

Portfolio

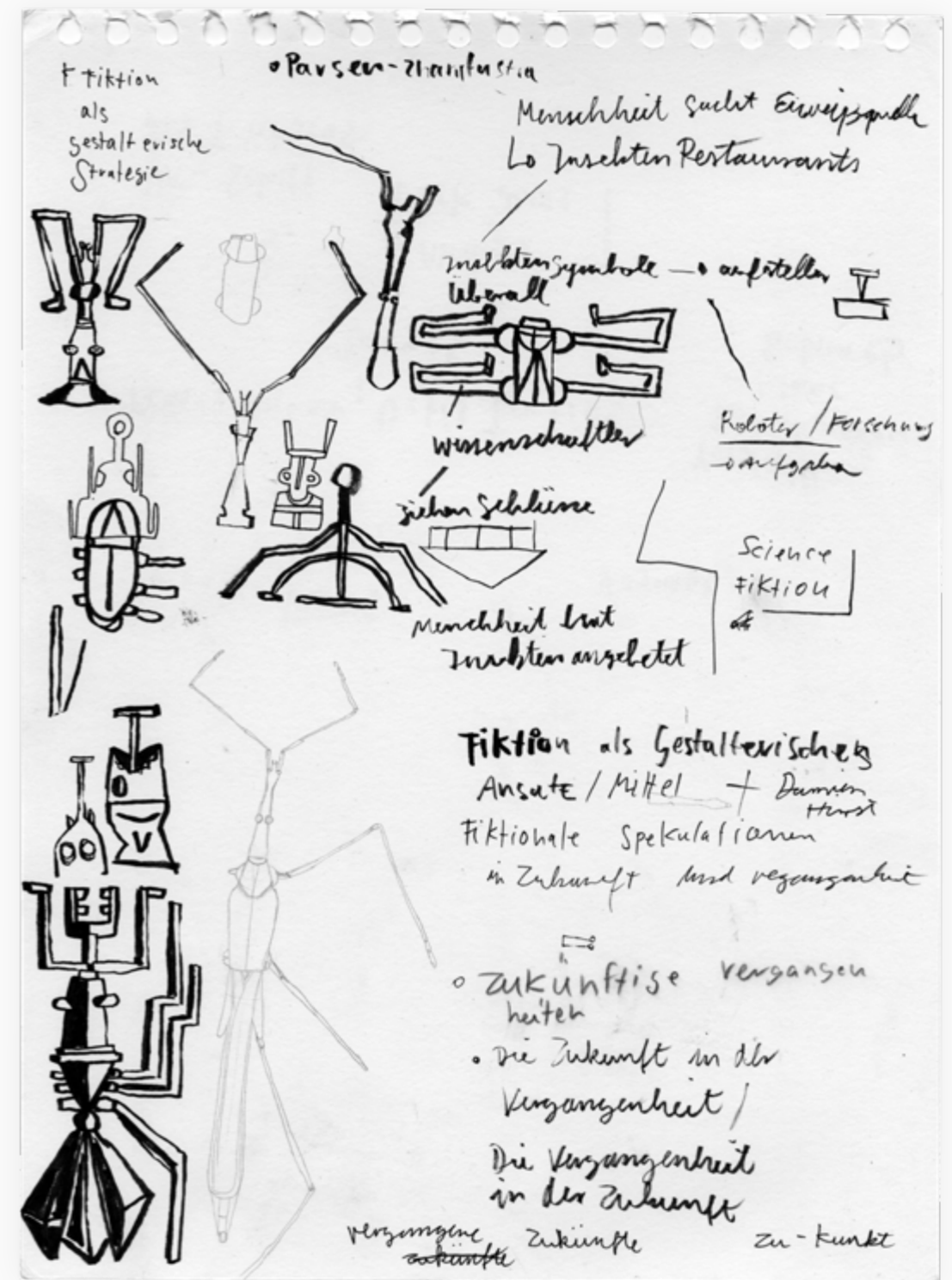
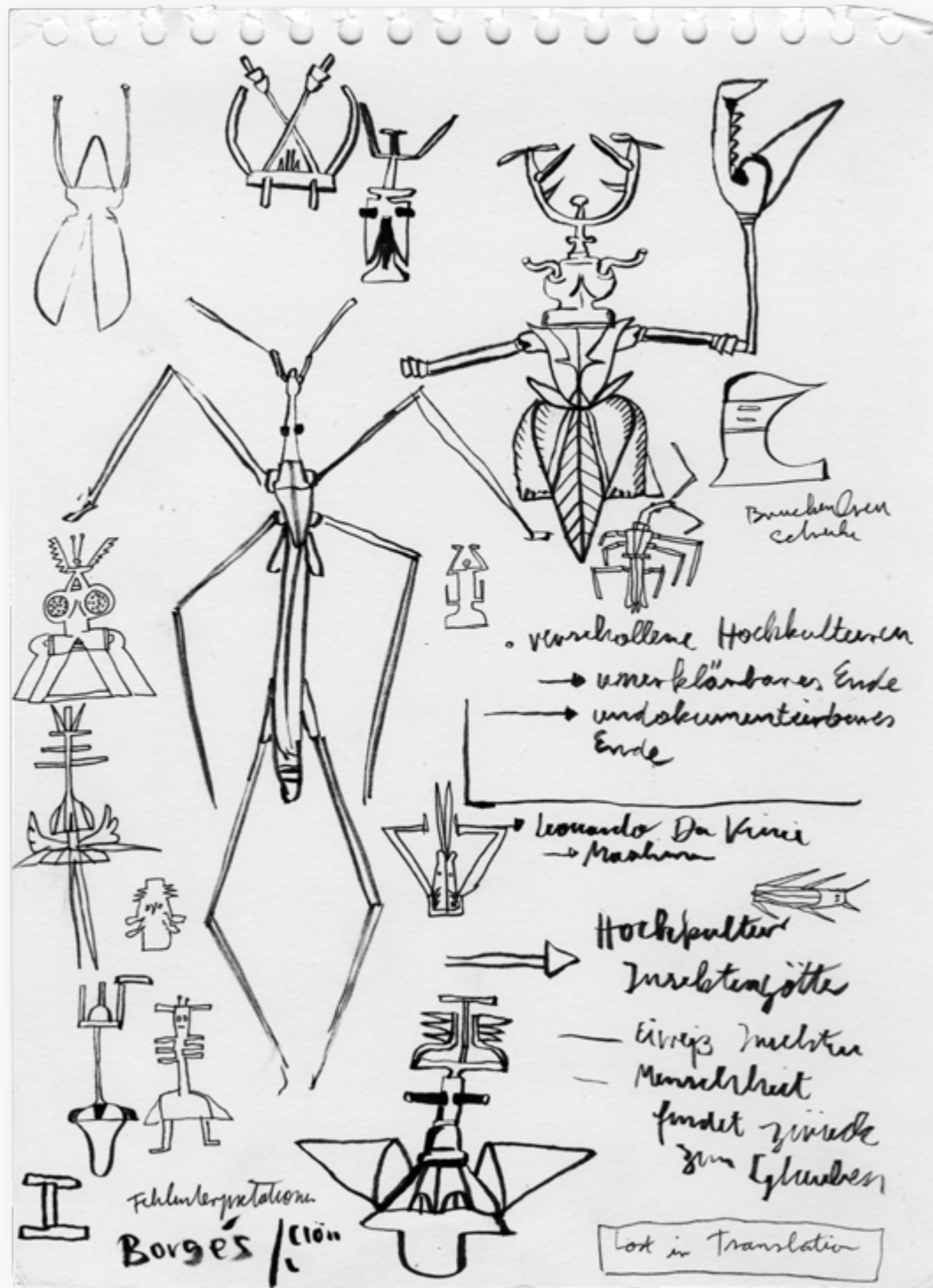
2026

