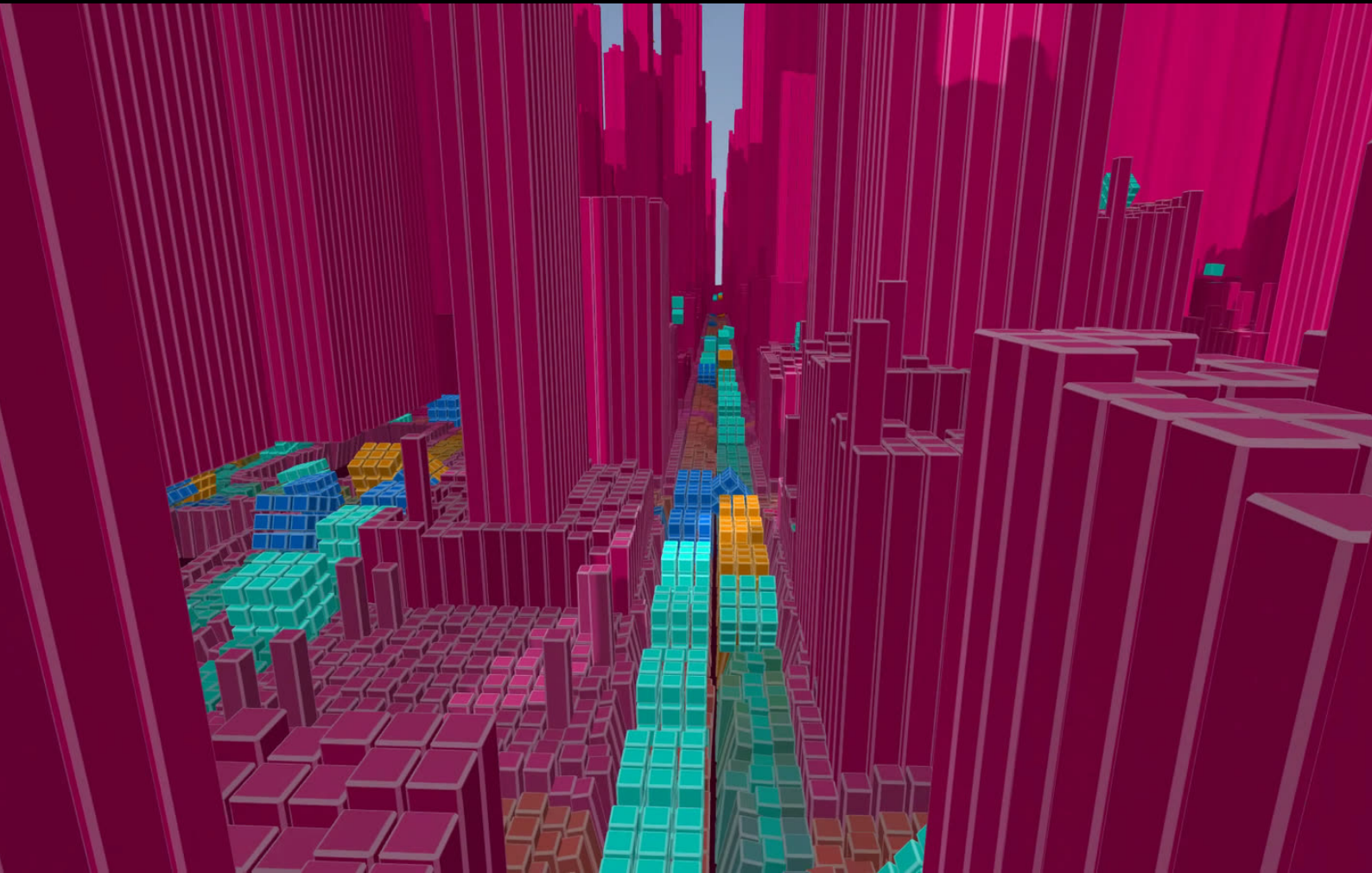




STUDIO · 2026

MINIMAL SCAPE – SCHLUCHTEN

High-rise grid

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As of October 10, 2026

SUMMARY

A strict grid of avenues and cross streets, towers up to 140 columns high: deep canyons in which chains of cubes wait at the intersections.

