

CATALOGUE · 2024–2026

BEHIND THE SCENES

Making-of across the years — set-up, technology and background

TOBIAS POST

Painting · Digital Light Art · Sculpture · Curatorial Projects

CUBE4ARTS.COM

As of October 21, 2026

PERIOD	2024–2026
MAKING-OFS	17

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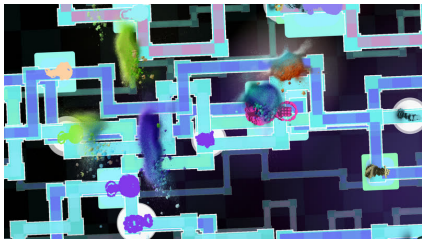
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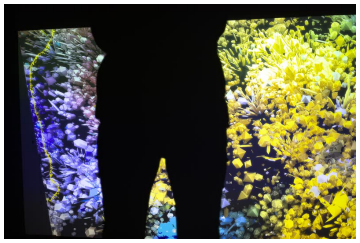
FARBEXPLOSION – MAKING-OF

Setting up at the Westfälische Salzwelten

THE EXHIBITION: FARBEXPLOSION







An evening on which the museum became a crystal world: twenty-three immersive works that responded to the movements of the guests — and several hundred visitors right in the middle of it.

BEHIND THE SCENES

How the museum became a crystal world: projectors on trusses under the roof, computers on the floor, projections on walls and sloping ceilings.

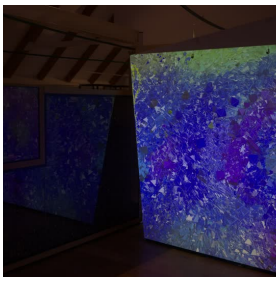
Before the first guests arrived at 6 pm on 17 October 2026, the museum was transformed into a crystal world. Under the roof the projectors hang on trusses between the beams; their images fall on walls, sloping ceilings and fittings. On the floor stand the computers that calculate every work in real time and respond to the movements in the room.

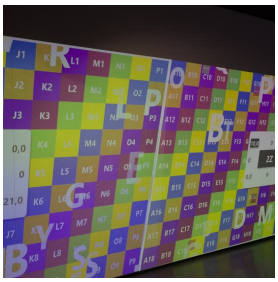
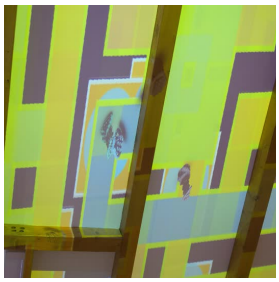
The pictures show the set-up in the afternoon, the building and the courtyard in daylight, and the technology under the roof while everything was running in the evening.

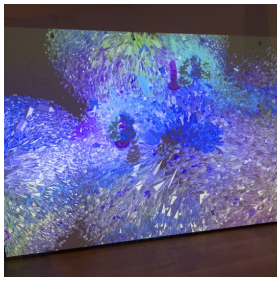
A warm thank you to the Westfälische Salzwelten and their team for support that went far beyond the usual.

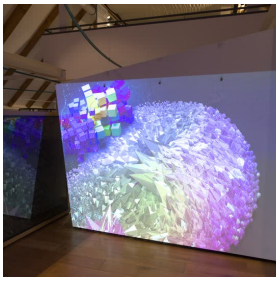


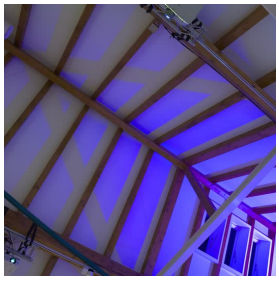




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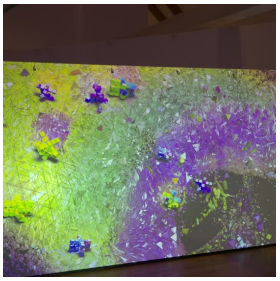


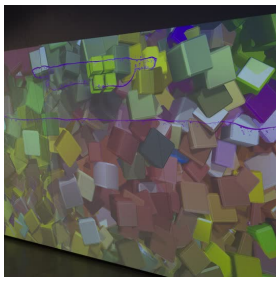


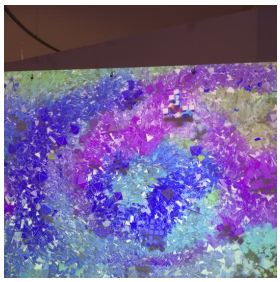


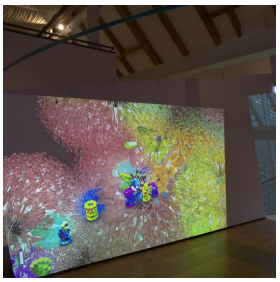




Eingang





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19 UHR &20 UHR
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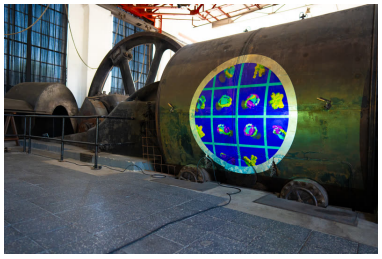




KOKEREI HANSA — GIANTS AND ART

Kokerei Hansa — Compressor Hall

THE EXHIBITION: KOKEREI HANSA — GIANTS AND ART





BEHIND THE SCENES

Giganten & Kunst was a group exhibition of the BBK Westfalen in the compressor hall of the Hansa coking plant in Dortmund. Twelve artists showed work among the historic compressors of the former industrial site and engaged with this remarkable place.

Together with Sandra Tusch-Dünnebacke and Cornelia Regelsberger I was part of the curatorial team for the exhibition. Alongside the curatorial work I was represented with the group of works BRUTAL VERDREHT.

The group consists of three works of digital light art.

The starting point is the historic compressor. The works take up formal properties of the machine - rotation, compression and flow - and carry them further in a non-representational visual language. They move between concrete art, informal movement, the non-representational and spatiality.