# David Pffifferling

Visual Designer, 3D Artist &  
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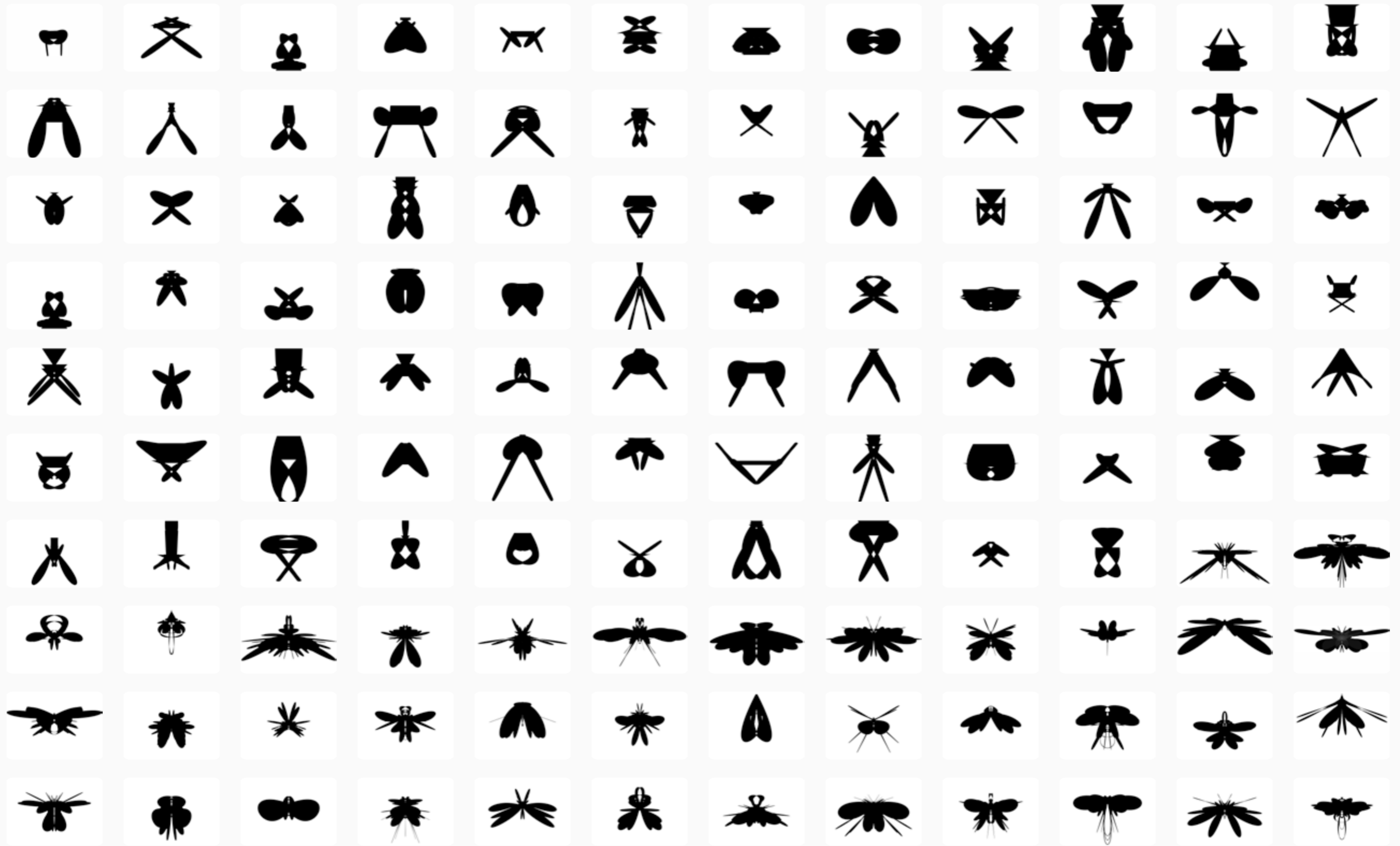


Chitin Systems is a speculative design project exploring fictional bio-mechanical organisms, treated not as illustrations, but as real systems to be sketched, constructed, prototyped, and documented.

# Chitin Systems

## Form Studies

Form Research  
Visual Taxonomy



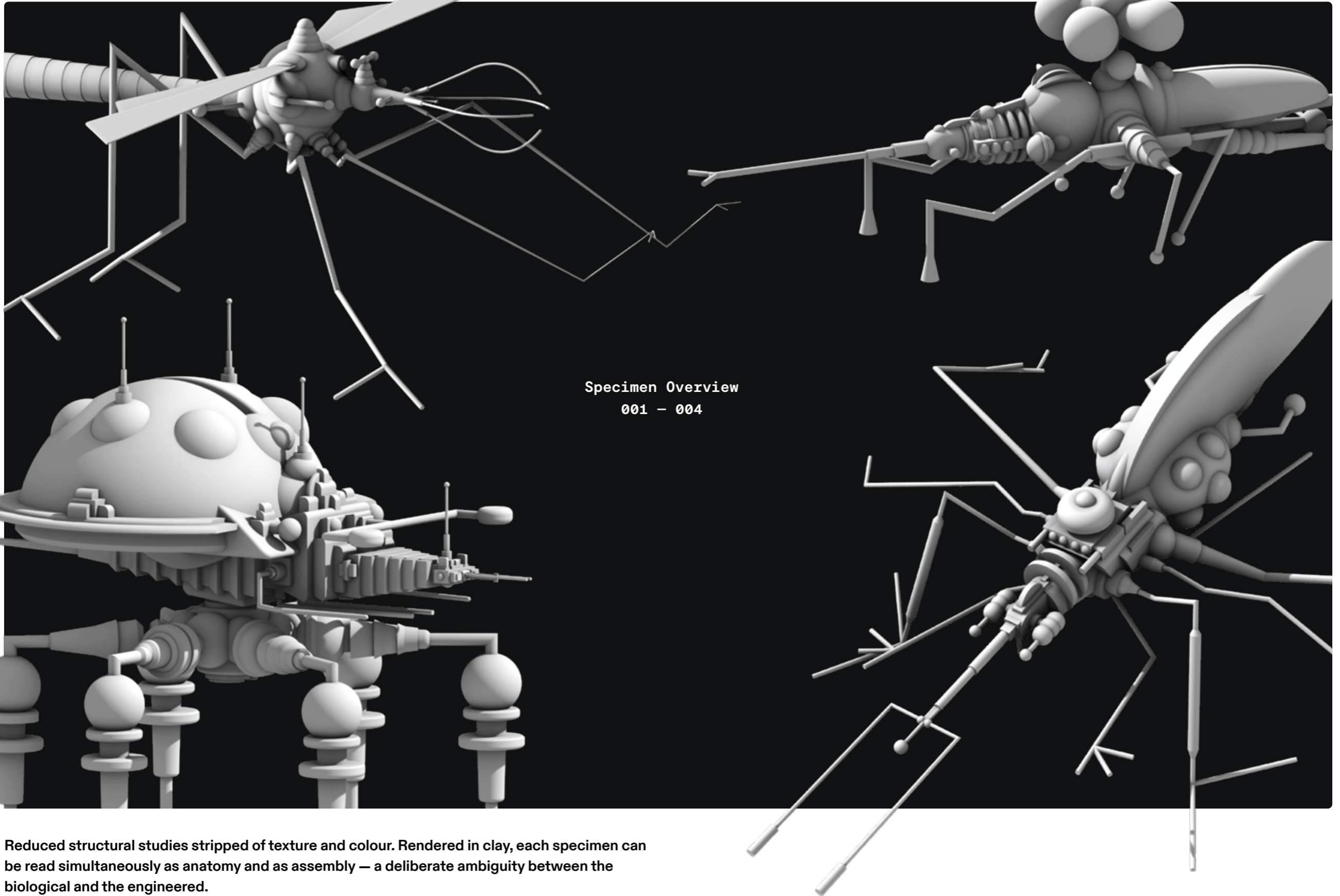
Over 100 silhouette explorations developed alongside the project. Working purely in black-and-white reduction, each variation tests a different relationship between symmetry, mass, appendages and proportion. A formal study in its own right — a visual taxonomy of possible bodies.