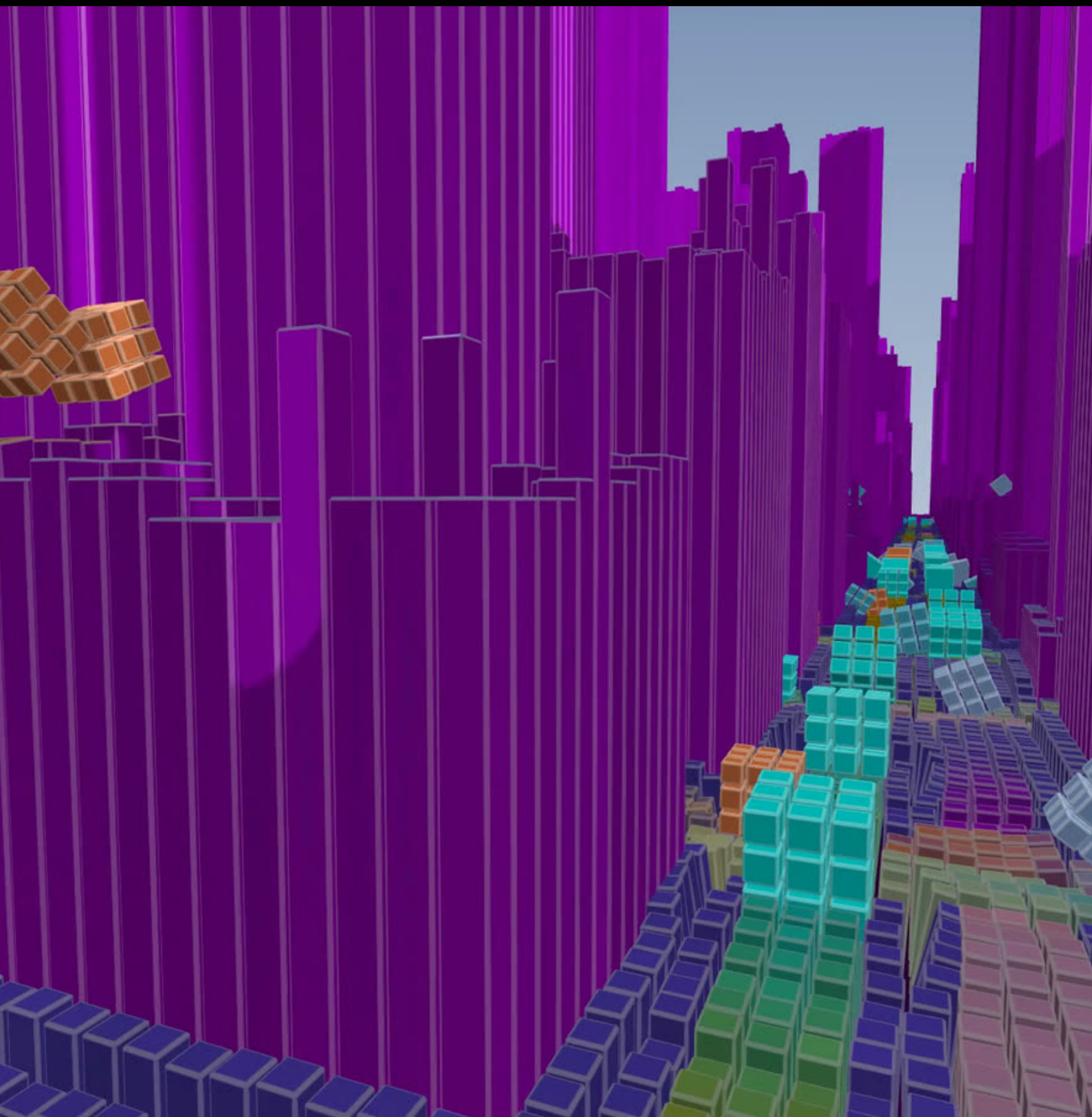
BACKGROUND

“Minimal Scape – Schluchten” is the first work in the Minimal Scape series. The set-up shared by all the others is described here.

