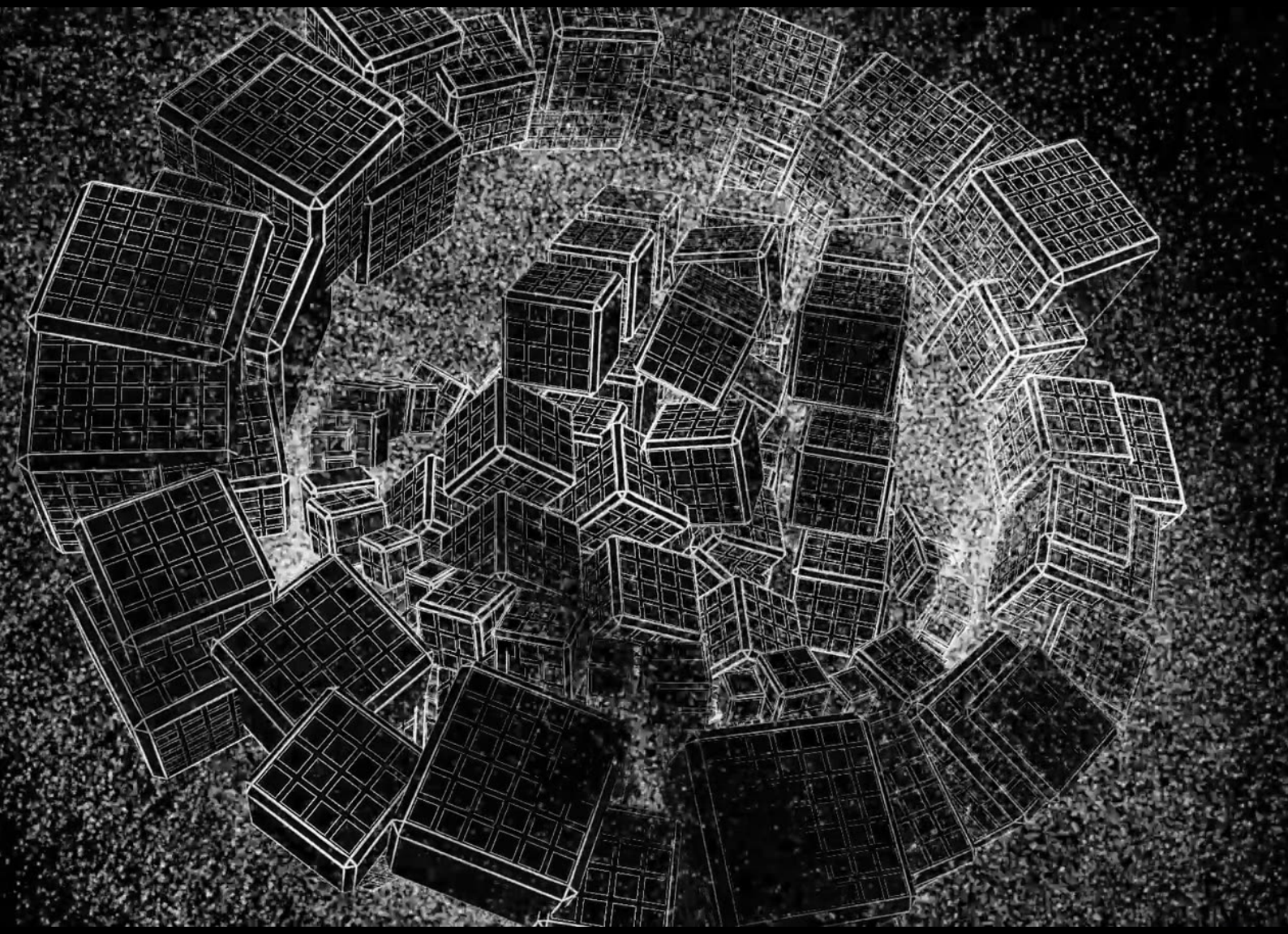


STUDIO SERIES · 2026

SCULPT

6 Works · Digital real-time graphics

TOBIAS POST

Painting · Digital Light Art · Sculpture · Curatorial Projects

As of October 21, 2026 · Document 2026.10.198

CUBE4ARTS.COM

FACTS

WORKS	6
YEAR	2026
CATALOGUE NUMBERS	2026.00.280 – 2026.00.285
MEDIUM	Digital real-time graphics