# Chitin Systems

Structural Studies

3D Rendering

3D Modelling

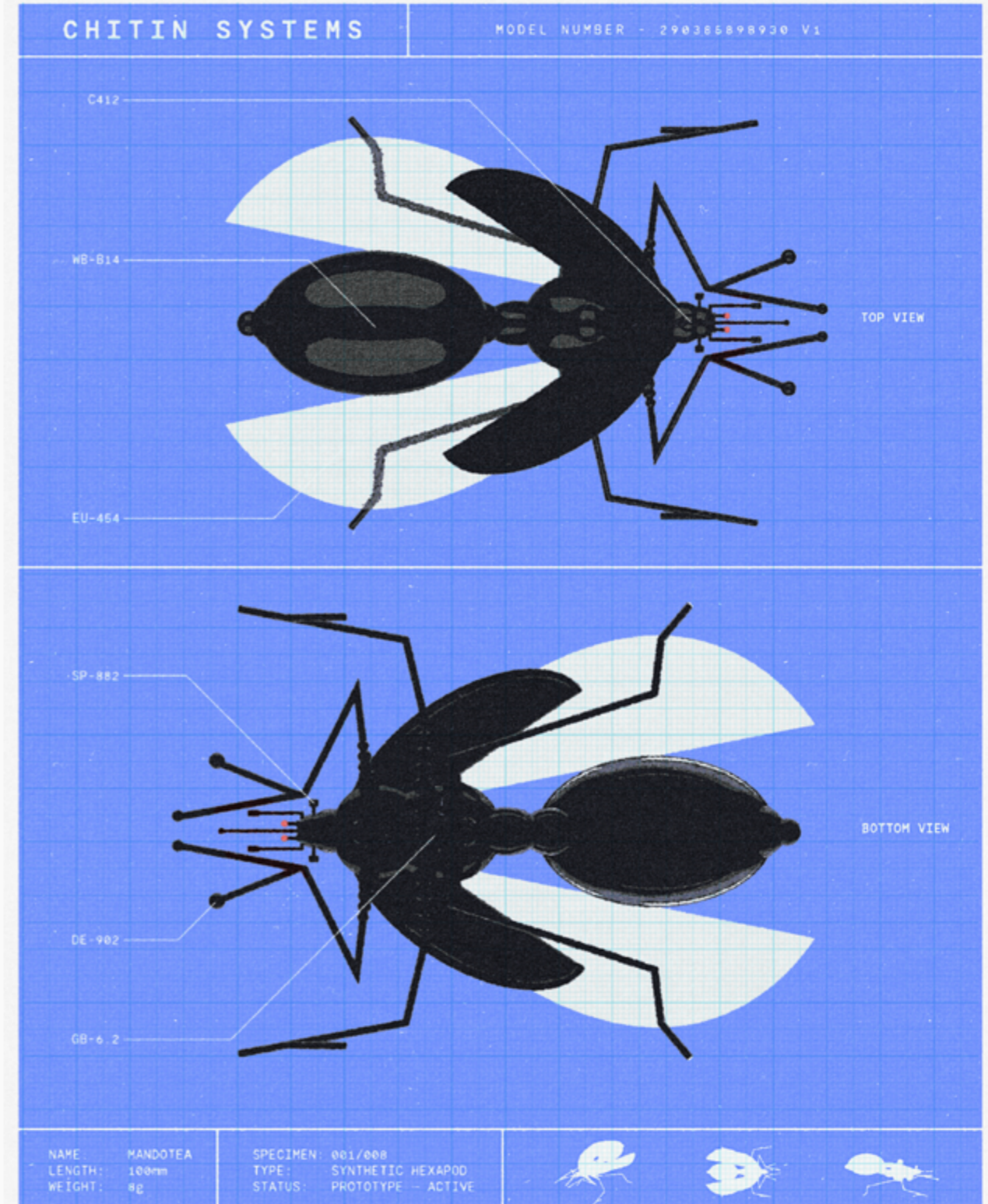
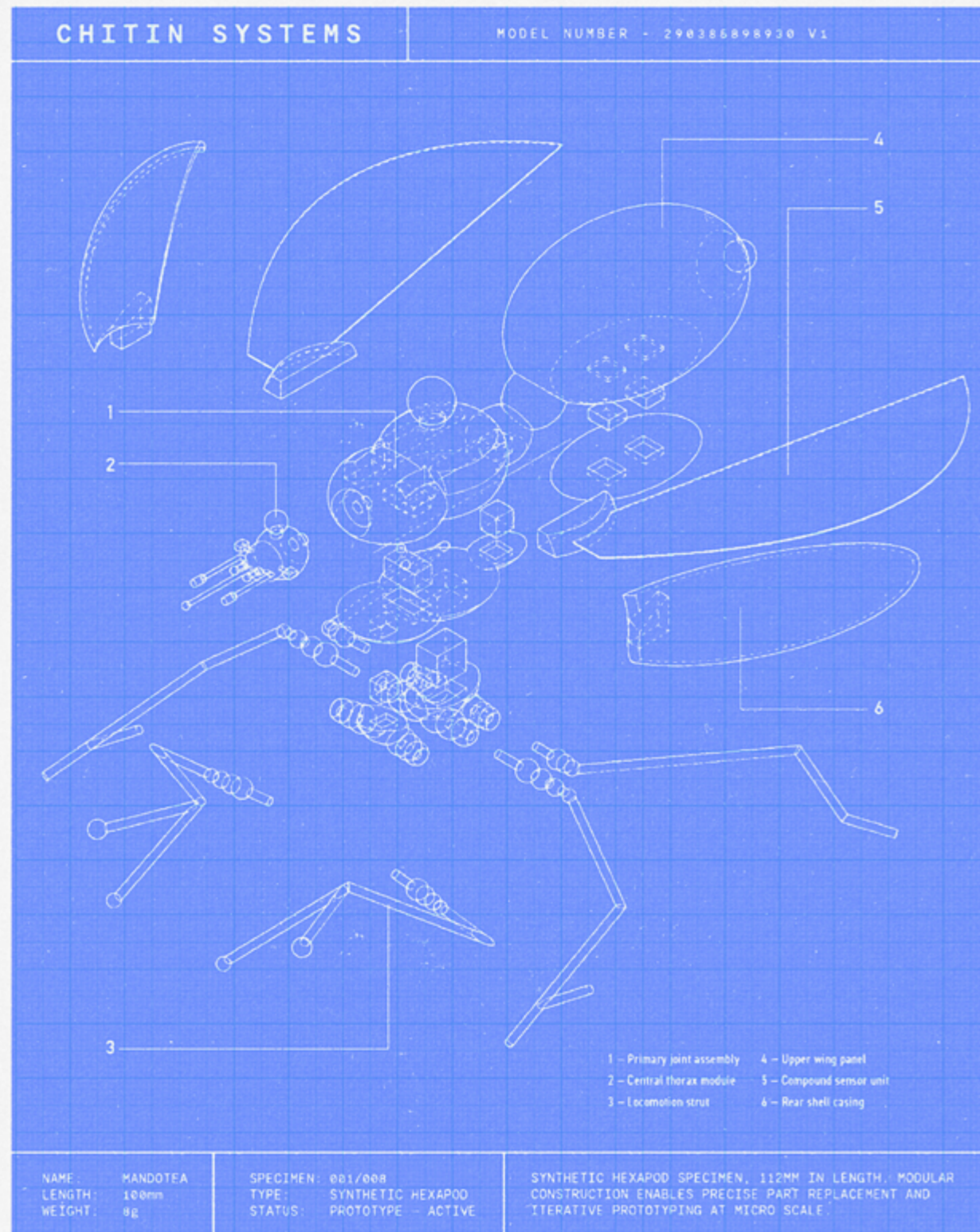