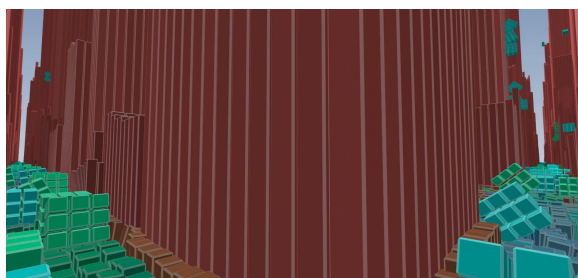
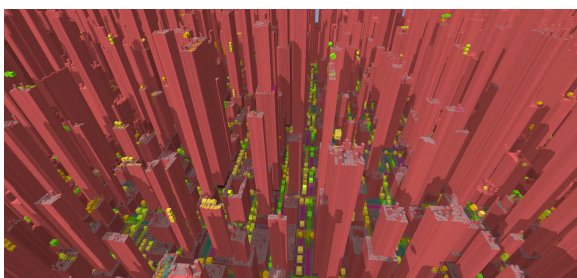
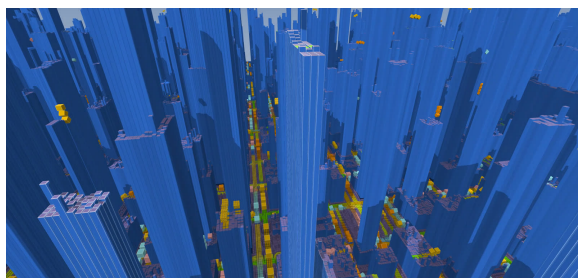
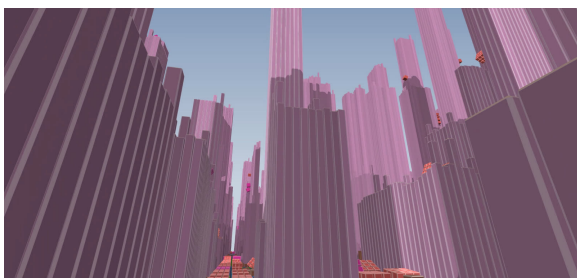
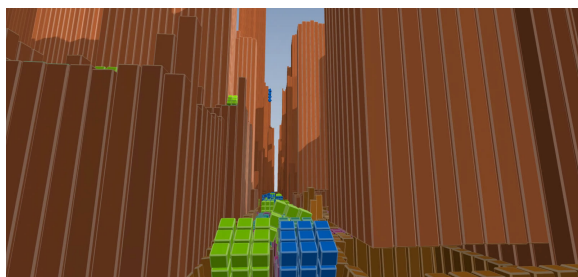
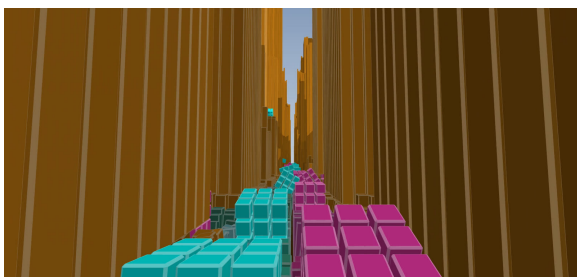
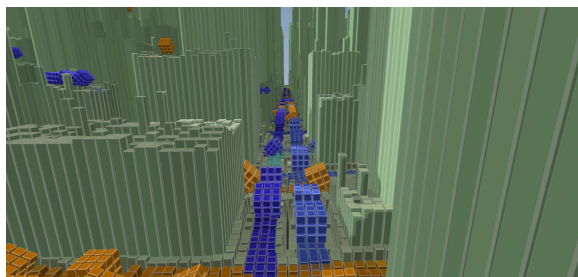
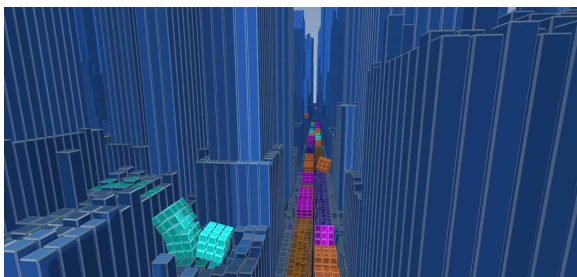
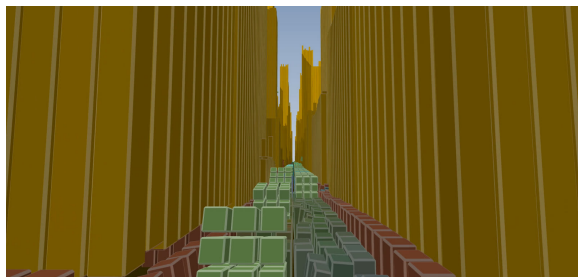
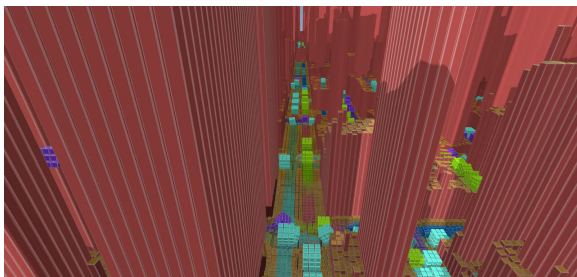
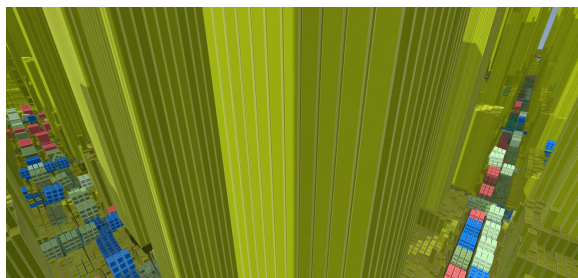
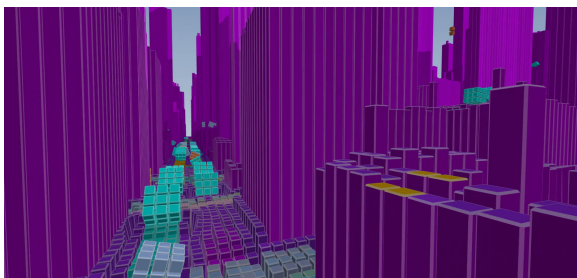
Minimal Scape takes the flat Minimal series into the city. As in Minimal Quaderspuren, the world consists of columns in a grid – here they grow into houses, towers and street canyons, and studs and pegs stand on streets, squares and roofs. The whole city carries one colour of the palette and changes with it; the cubes carry the remaining colours.

