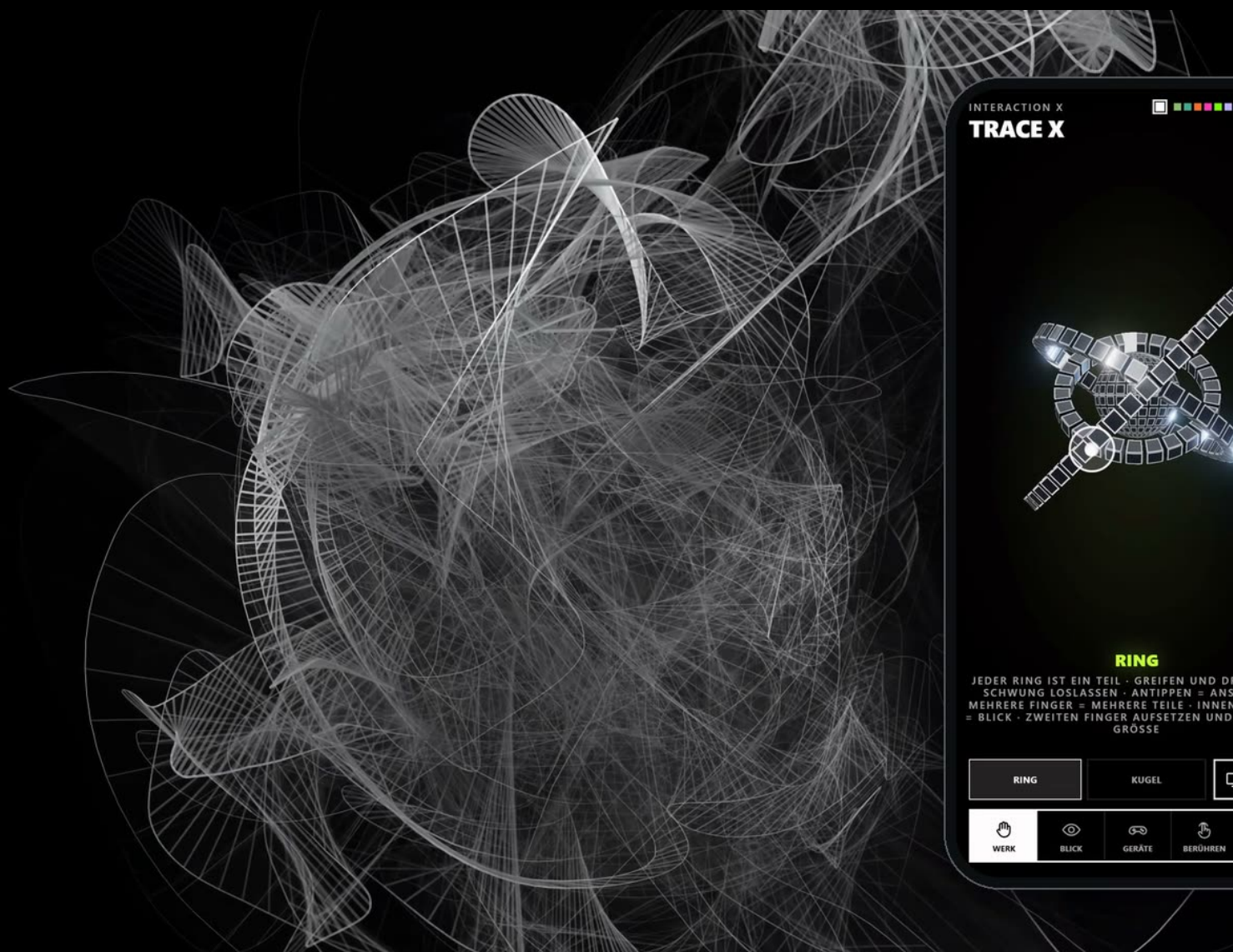




STUDIO SERIES · 2026

SCULPT TRACE

6 Works · Digital real-time graphics

TOBIAS POST

Painting · Digital Light Art · Sculpture · Curatorial Projects
 As of October 27, 2026 · Document 2026.10.216

CUBE4ARTS.COM



FACTS

WORKS

6

YEAR

2026

MEDIUM

Digital real-time graphics

THE SERIES

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

Sculpt Trace draws a sculpture with lines. Each of its parts carries exactly one line, whose ends travel along the part’s edges like runners – at each corner mostly towards where no one has been for the longest time. So the line sometimes lies on an edge, sometimes cuts off a corner or runs straight across the body, and over time every form is covered completely.

What it leaves behind lingers for a while: copies of the line as fans, soft arcs that follow its ends, and in between wafer-thin, almost transparent skins that cast shadows from a fixed direction of light onto the mesh behind them. With fast movements the mesh grows tighter; close to the camera it becomes brighter, further back darker. A few lines glow strong and wide, the others remain as a quiet mesh in the background – which ones stand out changes slowly.

What is new is the hand in the work. With Trace X, every part of the sculpture can be grabbed on your phone – in the browser, without an app. Ring, sphere, trackball, SpaceMouse, joystick, gamepad, arcade, VR, camera, touch and writing: every gesture takes effect instantly on the real work, and the traces redraw the movement of the hand as fans, arcs and skins. The films show the work on its own, in the hand and for two; each work in the series introduces two of the controllers.

Sculpt Trace is the latest series in the Sculpt family, after Sculpt, Sculpt Color, Sculpt Dark, Sculpt Dark Color, Sculpt Void, Sculpt Void Color and Sculpt Void Full Color.

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 and Sculpt Void
Full Color – Ringkern.

THE WORKS



SCULPT TRACE – RINGKERN

2026

On each cube a line travels along its edges – its traces become fans, arcs and skins. On your phone you grab the rings of the sculpture and draw for yourself.



SCULPT TRACE – PERLENTURM

2026

Lines travel over the spheres and cubes of the tower – one on every second part – and their traces become fans, arcs and skins. With the SpaceMouse and the sphere you steer the parts yourself.



SCULPT TRACE – KUGELRINGE

2026

Two rings of spheres around a tower of cubes, redrawn by lines that travel along edges and great circles. With the gamepad and the camera, you can intervene.



SCULPT TRACE – WÜRFELRINGE

2026

Two rings of cubes around a core – on each cube a line that travels along its edges and leaves behind fans, arcs and skins. With arcade levers and on the ring, you join in the drawing.



SCULPT TRACE – KUGELRINGE

2026

Chains of spheres around a column of cubes, redrawn by lines – their traces become fans, arcs and skins. In VR and with a finger on the live image, you can intervene.



SCULPT TRACE – KREISEL

2026

Rings of cubes around a core of spheres – on each part a line that travels along edges and circular arcs. With the joystick you can intervene; a message writes itself into space.

ARTIST

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