Specimen Overview  
001 - 004

Reduced structural studies stripped of texture and colour. Rendered in clay, each specimen can be read simultaneously as anatomy and as assembly – a deliberate ambiguity between the biological and the engineered.

# Chitin Systems

## Blueprint

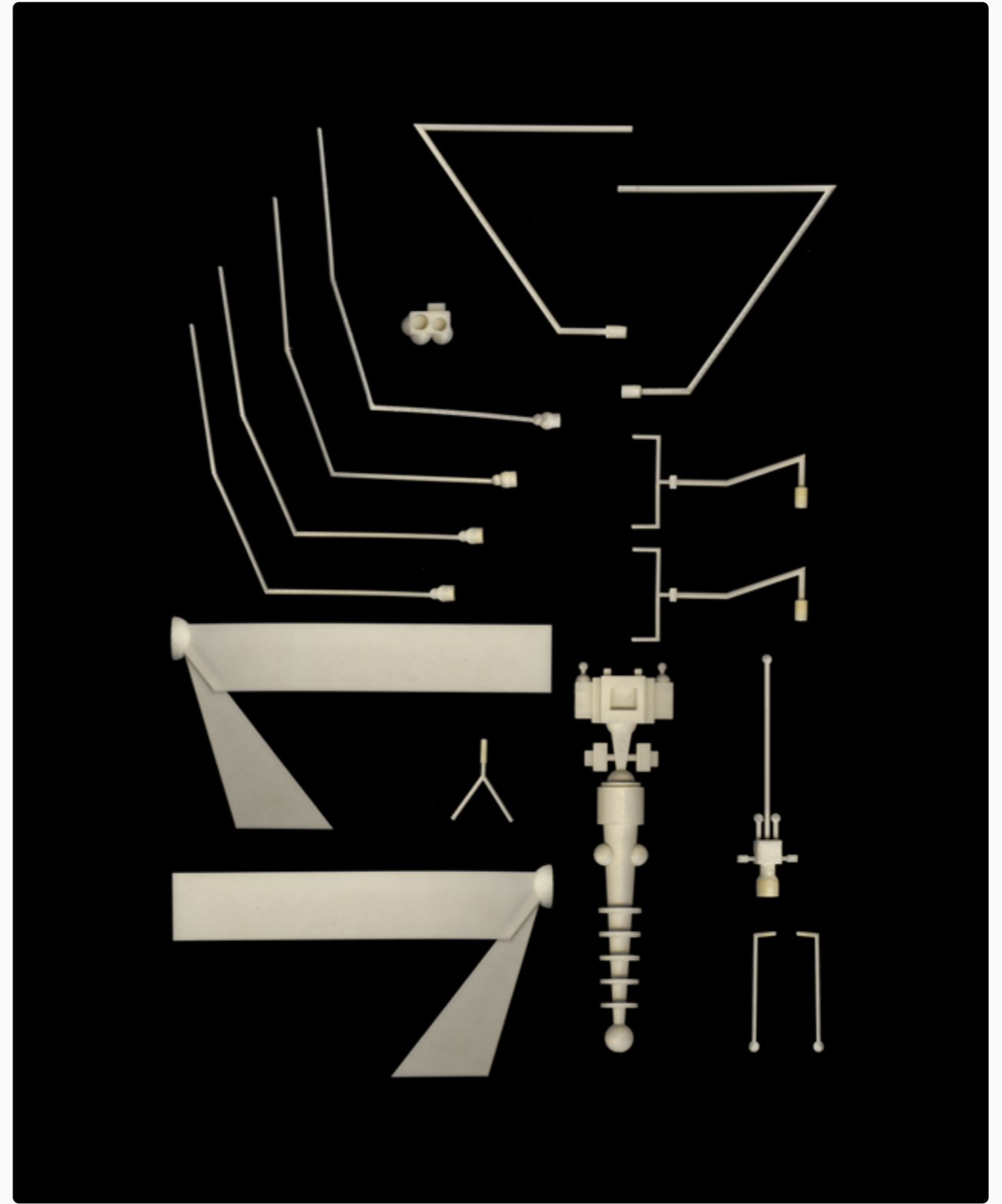
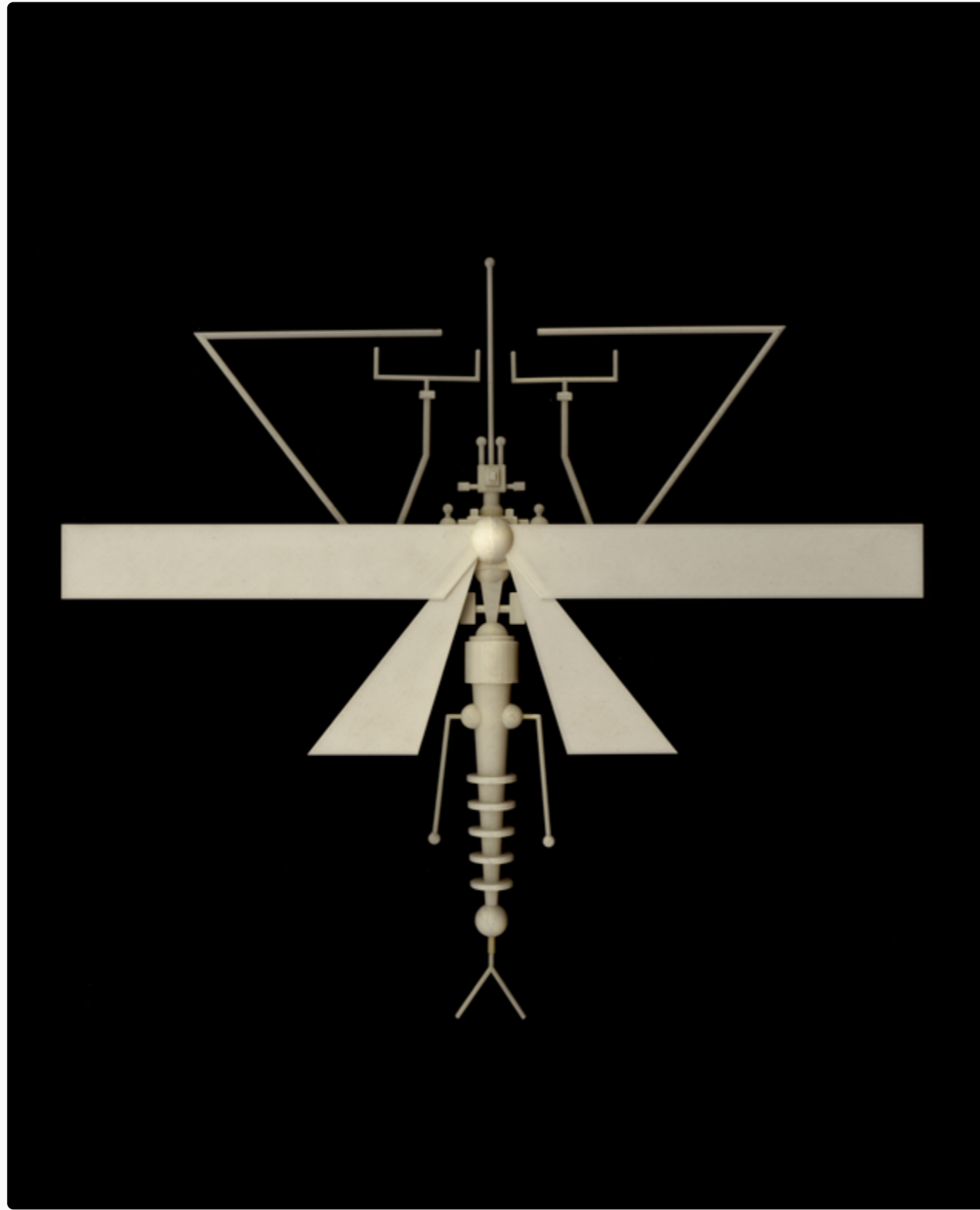