The digital light art pursues the same question as the painting. It does not replace the picture; it extends its placements into time. As already in FLACHER RAUM, the work follows my postdigital placement model. The digital medium is not understood as a visual world of its own, but as the continuation of painterly placements by other means. Painting and digital light art therefore do not form separate groups of works, but two manifestations of one and the same artistic question.

The three works were made as site-specific installations for the compressor hall of the Hansa coking plant. They relate to the spatial situation and develop their placements out of the formal properties of the place and of the historic machines.

MAKING-OF
























rad revier. ruhr
erei Hansa




GIGANTEN &KUNST

GIGANTEN &KUNST
KUNSTAUSSTELLUNG
12.07.26, 12 UHR
22.08.26, 12 UHR
30.08.26, 12 UHR







SCHICHTENDE






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GIGANTEN
&KUNST



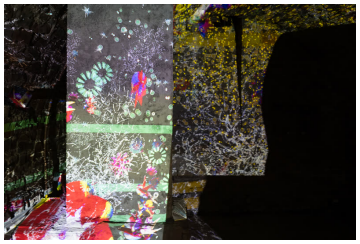



MUSEUM WENDENER HÜTTE

Synthesis — BBK Westfalen

THE EXHIBITION: MUSEUM WENDENER HÜTTE



BEHIND THE SCENES

Eighteen members from two district groups of the Bundesverband Bildender Künstlerinnen und Künstler e.V. take up the theme of "synthesis". In painting, drawing, printmaking, photography and object art they join contents, elements and colours into new visual worlds and develop individual forms of combining opposition and togetherness. Visitors are invited to follow these individual views of our world - stories both imagined and real.

Exhibition Synthese: "DornenstaubII" - an immersive work - and the painting series "Verlust"

"Verlust" is a series of non-representational paintings from 2023. The construction of the pictures is concerned with rhythm, counterweights, optical chains, disruptions and breaks within an ordered structure. The subject is loss, without loss being depicted. "DornenstaubII" is an interactive immersive work. Viewers' movements are captured by 3D sensors and translated in real time into projected image processes. Colours, structures and surfaces from the series "Verlust" are used here as media elements and as textures in the digital work. The two works are connected both formally and in substance - in the painting series as loss, rupture and inner processing; in the immersive work as transformation, movement and hope.

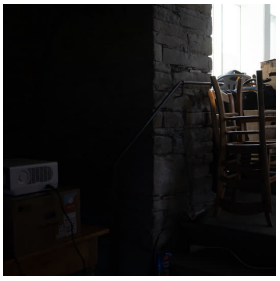
Very warm thanks go to the museum's director for this fine opportunity and for the excellent support of the team on site.

The vaulted cellar of the Wendener Hütte is part of the historic building

ensemble of this technical monument in the Sauerland. It lies in the area of the former boiler house. The room is a perfect match for the digital light art.

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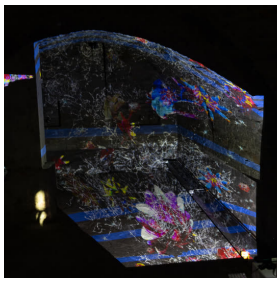



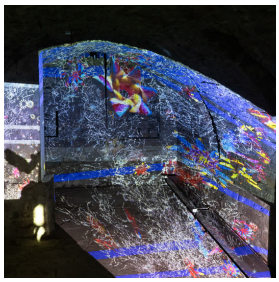
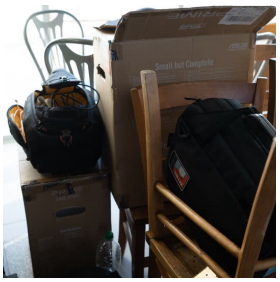















MUSEUM
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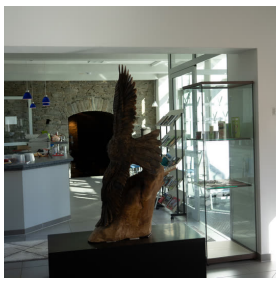


















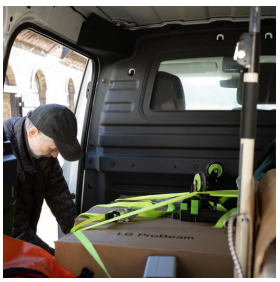
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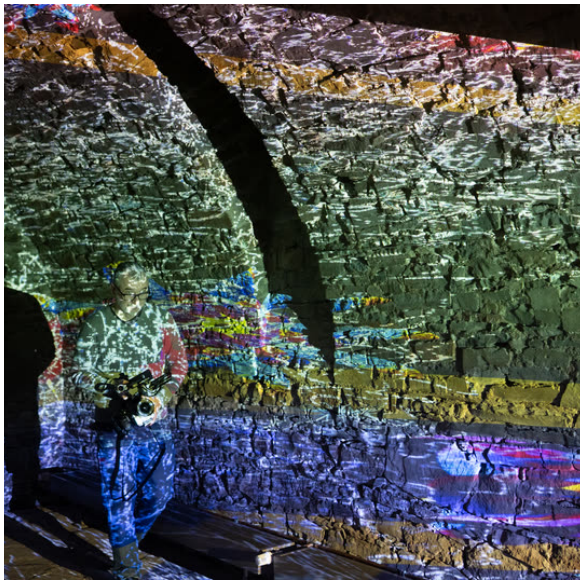


















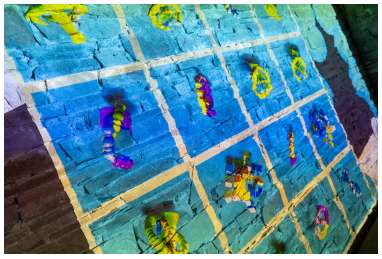


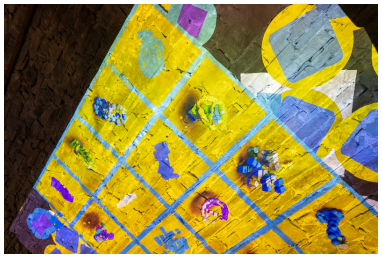


MUSEUM WENDENER HÜTTE — MILL DAY

Mill Day — Flacher Raum

THE EXHIBITION: MUSEUM WENDENER HÜTTE — MILL DAY





BEHIND THE SCENES

FIRST OF ALL - IS IT ART, OR CAN YOU EAT IT?

