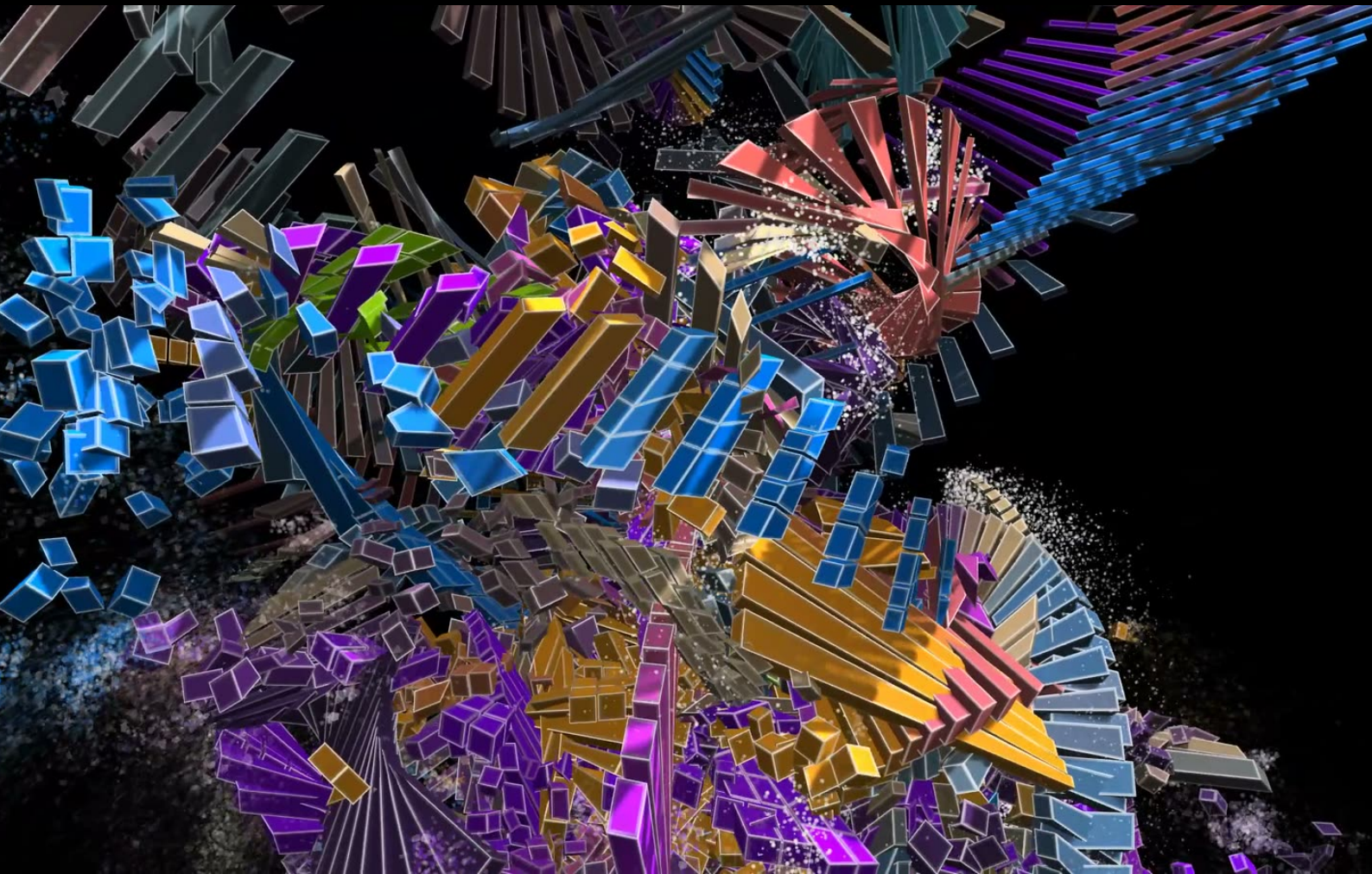




STUDIO · 2026

SCULPT FADE – PERLENTURM

Coloured cuboids that break apart – in your hand too

TOBIAS POST

Painting · Digital Light Art · Sculpture · Curatorial Projects
As of October 27, 2026 · Document 2026.10.218

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SUMMARY

Lines travel over the spheres and cubes of the tower – one on every second part – and their traces become coloured cuboids that break and shatter. With the 3D mouse and the gamepad you steer the parts yourself.