A fictional technical datasheet for one specimen — treating an imagined organism with the precision of real engineering documentation.

# Chitin Systems

Physical Prototypes & Technical Schematics

3D Printing  
Technical Illustration

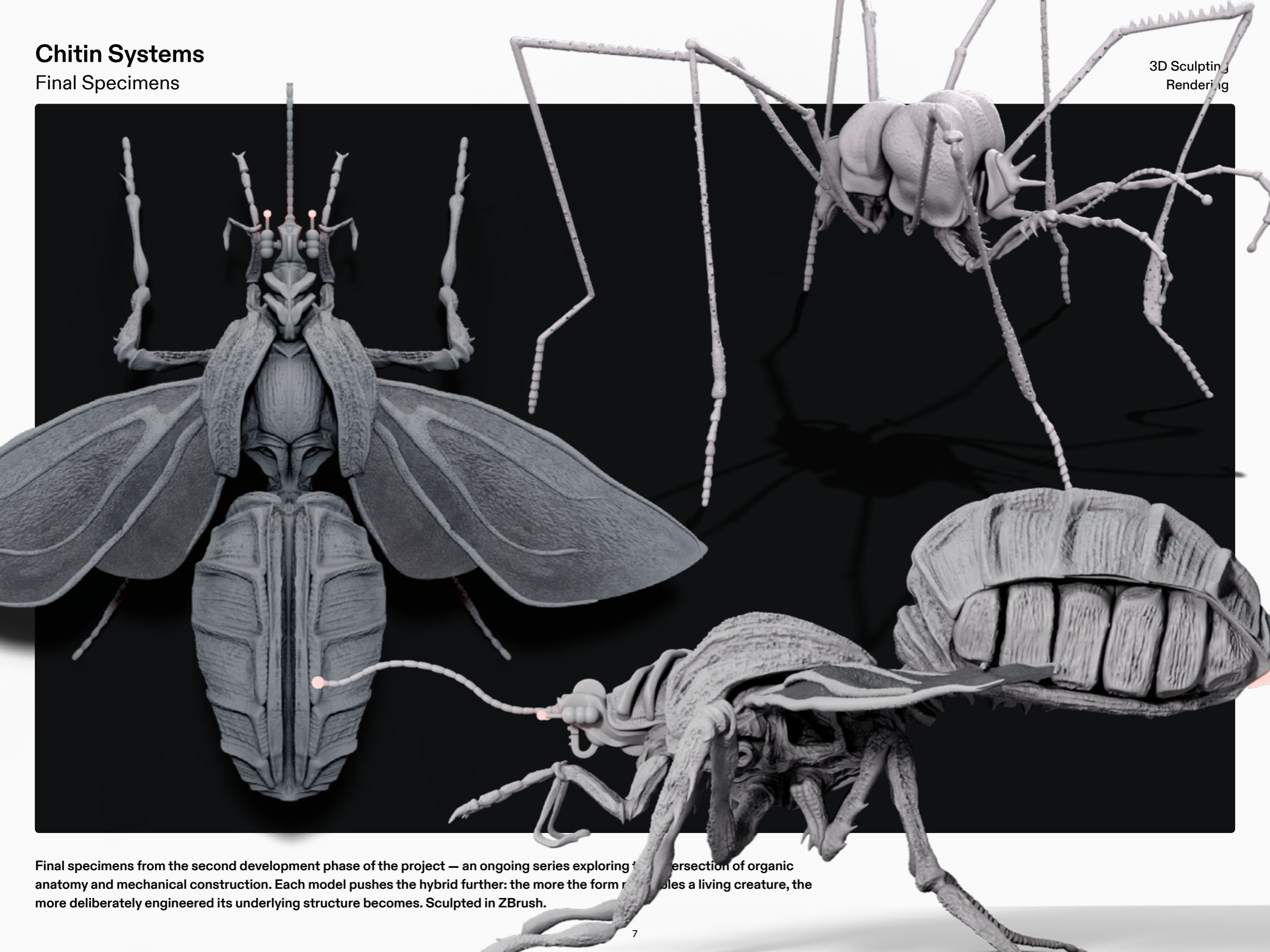


3D-printed prototypes, split into individual parts for production and assembled by hand. The exploded view documents each component and its position — functioning as both production plan and technical illustration.

