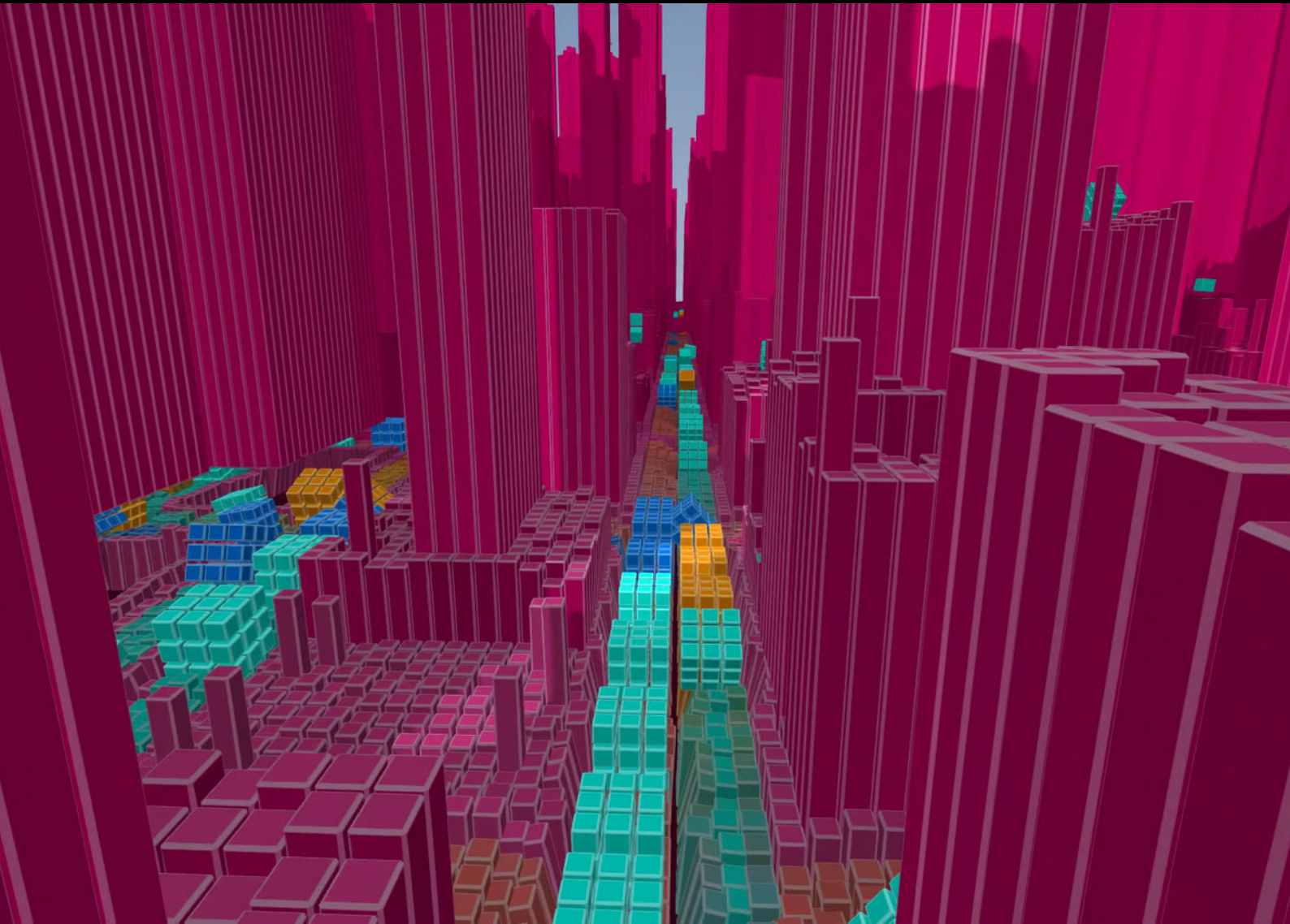




STUDIO SERIES · 2026

MINIMAL SCAPE

4 Works · Digital real-time graphics

TOBIAS POST

Painting · Digital Light Art · Sculpture · Curatorial Projects
As of October 21, 2026 · Document 2026.10.191

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FACTS

WORKS	4
YEAR	2026
MEDIUM	Digital real-time graphics

THE SERIES

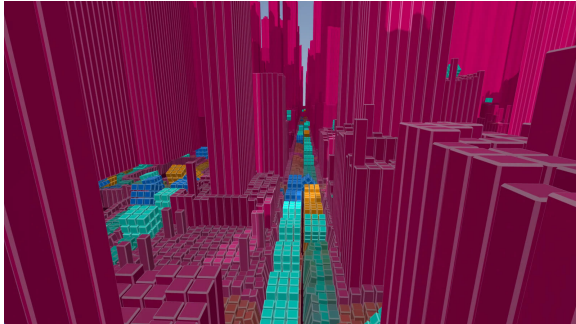
“Minimal Scape – Schluchten” is the first work in the Minimal Scape series. The set-up shared by all the others is described here.

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.

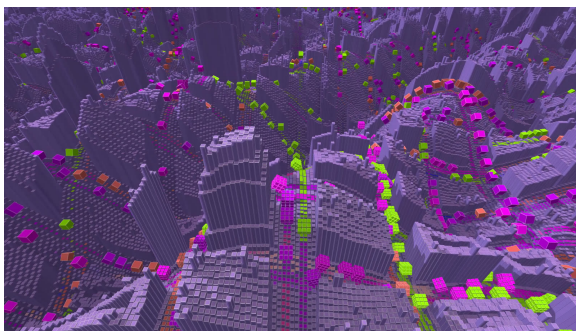
THE WORKS



MINIMAL SCAPE – SCHLUCHTEN

2026

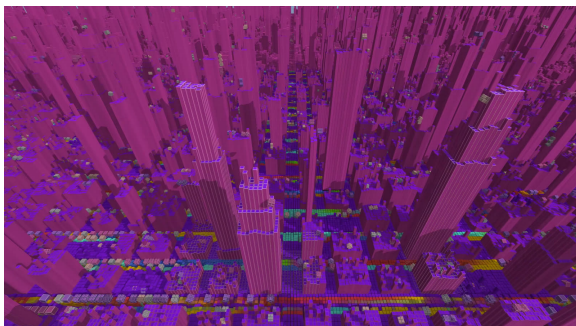
A strict grid of avenues and cross streets, towers up to 140 columns high: deep canyons in which chains of cubes wait at the intersections.



MINIMAL SCAPE – HÜGEL

2026

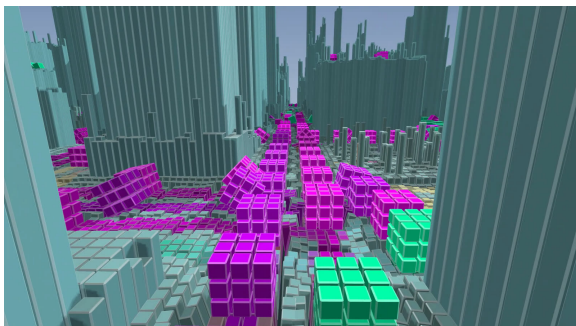
The whole city lies on gentle hills. Streets rise and fall, chains of cubes roll over the ridge, the houses stand stepped on the slope.



MINIMAL SCAPE – GASSEN

2026

Tiny blocks, narrow lanes without pavements, low buildings crowded together and the odd tower – two thousand small cubes roll and climb at once.



MINIMAL SCAPE – ACHSEN

2026

Broad boulevards with two lanes in each direction, vast squares full of studs and pegs, slab high-rises – long chains of cubes move along the axes.

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
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