BACKGROUND

About the sculpture: Render4Sculpt, 351 parts – six rings of 36 spheres each and a tower of five cores of $3 \times 3 \times 3$ cubes; here every second part carries a line. As a 3D print in the Sculpture Garden: “Perlenturm”, 25 cm, work number 2026.00.288. Also as Sculpt, Sculpt Color, Sculpt Dark, Sculpt Dark Color, Sculpt Void, Sculpt Void Color, Sculpt Void Full Color and Sculpt Trace – Perlenturm.

The work belongs to the Sculpt Fade series, which follows Sculpt, Sculpt Color, Sculpt Dark, Sculpt Dark Color, Sculpt Void, Sculpt Void Color, Sculpt Void Full Color and Sculpt Trace: coloured cuboids grow out of the traces of the parts and in the end break apart and shatter into dust, and with Fade X you can intervene yourself on your phone. The set-up is described under “Sculpt Fade – Ringkern”, the first work in the series.



INTERACTI
FADE



GAMEPA
TOUCHPA
GLEICHZEI

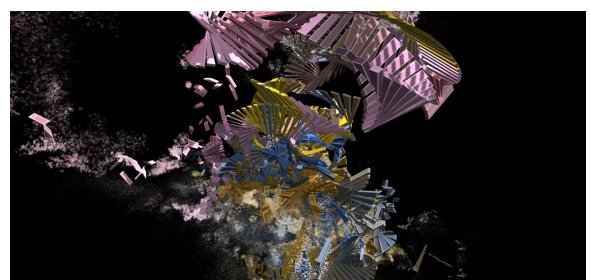
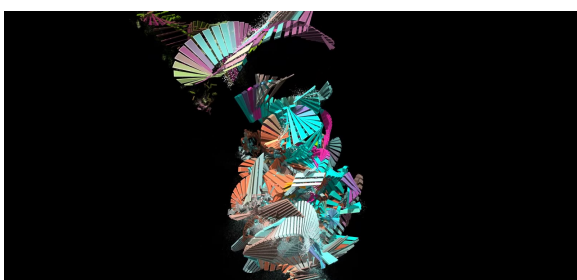
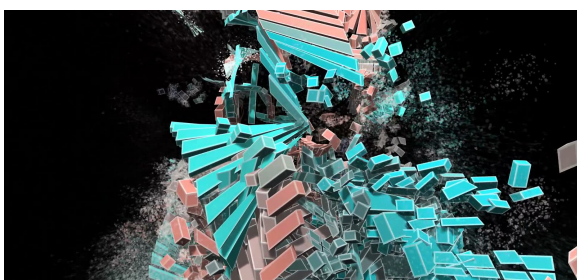
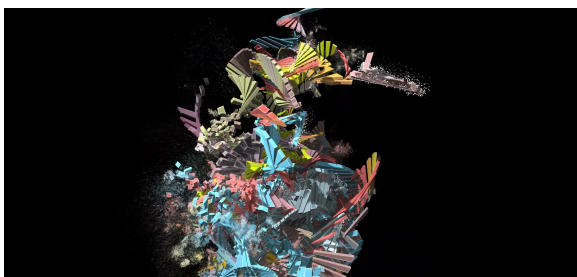
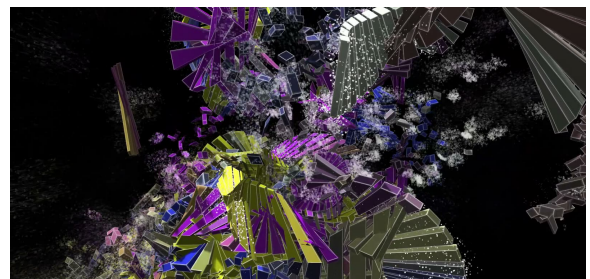
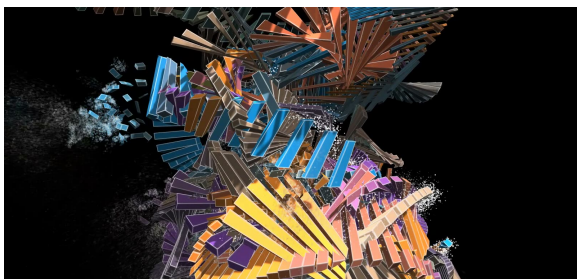
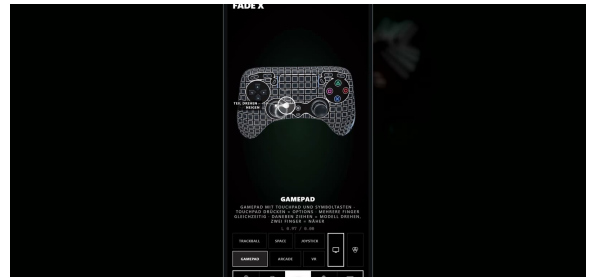
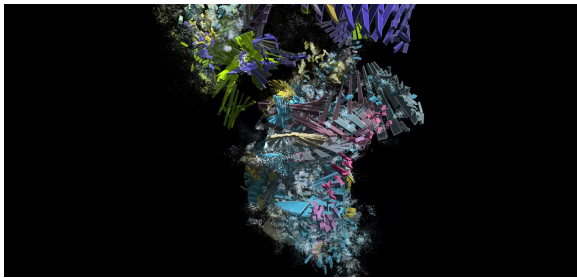
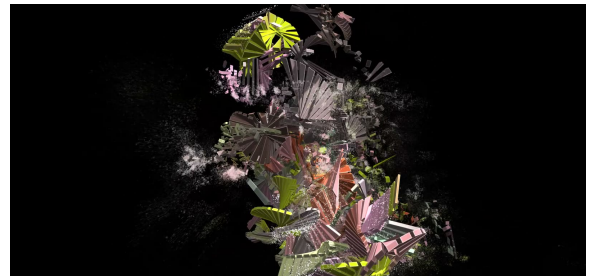
TRACKBAL