# Chitin Systems

Final Specimens

3D Sculpting  
Rendering



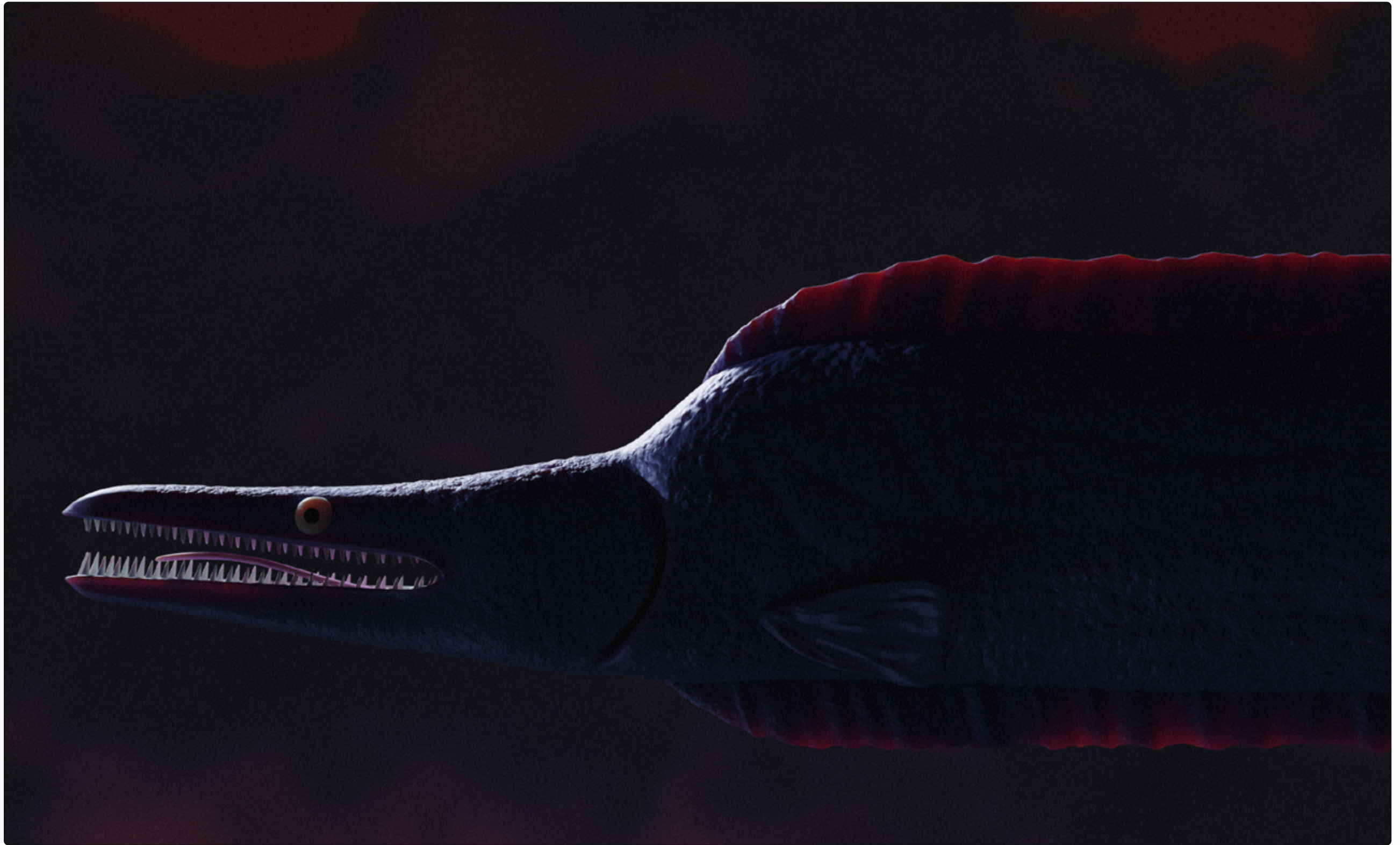
Final specimens from the second development phase of the project — an ongoing series exploring the intersection of organic anatomy and mechanical construction. Each model pushes the hybrid further: the more the form resembles a living creature, the more deliberately engineered its underlying structure becomes. Sculpted in ZBrush.

# Pike Illustration

Personal Project

Character design

3D modeling



A personal 3D study exploring texture, lighting, and atmosphere.  
Sculpted to build a moody, near-photographic character study.

# Theatre Backdrops

Prime Time Theatre Berlin

AI supported workflow,  
Projection Design, Set Design



A 30,000-pixel-wide fictional panorama of 18th-century London, produced for live theatre. Generated using an AI-supported workflow and assembled from numerous individually composited scenes into a single seamless image. Shown here as a detail.

# Poster Designs

Hahnenkammrennen, Converse

Poster Design  
Event graphics, Visual Impact



Posters created using manual techniques.

The left piece was made by tearing and assembling paper, then scanning it for digital post-production. The right piece was hand-drawn and later colored in Photoshop.

# Dinner Menu Cards

German Actress Jella Haase

Print Design, Editorial Design  
Hand Drawn Illustration



## FLYING DINNER

Kürbiskrokette  
Pilzketchup · Senfkaviar

Burrata-Stulle  
Kapern · Salz-Zitrone  
Tomate · Basilikum

Trüffel-Tortellini  
Parmesanschaum · Salbei  
Nussbutter

Safran-Arancini  
Liebstöckel · Shiso  
Vegane Mayo

## SCHILLERS MENÜ

### AMUSE-BOUCHE

Berliner Kartoffel · Schmand  
Honiggurke · Zwiebelgewächs

### VORSPEISEN

Brot von Viktor · Salzbutter  
Olivenöl · Balsamico

Scharfer Gurkensalat · Sol-Ei  
Gebackene Pastinake · Olivenerde  
Sauerrahm · Grünes Öl

