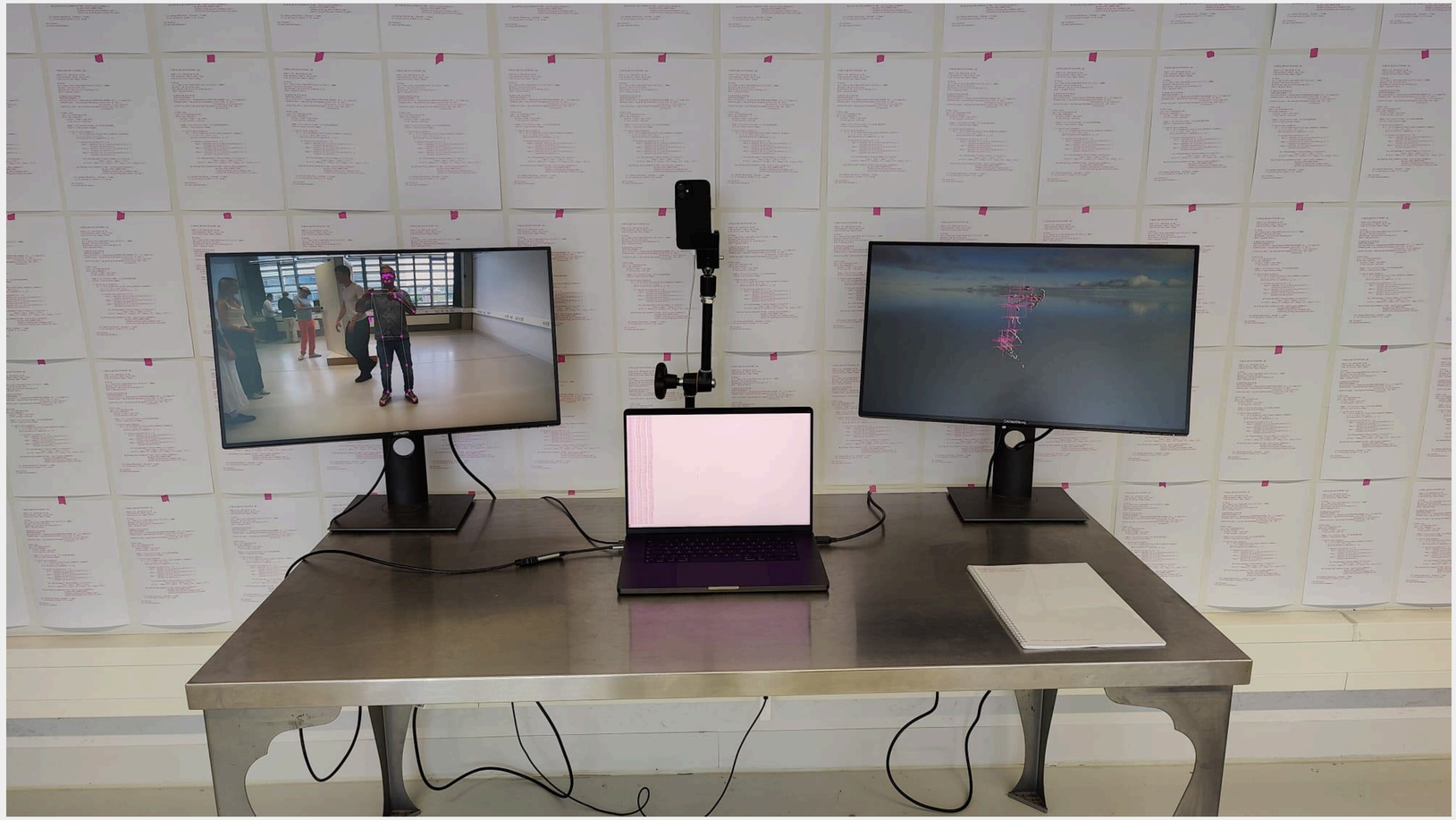






Pose tracking output: visual topology & coordinate stream

PROJECT 06



Installation setup at Hochschule Düsseldorf

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