

CUBE4ARTS

DOSSIER



STUDIO SERIES · 2026

FARBEXPLOSION

14 Works · Digital real-time graphics

TOBIAS POST

Painting · Digital Light Art · Sculpture · Curatorial Projects
As of October 21, 2026 · Document 2026.10.205

CUBE4ARTS.COM



FACTS

WORKS	14
YEAR	2026
CATALOGUE NUMBERS	2026.00.184 – 2026.00.197
MEDIUM	Digital real-time graphics

THE SERIES

The rows of the labyrinth become rings lying inside one another, the columns become angles, without seam and without edge. Each scene varies the size and opening of the disc.

Building blocks follow the curved corridors. Touches make them dissolve into colour powder, and waves run through the pattern.

“Scheibe” is part of the Farbexplosion series and can be experienced at the Ferromone family festival “Farbexplosion” at the Westfälische Salzwelten, Bad Sassendorf – on Saturday, 17 October 2026, 6 to 10 pm.

PLACEMENT IN THE POST-DIGITAL MODEL OF POSITING

Rings around a centre, angles instead of columns: Scheibe translates the labyrinth into a strictly concentric order – a positing of Concrete Art. The colour powder of the building blocks that are touched keeps to no ring; it spreads over the pattern as a cloud without contour and remains representational as space.

THE WORKS



SCHEIBE

2026.00.184 · 2026

The labyrinth becomes a disc: corridors run as rings around the centre, building blocks travel through the curved routes.



INSELFLUG

2026.00.185 · 2026

The hovering slabs fly in in squadrons, turn into the direction of flight, move into formations and peel away again.



INSELN

2026.00.186 · 2026

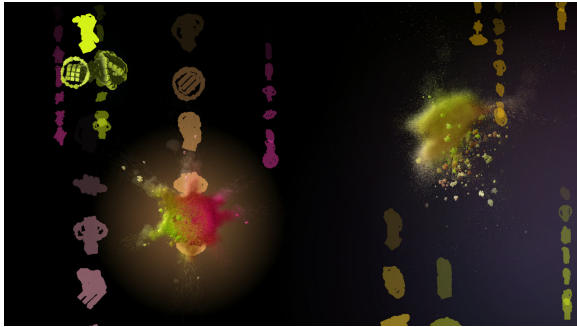
Rectangular slabs hover on clearly separated depth planes, with building blocks standing in their cells. The camera shows the depth as parallax.



ARCADE

2026.00.187 · 2026

As in old arcade games: squadrons sweep in along curved paths, formations march in time. Hits burst into colour powder.



REGEN

2026.00.188 · 2026

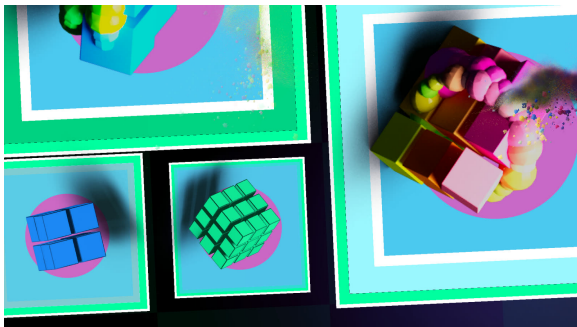
Streams of building blocks fall like digital rain, each led by a three-dimensional head and followed by a glowing trail.



HIMMEL

2026.00.189 · 2026

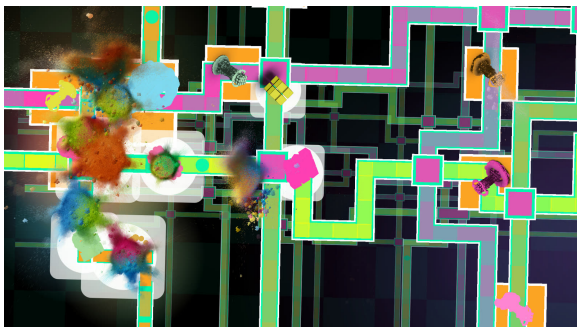
An open field without structure: building blocks fall from the sky at different depths, large at the front, small and pale at the back.