For the Mill Day at Museum Wendener Hütte, Tobias Post presents the interactive digital light art work "FLACHER RAUM". The work joins the opposing poles of concrete art and informal painting and is based on the artist's "postdigital placement model".

The postdigital placement model describes art as a deliberate decision between different artistic forces and traditions. At its centre, for Tobias Post, stand three points of view: informel, concrete art and representation. Between spontaneous gesture and clear order, a field of tension arises in which art moves. The digital is not an end in itself here, but a self-evident tool for bringing time, movement and interaction into painting.

POSTDIGITAL PLACEMENT MODEL

The movements of "FLACHER RAUM" were "painted" in software developed for the purpose. Gestural, informal painting and digital real-time art therefore flow directly into one another. The work is founded on the contrast between circle and rectangle, between round and angular building blocks that constantly change and reorder themselves.

IMPACT4PAINT - software - gestural painting

A central theme of the work is the relation between surface, space and representation. Through interaction with visitors, the spatial sculptures shift between flat picture plane and object that can be experienced. Space here becomes the precondition for representation. As soon as forms can be experienced spatially, real objects come into being for the artist. The viewer does not merely generate the image virtually in their own mind; they visibly influence the real appearance of the work itself. Perception is reflected straight back into the artwork.

Particularly compelling is the contrast between analytical construction and immediate sensory experience. The soft, coloured forms look almost like fruit gums or sweets - directly accessible, playful and alive. At the same time "FLACHER RAUM" opens up a deeper engagement with perception, space and interpretation. The work can simply be watched and experienced, but it equally invites a closer look at one's own habits of seeing and at the question of how reality and representation come about at all.

These sculptures do not only shift in appearance between flat and spatial. They exist in a duality: a concrete art sculpture and, at the same time, a conceivable representation. IMPACT4SCULPT - software - animated and moving concrete art sculptures. Particular thanks go to the team at the Wendener Hütte for the excellent preparation, for their support, and for the opportunity to show this immersive light art in such a special historic setting.

MAKING-OF













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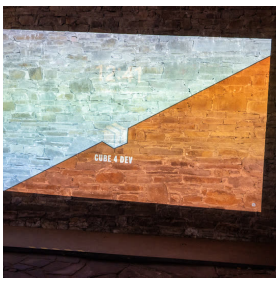
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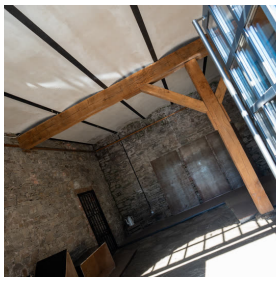


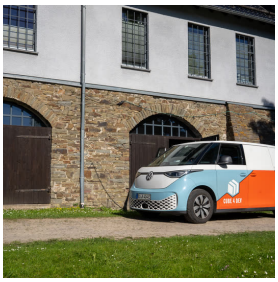
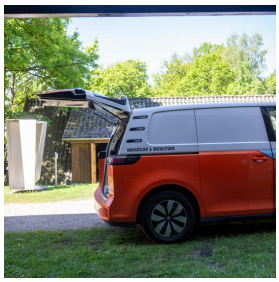



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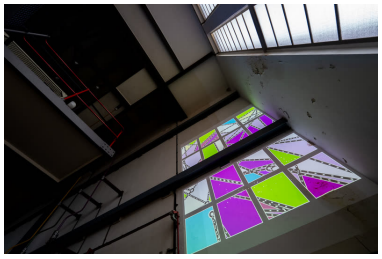
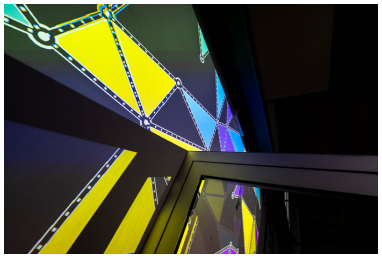


2025

THE GERMAN MUSEUM OF ELECTRICITY

Bruchkante Konkret

THE EXHIBITION: THE GERMAN MUSEUM OF ELECTRICITY


BEHIND THE SCENES

This was a truly magical and beautiful Christmas event. The atmosphere was excellent, the many visitors cheerful and curious. It was simply a pleasure. Many warm thanks to the museum's professional team.

'Bruchkante Konkret' is the title of the work, and it deals with the outer edge of concrete art. Is the art still definitely concrete, or is it already taking on a particular context and losing its artistically concrete character? The awareness of the viewer defines whether the perception remains purely artistic, or takes up the graphic, abstract treatment of electricity in the substation and connects with the surroundings.




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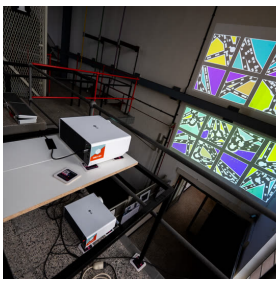



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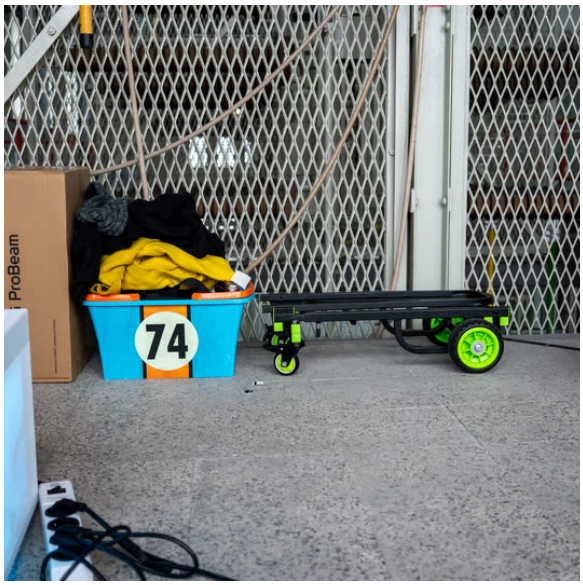