Rote Bete · Hibiskus  
Radicchio · Granatapfel

### HAUPTGANG

**KARNIVOR**  
Kross gebratener Zander  
Kartoffelstampf · Sautierter Grünkohl  
Maronen-Beurre Blanc · Dill

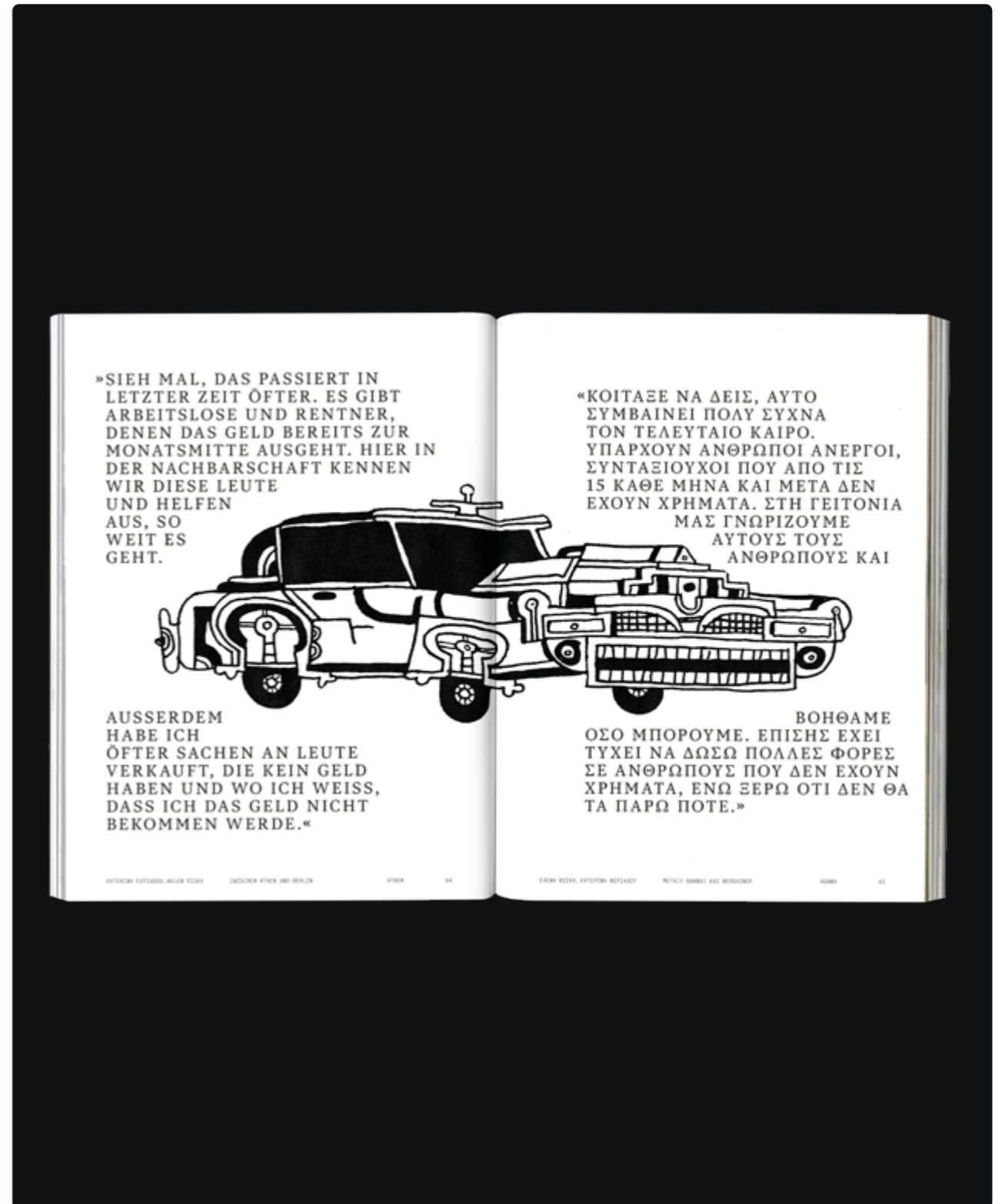
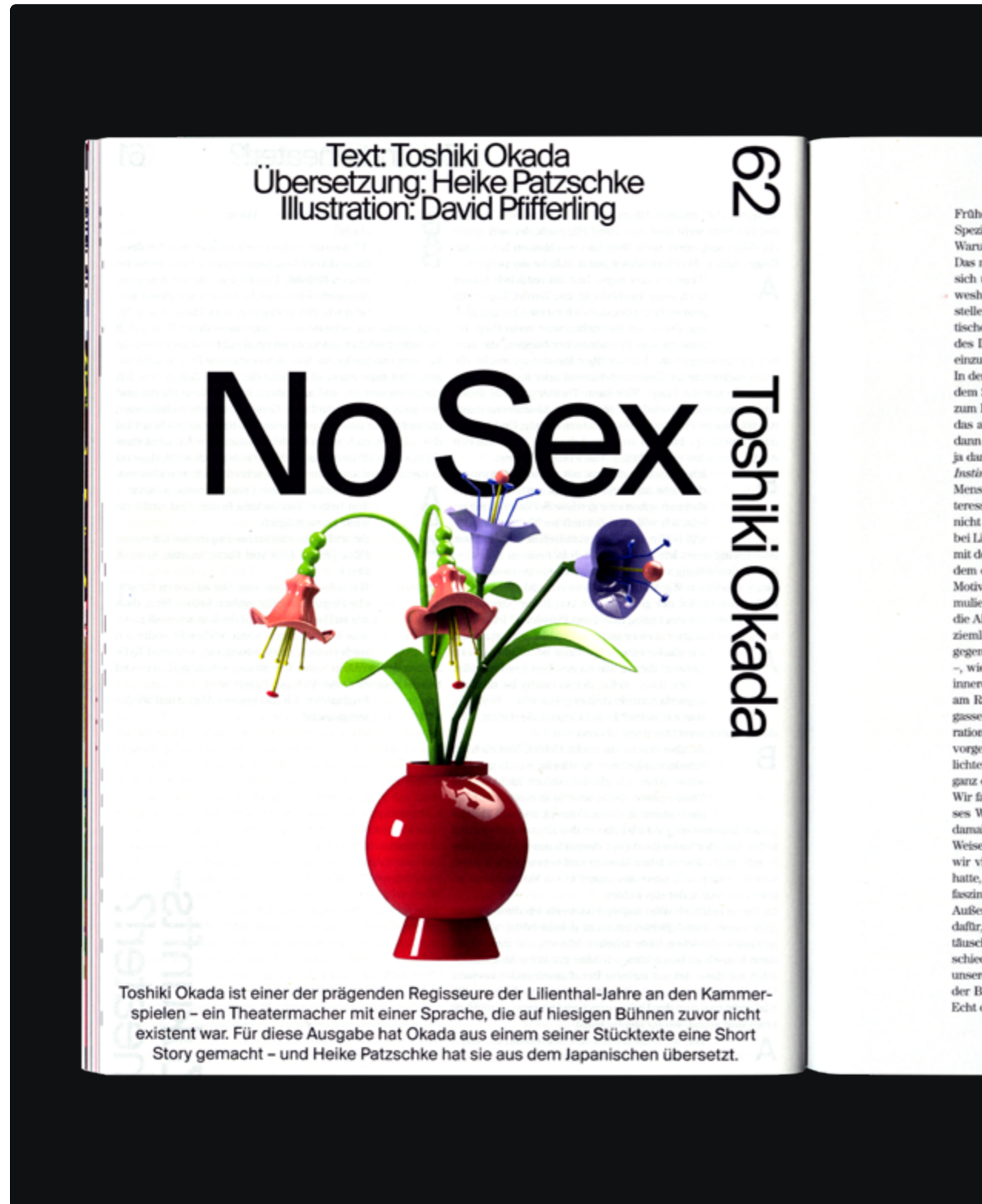
**VEGAN**  
Kartoffel-Sellerie-Dauphinois  
Pastinake · Velouté  
Petersilie · Schalotte

Custom-illustrated menu cards designed for a private event at Kater Blau.  
The motif was hand-drawn and colored in Photoshop.

# Editorial Illustration

Various Clients

Design & Illustration



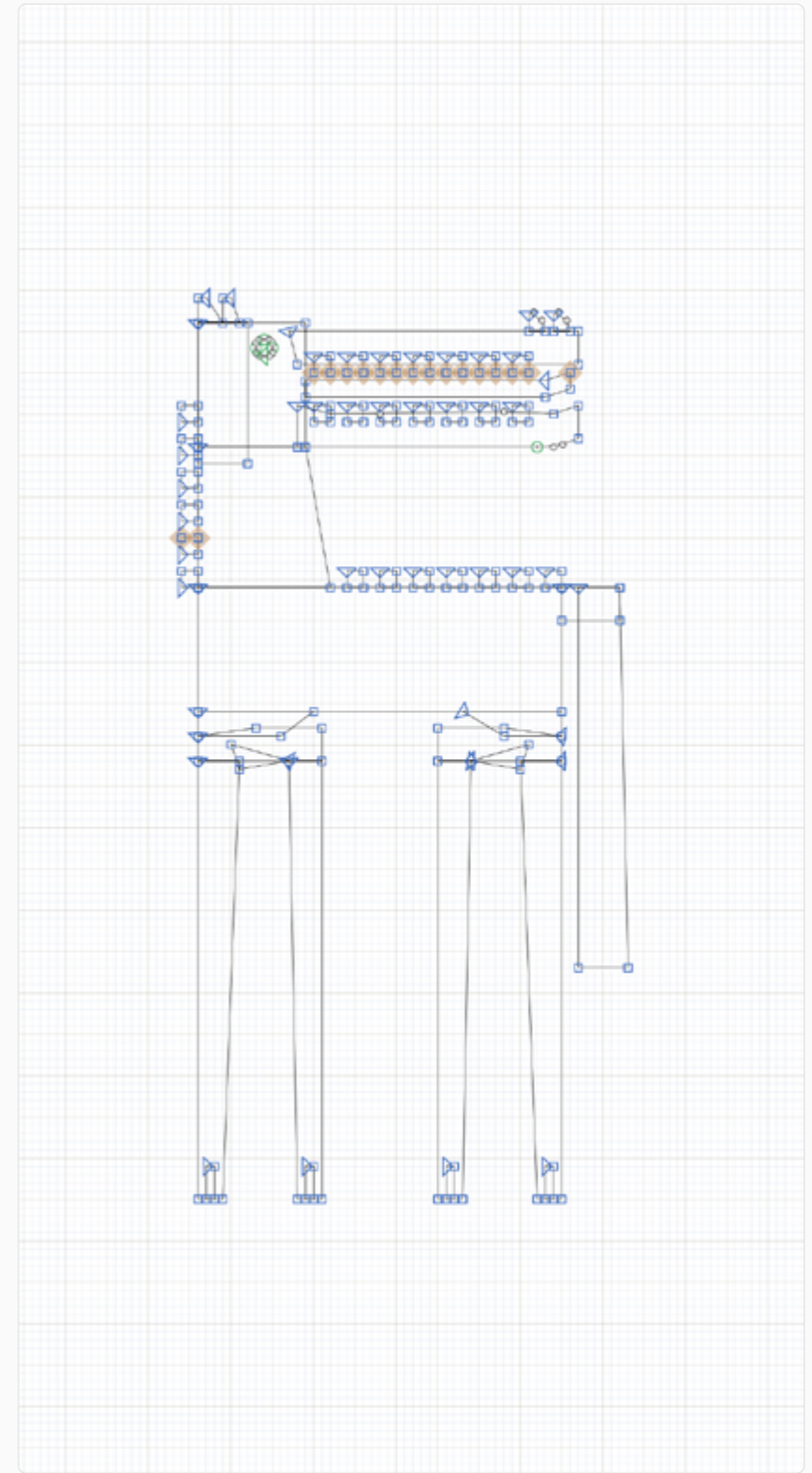
Editorial illustrations and layout work for Das Wetter Magazin and various other clients – combining hand-drawn and 3D motifs with typographic composition across print and publication contexts.