THE SERIES

“Sculpt – Ringkern” is the first work in the Sculpt series. This is where the set-up is described that all the others share.

Sculpt sets sculptures from the Sculpture Garden in motion. Their animation runs exactly as Render4Sculpt calculates it – but each part of the sculpture in its own time and with its own rotations, which spring back elastically. Calm phases alternate with bursts of movement.

The bodies are black; their edges and a fine grid glow in drifting clouds of light. Every movement leaves behind points that flow into space like water and slowly fade.

Sculpt is the eighth series after Minimal Quaderspuren, Minimal Sphere, Raw Cube, Minimal Ring, Ring Quader, Veil and Fluid.

About the sculpture: Render4Sculpt, 126 cubes – two rings of 36 cubes each around a double core of 3 × 3 × 3 cubes. As a 3D print in the Sculpture Garden: “Ringkern”, 25 cm, work number 2026.00.291.

PLACEMENT IN THE POST-DIGITAL MODEL OF POSITING

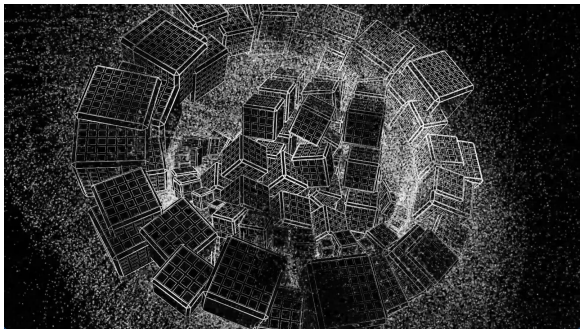
The basic form of the series: a printed sculpture, set in motion – two rings and a core follow the same calculation, each in its own time, drawing veils of points through space.

The series works with grid, rhythm and repetition – in the body itself: the sculpture is built from identical cubes, lined up into rings, layered into a core. Deviation arises over time: each part follows the same movement, but in its own phase and with its own rebound; calm phases alternate with bursts of movement.

Cube and ring are concrete forms, black, drawn only by their edges and a fine grid. Only in movement do they receive an informal impulse: in the elastic rotations and in the points that break away from them, flow into space like water and fade. Concrete structures whose interaction has an informal consequence – here again lies the field of tension between the concrete and the informal. Between the two poles the stages can be traced: the cube, the ring, the edge, the point, the veil.

Between the non-representational and the representational: here the sculpture is first of all an object – as a 3D print it stands in the Sculpture Garden. The animation takes it back into virtual space and sets its parts in motion against one another. The series is thus a virtual sculpture in motion – a sculptural digital animation.