RASTER

2026.00.190 · 2026

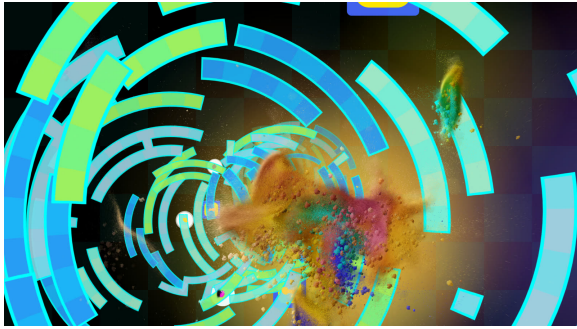
A grid of boxes, a building block in every box, large and brought fully into its own.



LINIEN

2026.00.191 · 2026

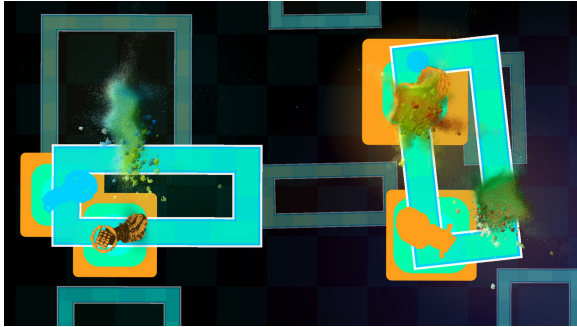
A transit map of coloured lines and stops on several planes. Building blocks travel, halt and change.



TUNNEL

2026.00.192 · 2026

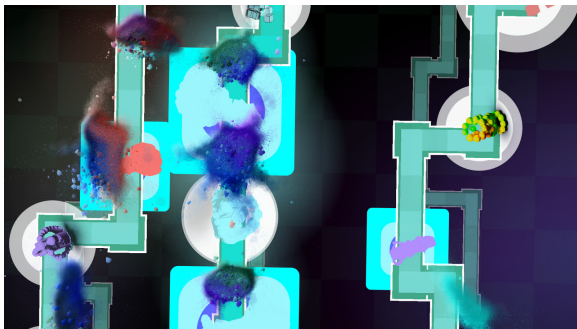
A flight through rings made up of corridors from the circular labyrinth. The rings turn individually, the tunnel winds.



RAHMEN

2026.00.193 · 2026

Rectangular frames glide through space, building blocks circle inside them. Individual frames turn abruptly and spring back.



AUFFAHRT

2026.00.194 · 2026

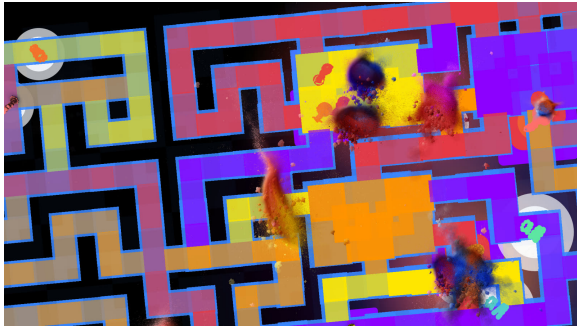
A vertical ride along endless tubes. Building blocks come towards you, the camera follows the bends.



RÖHREN

2026.00.195 · 2026

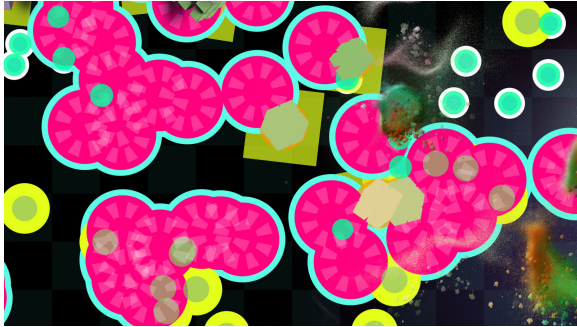
Horizontal tubes with right-angled bends pass by on several depth planes, as if one were flying through a mesh of conduits.



LABYRINTH

2026.00.196 · 2026

A rectangular labyrinth of colour fields through which building blocks travel. The camera zooms, drifts and turns with them.



PFADE

2026.00.197 · 2026

Coloured building blocks travel in groups along winding paths. Touching them makes them pulse and dissolve into colour powder.

ARTIST

TOBIAS POST

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BORN

1969 · Bochum

MEMBER

WBK e.V. (2026) · BBK Westfalen e.V. (2025) · VERA e.V. · VG
Bild-Kunst

ROLE

Delegate to BBK NRW (2026) · Regional spokesperson, Western Ruhr
(2026)

CONTACT

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