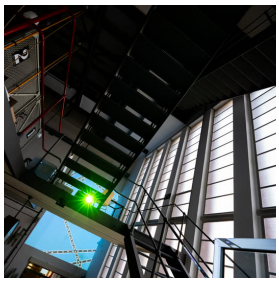

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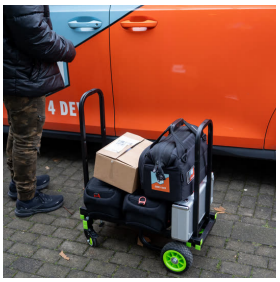




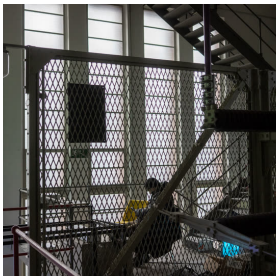



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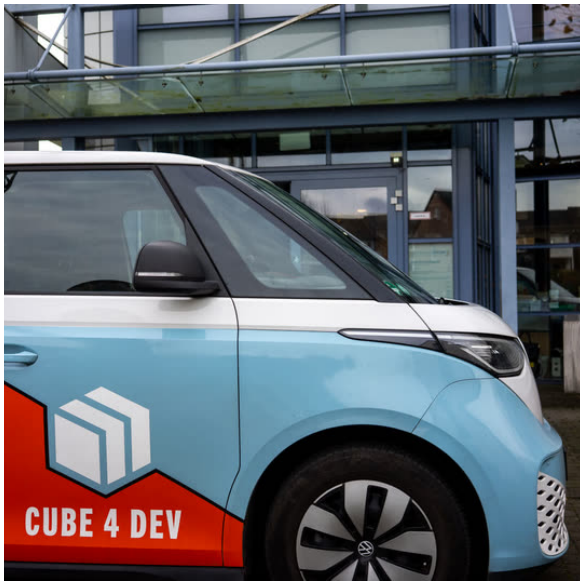




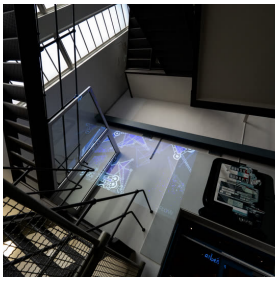







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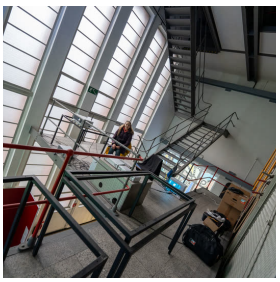




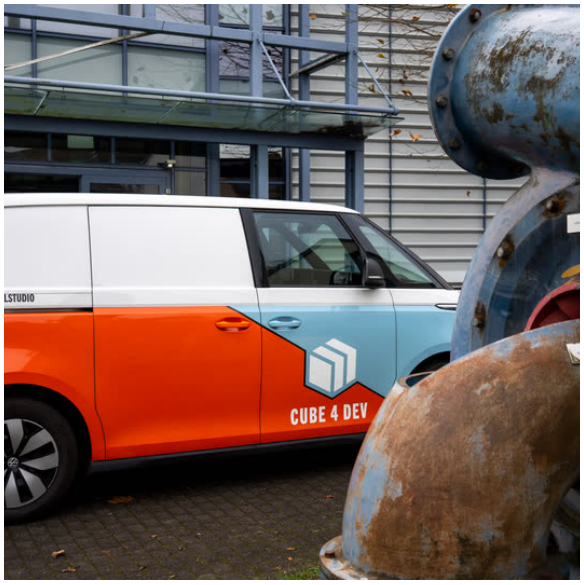




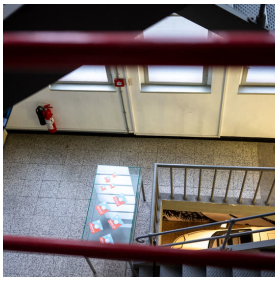





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KÜNSTLERHAUS DORTMUND

Behind the scenes

THE EXHIBITION: KÜNSTLERHAUS DORTMUND





BEHIND THE SCENES

18,000 steps in a single day!

We were able to set up the art installations here in three exceptionally well-suited rooms of the Künstlerhaus in Dortmund.

Many thanks - many thanks to the Künstlerhaus Dortmund for their support and for this atmospheric location, and just as many to the KoproduktionsLabor at the Dortmunder U for adding to our stock of projectors and for their advice and expertise.

MAKING-OF









KÜNSTLERHAUS DORTMUND
CUBE 4 DEV










NSTATELIER & DIGITALSTUDIO






KÜNSTLERHAUS DORTMUND


Künstlerhaus Dortmund
PLEASE BRING RUBBER BOOTS














DIGITALSTUDIO










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KÜNSTLERHAUS DORTMUND




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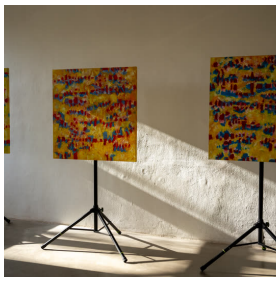

EPSON



KÜNSTLERHAUS DORTMUND




LERHAUS DORTMUND

CUBE 4 DEV

KÜNSTLERHAUS DORTMUND
STATELIER & DIGITALSTUDIO



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KUNSTATELIER & DIGITALSTUDIO

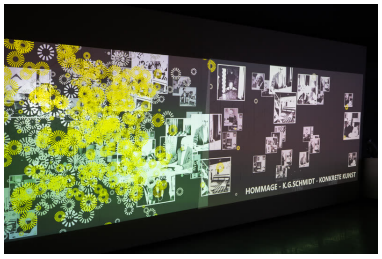
MUSEUM WESTFÄLISCHE SALZWELTEN

Behind the scenes

THE EXHIBITION: MUSEUM WESTFÄLISCHE SALZWELTEN







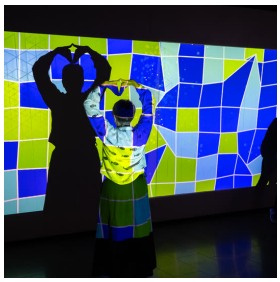
BEHIND THE SCENES

This is a truly special exhibition, 'Hellweg Konkret III' at the Museum Westfälische Salzwelten. We are particularly grateful to the museum team, who made us feel personally very welcome. An excellent address by the museum's director to the interested and well-informed audience at the closing event. Outstanding care for the many visitors and a committed presentation of the immersive media art.