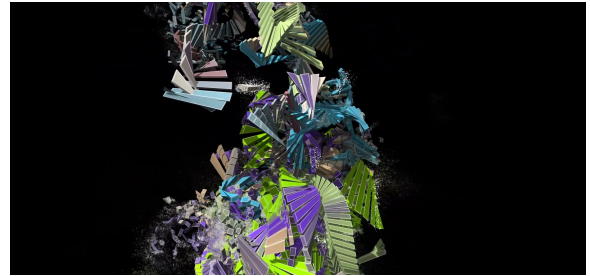
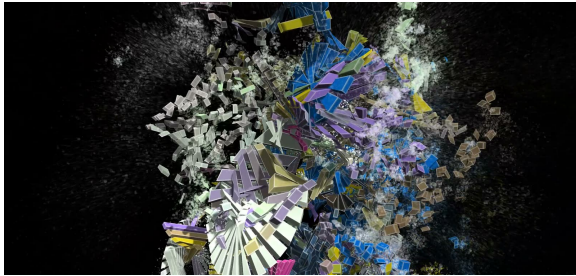
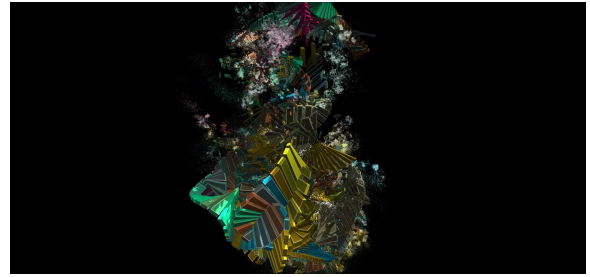
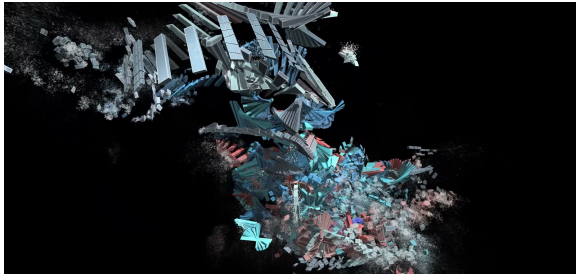
GAMEPAD



WERK

IMAGES





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