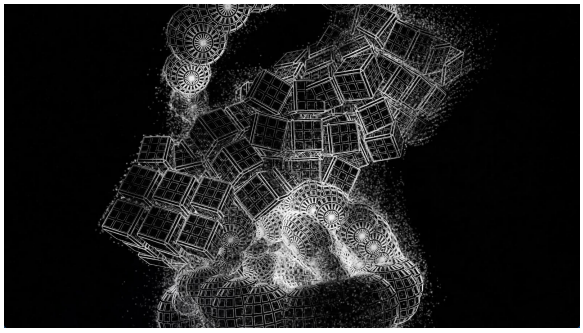
THE WORKS



SCULPT – RINGKERN

2026.00.280 · 2026

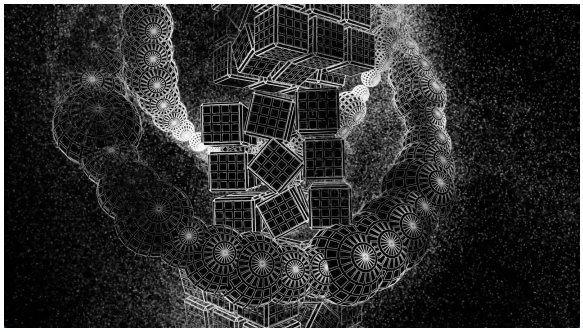
Two cube rings around a core of cubes – a printed sculpture, set in motion. The rings and core rotate freely and springily, drawing veils of points through space.



SCULPT – PERLENTURM

2026.00.281 · 2026

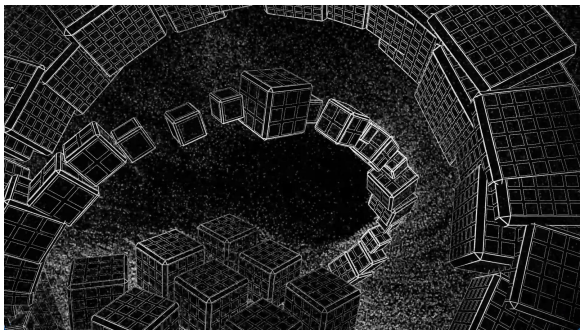
Chains of spheres around a tower of cubes – a printed sculpture, set in motion. The spheres breathe and wander, and the rings and tower rotate freely and springily, drawing veils of points through space.



SCULPT – KUGELRINGE

2026.00.282 · 2026

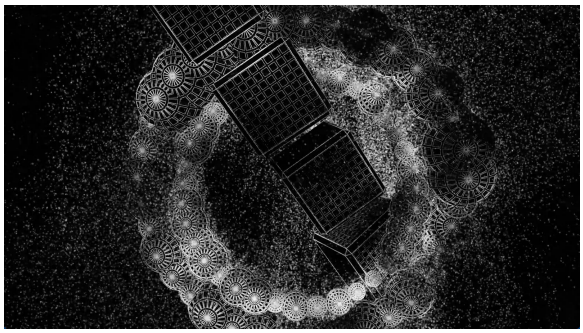
Two rings of spheres around a tower of cubes – a printed sculpture, set in motion. The spheres breathe, the cubes turn over, and the rings and tower rotate freely and springily, drawing veils of points through space.



SCULPT – WÜRFELRINGE

2026.00.283 · 2026

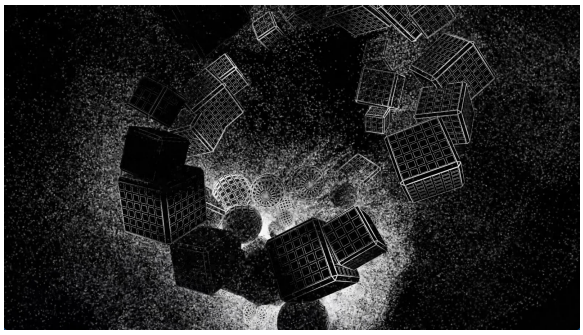
Two rings of cubes around a core of cubes – a printed sculpture, set in motion. The cubes of the rings spin, the core turns over, and the rings and core rotate freely and springily, drawing veils of points through space.



SCULPT – KUGELRINGE

2026.00.284 · 2026

Two chains of spheres wind around a column of large cubes – a printed sculpture, set in motion. The spheres breathe and wander, the cubes turn over, and the chains and column rotate freely and springily, drawing veils of points through space.



SCULPT – KREISEL

2026.00.285 · 2026

Two rings of cubes circle around a core of spheres – a printed sculpture, set in motion. Spheres and cubes breathe, and the rings rotate freely and springily like a spinning top, drawing veils of points through space.

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TOBIAS POST

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