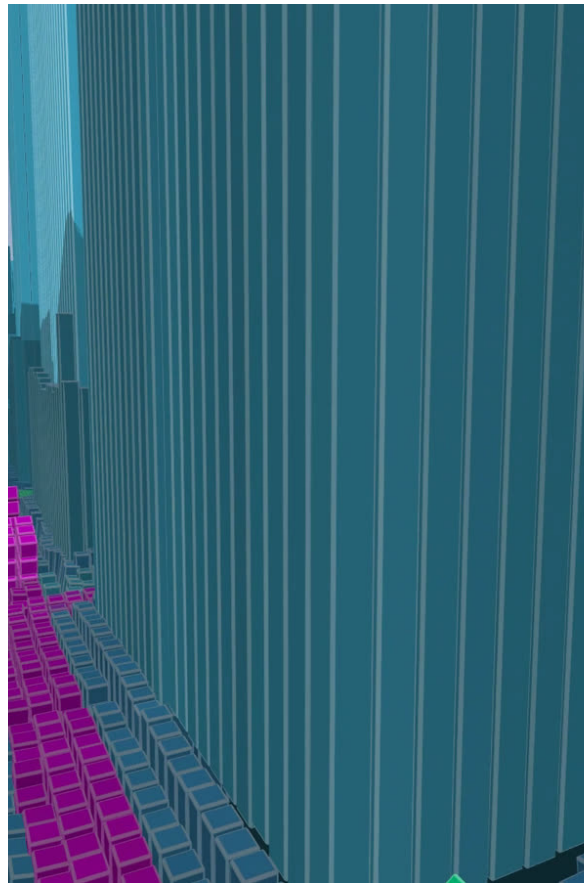
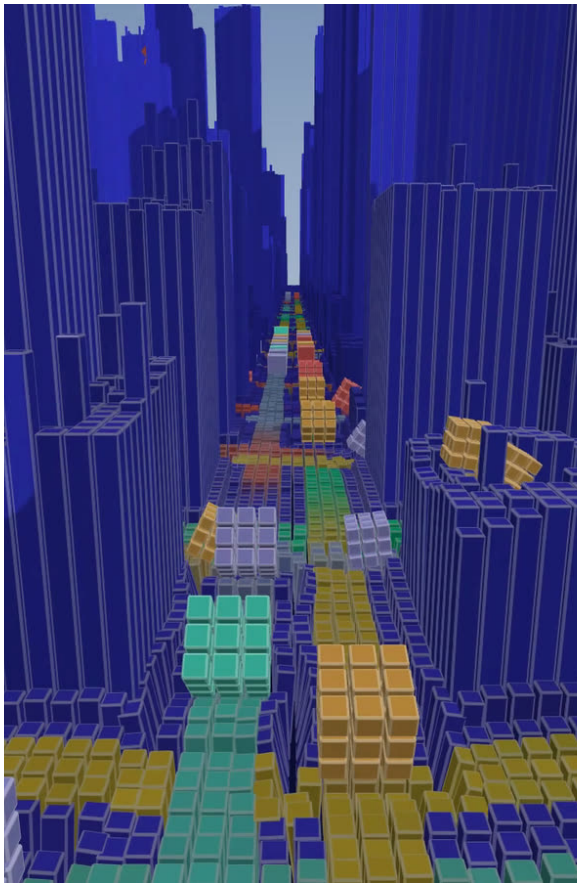
Hundreds of cubes roll through the streets on their own and in chains, wait at the intersections and plough away the studs; they leave behind traces of colour and ridges that slowly grow back. Others roll up façades, over roofs and setbacks and down again. The camera is always in the middle of it: in the streets, up the façades, over the roofs and high above the city, which continues to the horizon.

Minimal Scape follows Minimal Quaderspuren, Minimal Sphere, Raw Cube, Minimal Ring and Ring Quader. Each city is built differently; everything runs in real time.



IMAGES





ARTIST

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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

cube4arts.com

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