Here are impressions of this architecturally exciting museum and pictures of the two immersive installations being set up.

















Salz
Eingang




Hof
Haulle
Kultur-
scheune
Westfälische
Salzwelten
TuK GmbH
Büros





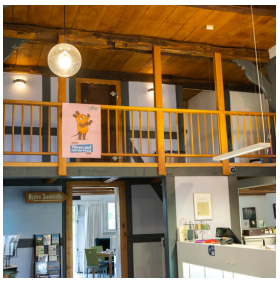






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Eingang














KÜNSTLERHAUS DORTMUND

Behind the scenes - technology

THE EXHIBITION: KÜNSTLERHAUS DORTMUND

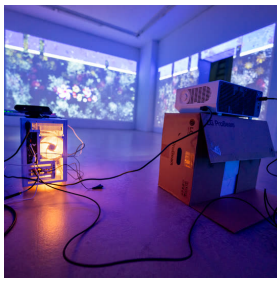
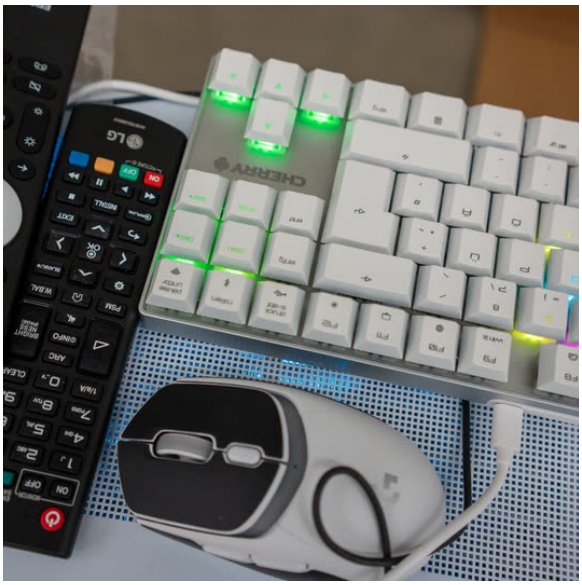




BEHIND THE SCENES

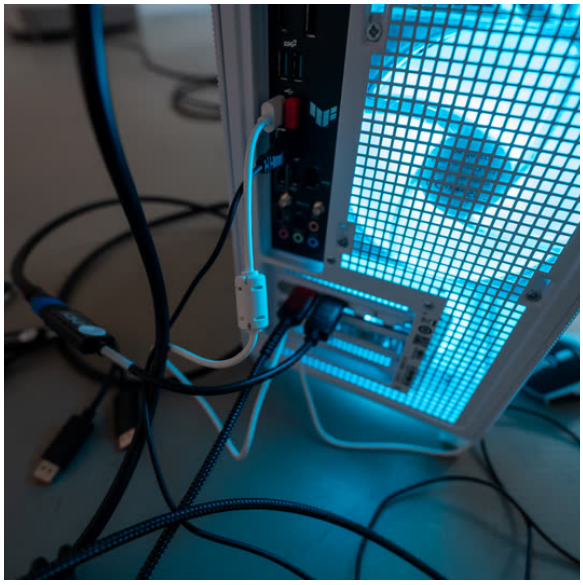
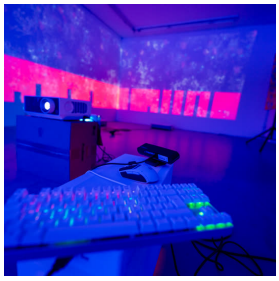
What tremendous spaces! Here the projectors could really show what a brightness of up to 6000 lumens means, and why you simply need a resolution of 4K.

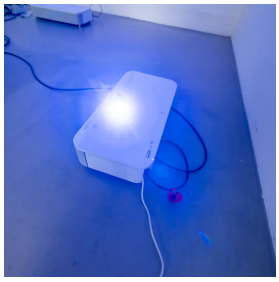
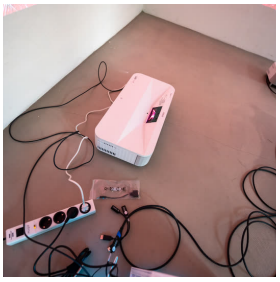
MAKING-OF

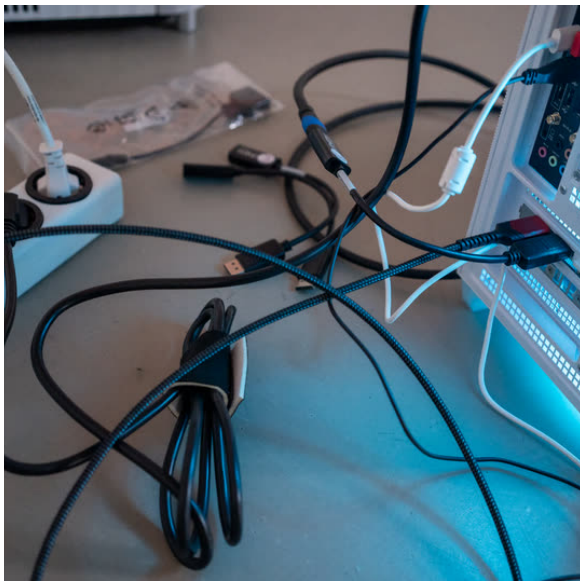
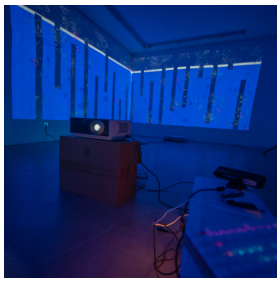




