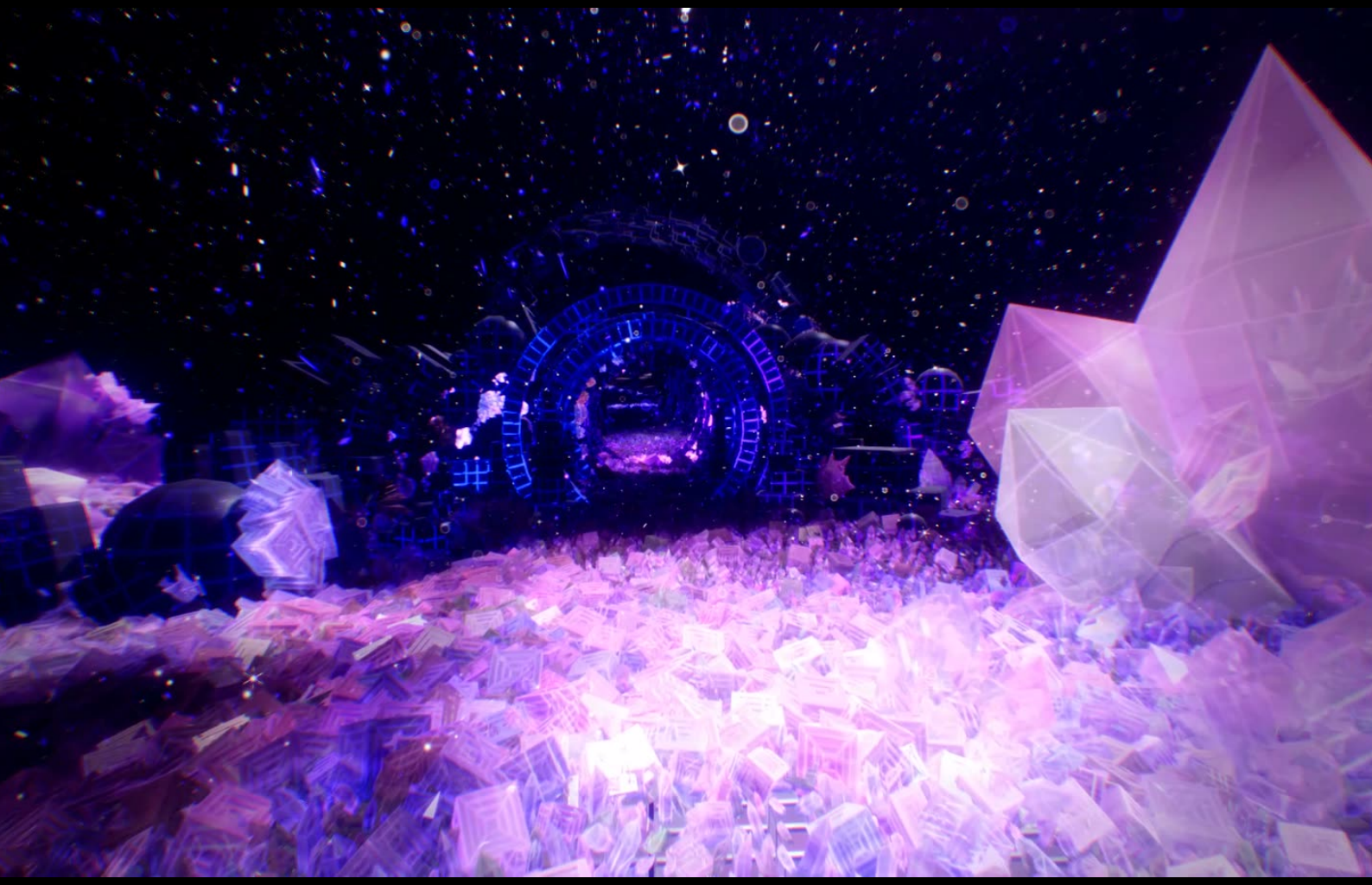


STUDIO SERIES · 2026

ART WORLD CRYSTAL

5 Works · Digital real-time graphics

TOBIAS POST

Painting · Digital Light Art · Sculpture · Curatorial Projects

As of November 5, 2026 · Document 2026.11.022

FACTS

WORKS	5
YEAR	2026
MEDIUM	Digital real-time graphics

THE SERIES

Art World Crystal is Art World, crystallised. Where trees stood in the forest, crystal towers grow from the roots, stones become geodes, and the ground is a dense carpet of columns, prisms and salt cubes. There are no plants any more – only stone, glass and light. The large crystals are rendered as glass: you look through them at their backs and insides, at veils, rutile needles, cracks and growth zones that refract the light.

The artworks remain: sculptures of the Sculpt series stand in the middle of the world, overgrown in layers – crystal lawns, geodes and single large points. The light is distributed fractally: dark fields in which only single crystals glimmer, and bright areas that breathe slowly or quickly. Bands of light move across the land, and in every crystal light rises from the base to the tip. Everything is created in real time; no image ever repeats.

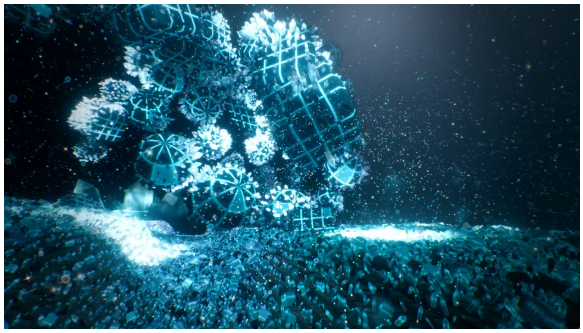
THE WORKS