# Emblem Design

Cerberus

Brand Design

Logo Design



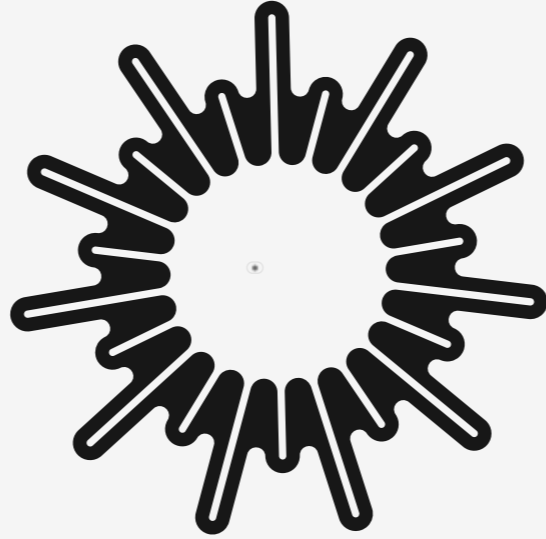
A vintage-inspired emblem constructed on a precise grid system. The mark combines a hand-drawn, textured quality with underlying geometric rigour — balancing character with construction. Designed in Glyphs.



**A minimalist identity for filmmaker Bheki Ngwenya. Sharp geometry and clean typography translate the technical precision of filmmaking and storytelling into a structured visual form.**

# Icon Designs

Laser Wallet



A cohesive icon set translating complex blockchain concepts into intuitive micro-graphics. Built with attention to grid, visual rhythm, and clarity.

Sketching, Animation,  
3D Modeling

# Sproto Gremlin Figurine

HarryPotterObamaSonic10Inu / Sproto Gremlins

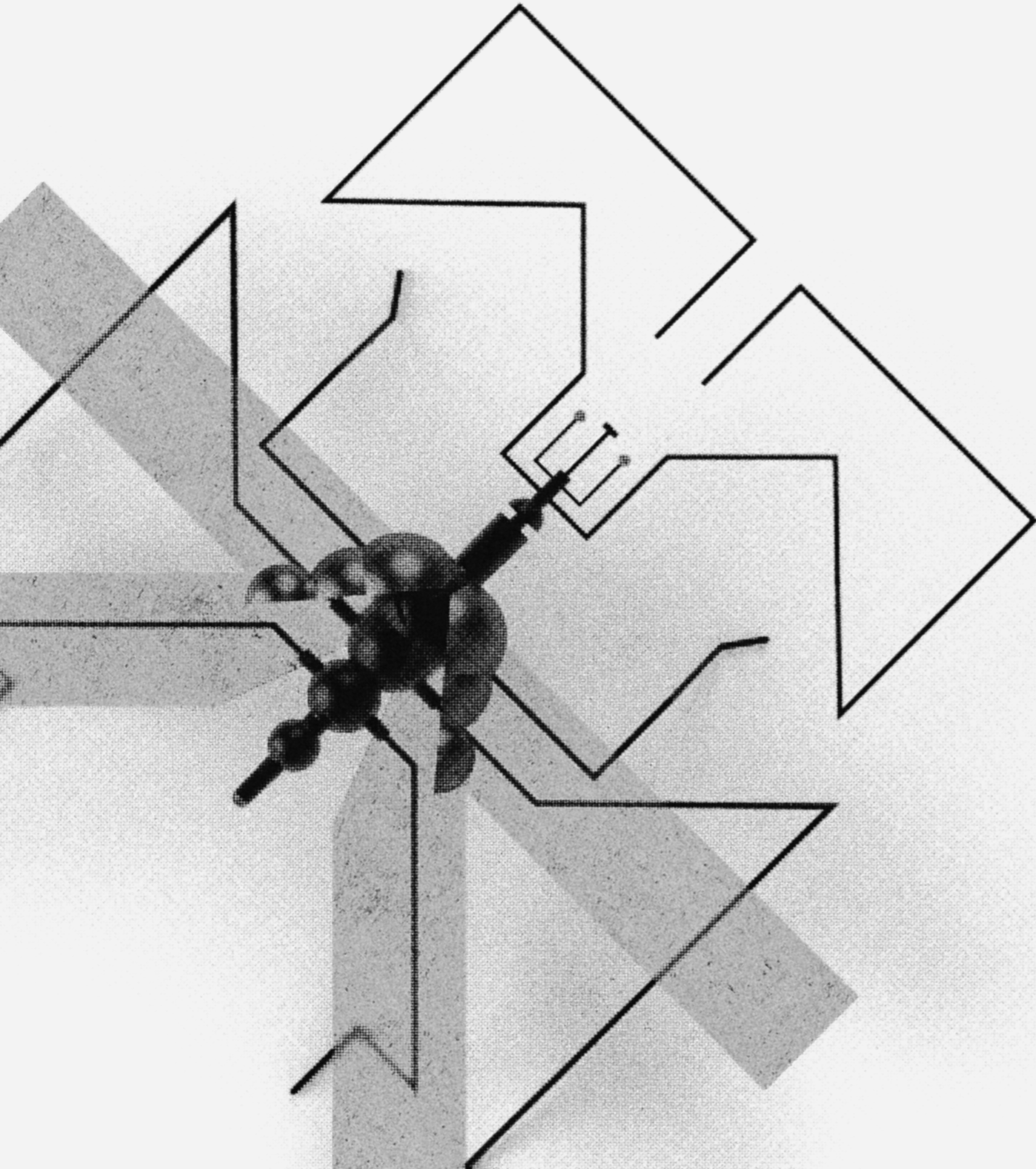
3D Sculpting & Modeling  
Packaging Design



Custom Sproto 3D figurine designed for HarryPotterObamaSonic10Inu, featuring a magical voodoo artifact. The character was sculpted in ZBrush, while the packaging was designed and modeled in Blender. A physical prototype of the figurine has been produced via 3D printing.



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