

CUBE4ARTS

DOSSIER



STUDIO SERIES · 2026

SCULPT FADE

6 Works · Digital real-time graphics

TOBIAS POST

Painting · Digital Light Art · Sculpture · Curatorial Projects
As of October 27, 2026 · Document 2026.10.223

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FACTS

WORKS	6
YEAR	2026
MEDIUM	Digital real-time graphics

THE SERIES

“Sculpt Fade – Ringkern” is the first work in the Sculpt Fade series. The set-up shared by all the others is described here.

Sculpt Fade builds coloured cuboids from the traces of a sculpture. As in Sculpt Trace, on each part a line travels along its edges; every copy of this line becomes a cuboid, copy after copy with a narrow joint in between – and so chains grow out into space like fans, ribbons and staircases. The colours come from the active palette and change constantly, all at once and gently. Only some of the chains carry full colour; the others remain light and grey like the quiet bodies in Minimal. Each face has its fixed level of light – bright on top, bright towards the sun, darker facing away; fractal clouds of light drift across them, and the cuboids cast shadows on one another.

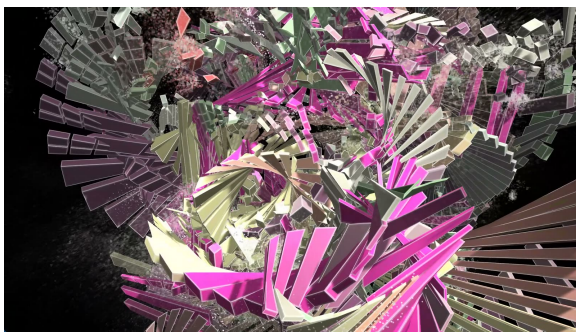
At the end of their trace the cuboids break apart: cracks run obliquely and irregularly through the block and open up, dust from the fracture trickles out, the pieces come loose one after another, tumble away and finally shatter into a cloud of white and coloured particles that flies on along the pieces' path and drifts outwards. At the front, where new cuboids form, white dust foams like surf.

With Fade X you grab the parts on your phone – in the browser, without an app: ring, sphere, trackball, 3D mouse, joystick, gamepad, arcade, VR, camera, touch and writing. For each work, six films show it in a walkthrough, up close as it breaks apart, in changing colour worlds, with two controllers in the hand and for two.

Sculpt Fade belongs to the Sculpt family, alongside Sculpt, Sculpt Color, Sculpt Dark, Sculpt Dark Color, Sculpt Void, Sculpt Void Color, Sculpt Void Full Color and Sculpt Trace.

About the sculpture: Render4Sculpt, 126 cubes – two rings of 36 cubes each around a double core of $3 \times 3 \times 3$ cubes. As a 3D print in the Sculpture Garden: “Ringkern”, 25 cm, work number 2026.00.291. Also as Sculpt, Sculpt Color, Sculpt Dark, Sculpt Dark Color, Sculpt Void, Sculpt Void Color, Sculpt Void Full Color and Sculpt Trace – Ringkern.

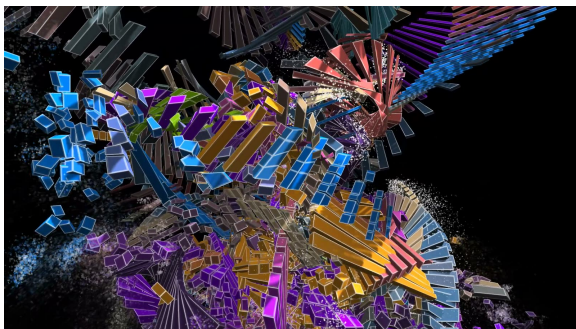
THE WORKS



SCULPT FADE – RINGKERN

2026

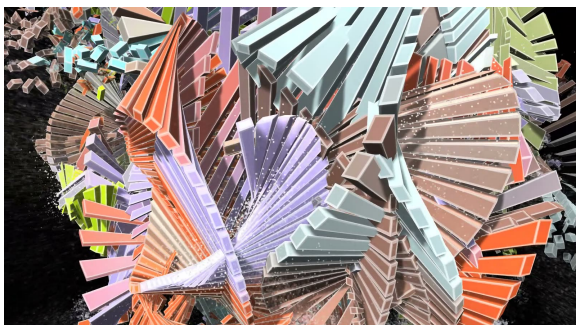
Coloured cuboids grow out of the traces of the cubes – in the end they break apart, the pieces fly off and shatter into dust. On your phone you grab the rings and steer with the trackball.



SCULPT FADE – PERLENTURM

2026

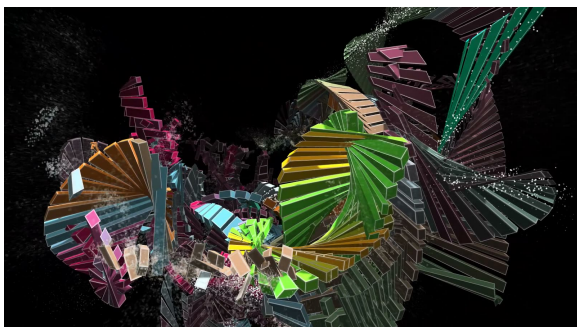
Lines travel over the spheres and cubes of the tower – one on every second part – and their traces become coloured cuboids that break and shatter. With the 3D mouse and the gamepad you steer the parts yourself.



SCULPT FADE – KUGELRINGE

2026

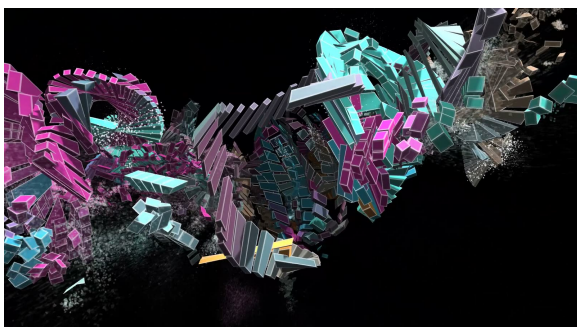
Two rings of spheres around a tower of cubes – their traces set coloured cuboids into space, which break apart and shatter into dust. With the gamepad and the camera, you can intervene.



SCULPT FADE – WÜRFELRINGE

2026

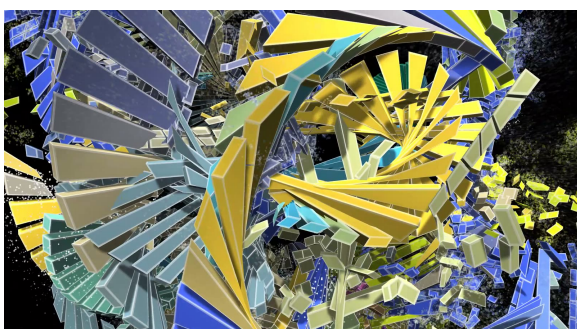
Two rings of cubes around a core – chains of coloured cuboids grow, break and fly apart. With arcade levers and on the ring, you join in.



SCULPT FADE – KUGELRINGE

2026

Chains of spheres around a column of cubes – their traces become cuboids that break apart and scatter. In VR and with a finger on the live image, you can intervene.



SCULPT FADE – KREISEL

2026

Rings of cubes around a core of spheres – coloured cuboids grow, break and shatter. With the joystick you can intervene; a message writes itself into space.

ARTIST

TOBIAS POST

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BORN

1969 · Bochum

MEMBER

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

ROLE

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

CONTACT

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