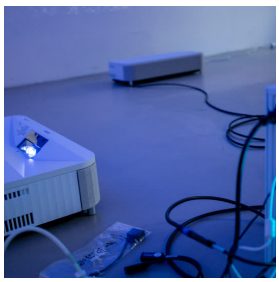
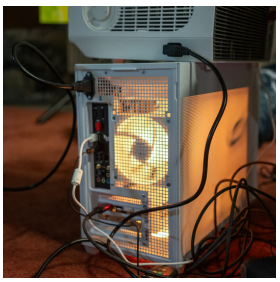



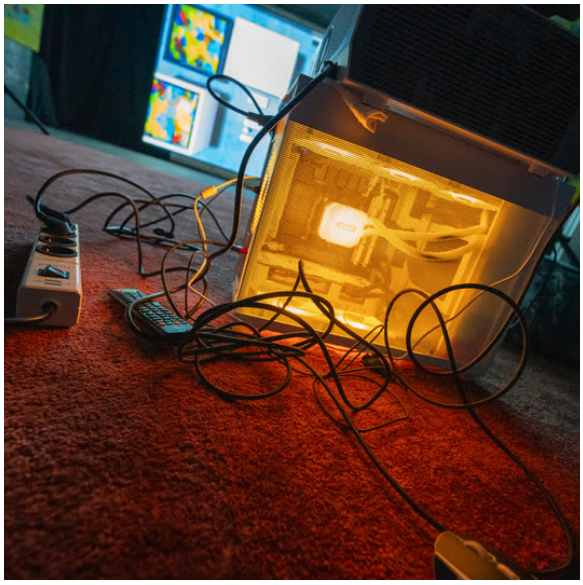
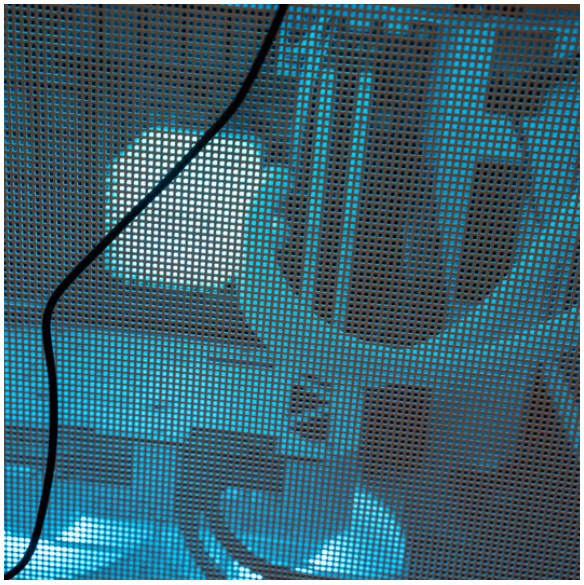
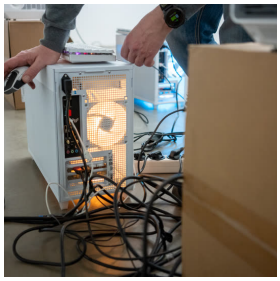



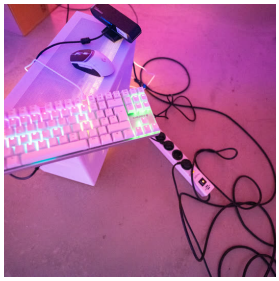


ProBeam

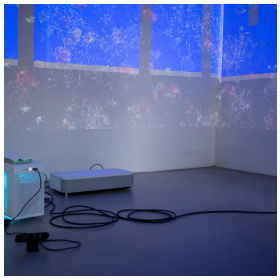




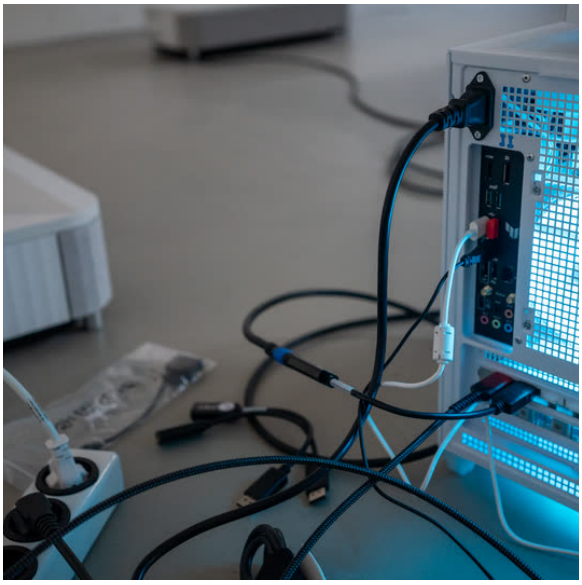




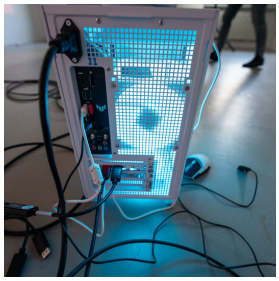


LG ProBeam
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ProBeam




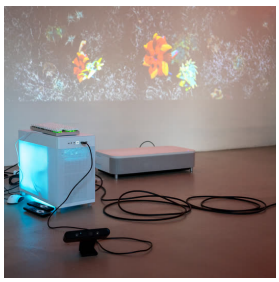



ProBeam




hugo!