ART WORLD CRYSTAL – KRISTALLWALD

2026

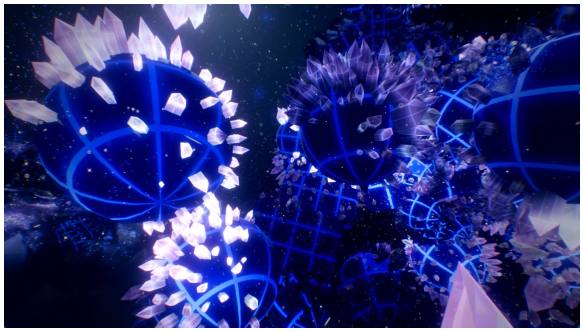
A flight through a forest of crystal: towers grow from the roots of the trees, geodes from stones, and below lies a closed carpet of columns and salt cubes – now glowing brightly, now almost dark.



ART WORLD CRYSTAL – LICHTSPIEL

2026

The light is never still: areas breathe slowly or quickly, broad bands of light move across the land and through the dark fields, and in every crystal light rises from the base to the tip.



ART WORLD CRYSTAL – SKULPTUREN

2026

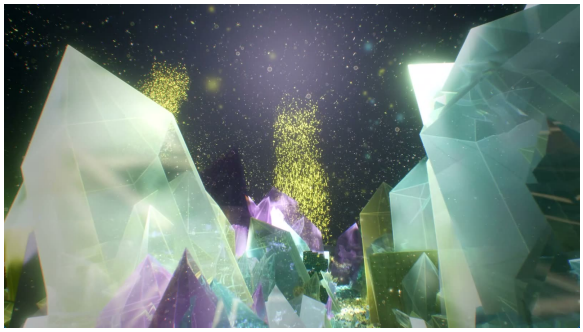
The sculptures of the Sculpt series are overgrown in layers: crystal lawns, geodes on top and single large points of glass. The flight leads right through them – through rings, past towers and swarms of spheres.



ART WORLD CRYSTAL – GLAS

2026

Close to large crystals of glass: a view through to their backs and insides, veils, rutile needles, cracks and growth zones, refracted light – and a cave of crystal.



ART WORLD CRYSTAL – AUFBLICK

2026

The view goes upwards: crystal towers and overgrown sculptures rise into a dark sky, backlight breaks through glass, sparks drift in the air.

ARTIST

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