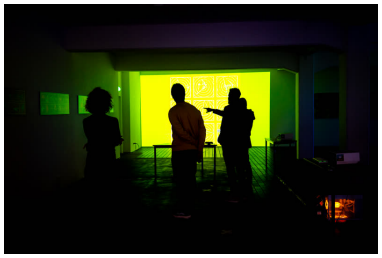
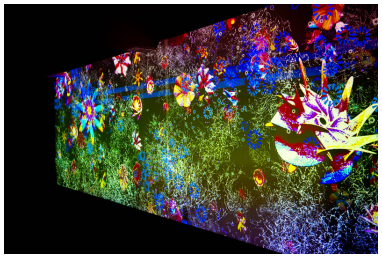






KUNSTVEREIN DUISBURG

Behind the scenes

THE EXHIBITION: KUNSTVEREIN DUISBURG

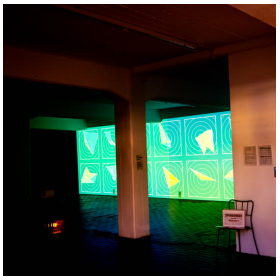

BEHIND THE SCENES

A short look behind the scenes of the immersive exhibition POST KONKRET BEWEGT II.

At the Kunstverein Duisburg's artists' house, the open studio is simply a celebration. Great artists, musicians and excellent events. An enormous two-day bustle with many people interested in art, and us in the middle of it. Many warm thanks to the well-informed people we talked with, and to the kind, welcoming team and the board.

MAKING-OF



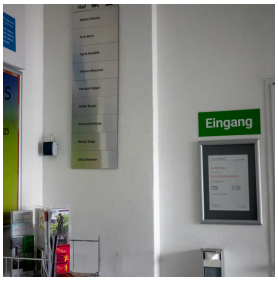











Eingang





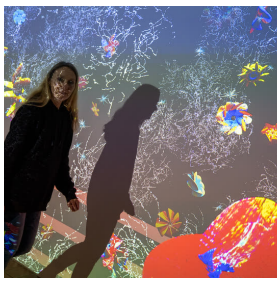


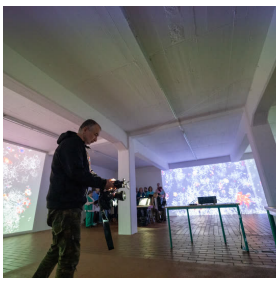
KUNSTATELIER & DIGITALSTUDIO
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Offenes
Atelier













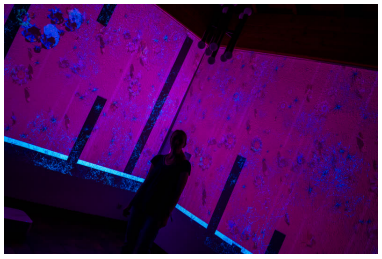




ST MAXIMILIAN KOLBE CHURCH

Carrying, carrying, carrying

THE EXHIBITION: ST MAXIMILIAN KOLBE CHURCH





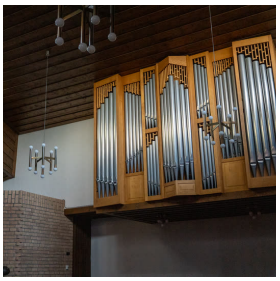
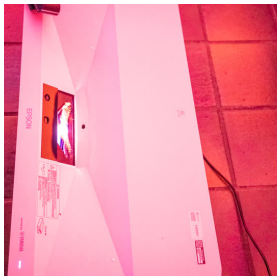
What a wonderful church - a spiritual atmosphere!

BEHIND THE SCENES

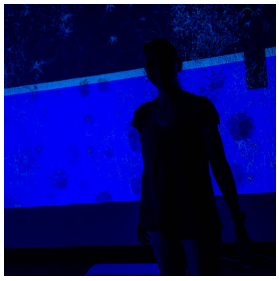
What a wonderful church - a spiritual atmosphere! - A fine sermon and many willing helpers - Many thanks to the team from the Kukloch - Equally, many thanks to the KoproduktionsLabor at the Dortmunder U for adding to our stock of projectors.

MAKING-OF







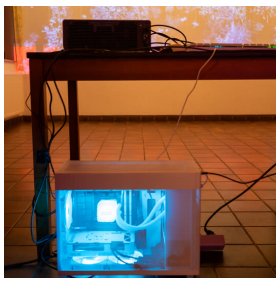
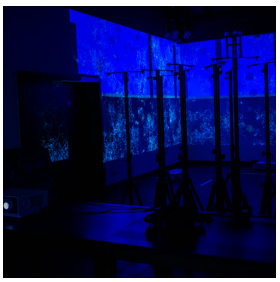












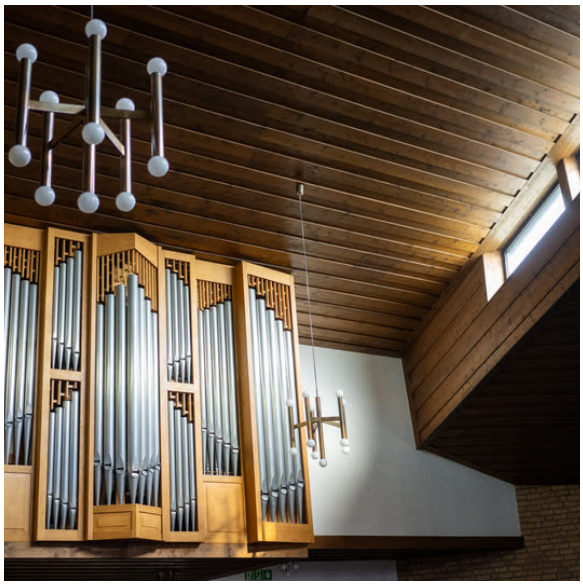

CUBE 4 DEV



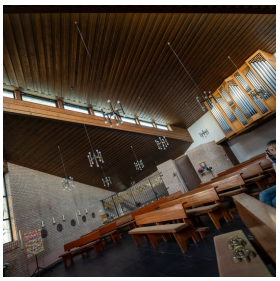



SPENDENBOX
VIELEN DANK !!!






IMMERSIVE




SPENDENBOX
FÜR DIE KUNST
VIELEN DANK !!!
DORNENSTAUB







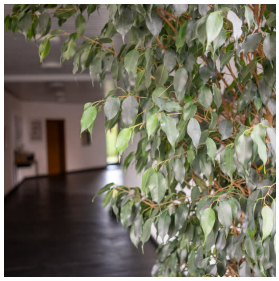




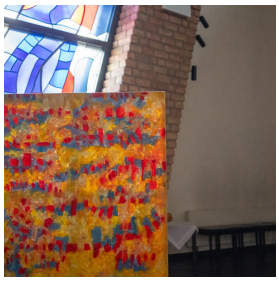



Maximilian Kolbe
Kleidung für alle!


ATELIER & DIGITALSTUDIO

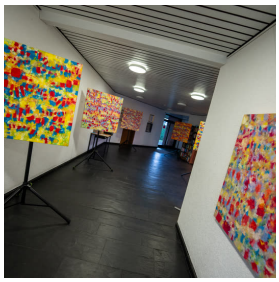






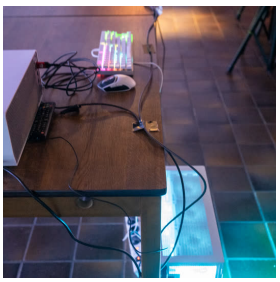














POST'S LOTTENTAL - IMMERSIVE ART

Behind the scenes

BEHIND THE SCENES

BEHIND THE SCENES - IMMERSIVE ART - POST'S LOTTENTAL

One particular challenge was transporting all the equipment without forgetting any of the small cables. Thanks too to all the helpers, to F. and M., to my family, and especially to my brother, who had prepared his restaurant superbly.

MAKING-OF





2024

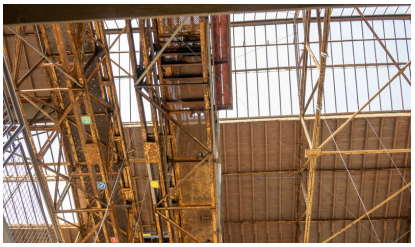
LWL MUSEUM HENRICHSHÜTTE

Behind the scenes

THE EXHIBITION: LWL MUSEUM HENRICHSHÜTTE







Exhibition IKARUS will nicht brennen / Hattingen

BEHIND THE SCENES

BEHIND THE SCENES - HENRICHSHÜTTE

This immense industrial museum is the perfect setting for the exhibition of the painting series Ikarus will nicht brennen. The pictures might have been painted for this monument to steelmaking. The historic blowing-engine hall, with its perfect mixture of museum setting and dark industrial character, works superbly as a contrast to the bright, fiery colours. Outside, with the blast furnace in the background, the motif simply cannot be bettered.



PROJEKTSPEICHER

Behind the scenes

THE EXHIBITION: PROJEKTSPEICHER





Exhibition IKARUS / Dortmund

BEHIND THE SCENES

AVANT-GARDE THROUGH AND THROUGH

Exhibition 'IKARUS WILL NICHT BRENNEN' at the Projektspeicher in Dortmund. The Projektspeicher is a platform, a very particular creative centre right at the harbour, connected and open to the whole world of art and of digital modernity. Fittingly, it sits right next to the Academy for Theatre and Digitality.

Very fitting for the title of the exhibition is of course the company 'mausbrand' in the building.

This exhibition was a great pleasure, with some unexpected and very welcome visitors. Particular thanks to the thoroughly likeable and culturally curious party from the harbour tour.

Many thanks to Ch. and Sa. for their support and for the very fine opportunity to enjoy this place.

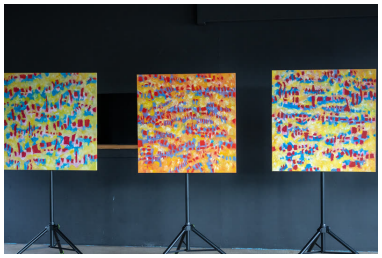

mausbrand

TYDE

Behind the scenes

THE EXHIBITION: TYDE





Exhibition VERLUST / 2023. Tyde

BEHIND THE SCENES

Behind the scenes - Tyde

VERLUST is a series of paintings from 2023. An extraordinary location beneath the old Dortmund harbour office, right on the water. The former boat workshop offers a unique atmosphere as well as an impressive outdoor area on the harbour edge. Warm thanks to the excellent team at the Tyde.

MAKING-OF



HALLE 205

Behind the scenes

THE EXHIBITION: HALLE 205





BEHIND THE SCENES

Behind the scenes - Halle205 freiRaum für kunst & kultur

The series Verlust, 2023, by Tobias Post, on tour in 2024 at Halle205 freiRaum für kunst & kultur - a listed Art Nouveau building, the former stables of the Müser brewery in Bochum Langendreer. Warm thanks to the great team at Halle205.

MAKING-OF



POST'S LOTTENTAL

Behind the scenes

THE EXHIBITION: POST'S LOTTENTAL





Exhibition WALD / 2022. At Post's Lottental

BEHIND THE SCENES

Behind the scenes - art exhibition and opening at the family restaurant Post's Lottental.

WALD is a series of paintings from 2022. A private art exhibition and opening at the family restaurant Post's Lottental, run by the best restaurateur there is, my brother Marcus Post. A wonderful family ... many thanks to all the visitors - many warm thanks.

MAKING-OF



BIRSCHEL-MÜHLE

Behind the scenes

THE EXHIBITION: BIRSCHEL-MÜHLE





Exhibition WALD / 2022. The listed Birschel mill

BEHIND THE SCENES

Behind the scenes - in the listed Birschel mill

WALD is a series of paintings from 2022. Living industrial heritage in the listed Birschel mill in Hattingen on the Ruhr, one of the stations in the European Capital of Culture year "Ruhr 2010". Event space "Business and Art", hotel and restaurant. A great team - many warm thanks.

MAKING-OF



ARTIST

TOBIAS POST

Painting · Digital Light Art · Sculpture · Curatorial Projects

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 (2026)
CONTACT	cube4arts.com

Images: © 2026 Tobias Post

Catalogue · As of October 21, 2026

CUBE4ARTS

TOBIAS POST

Painting · Digital Light Art · Sculpture · Curatorial Projects

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