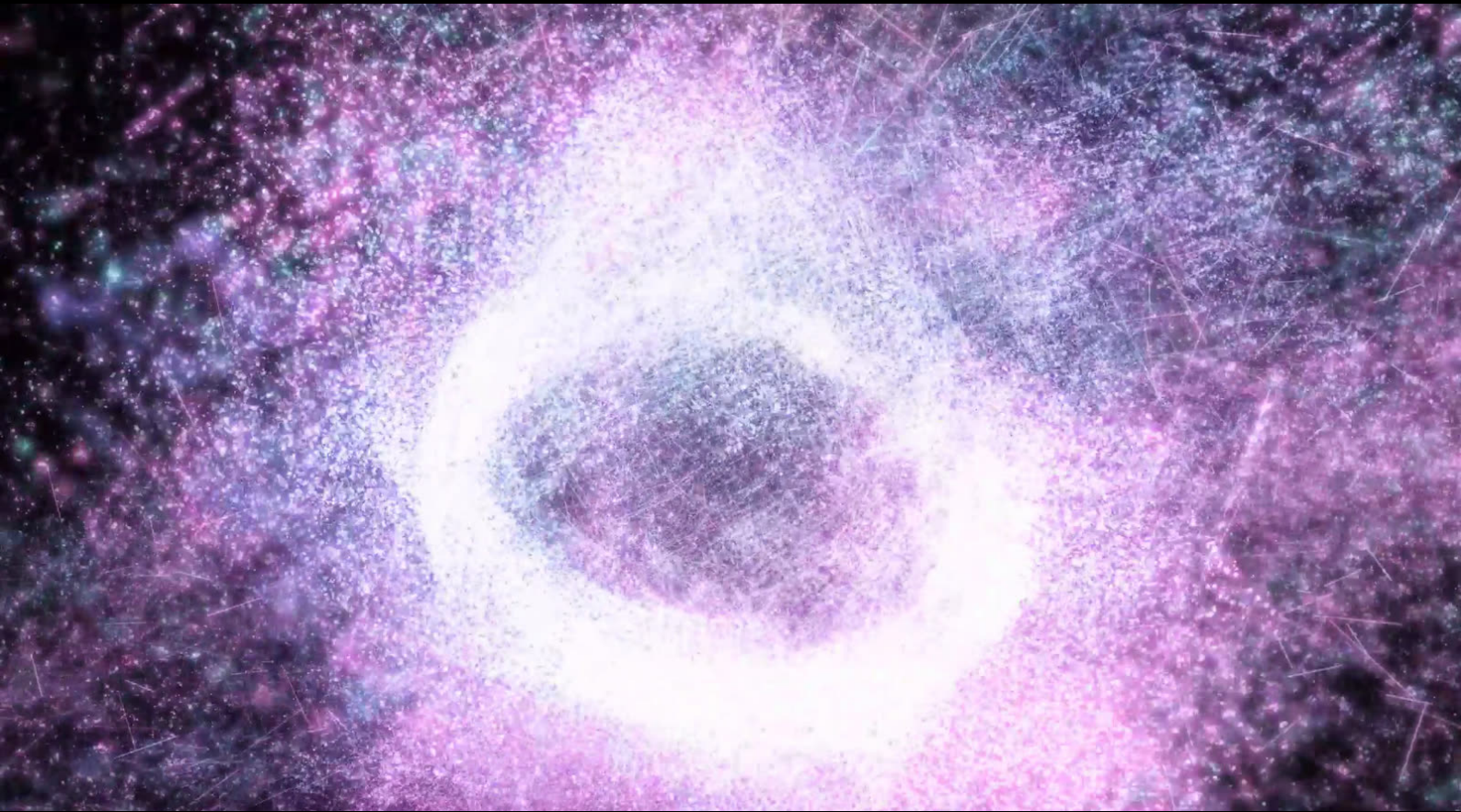




STUDIO · 2026

SCULPT VOID COLOR – RINGKERN

Light in space

TOBIAS POST

Painting · Digital Light Art · Sculpture · Curatorial Projects

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As of October 9, 2026

SUMMARY

Two rings of cubes around a core – invisible. Their traces glow: points and edge lines in fluorescent colours that add up to light.

BACKGROUND

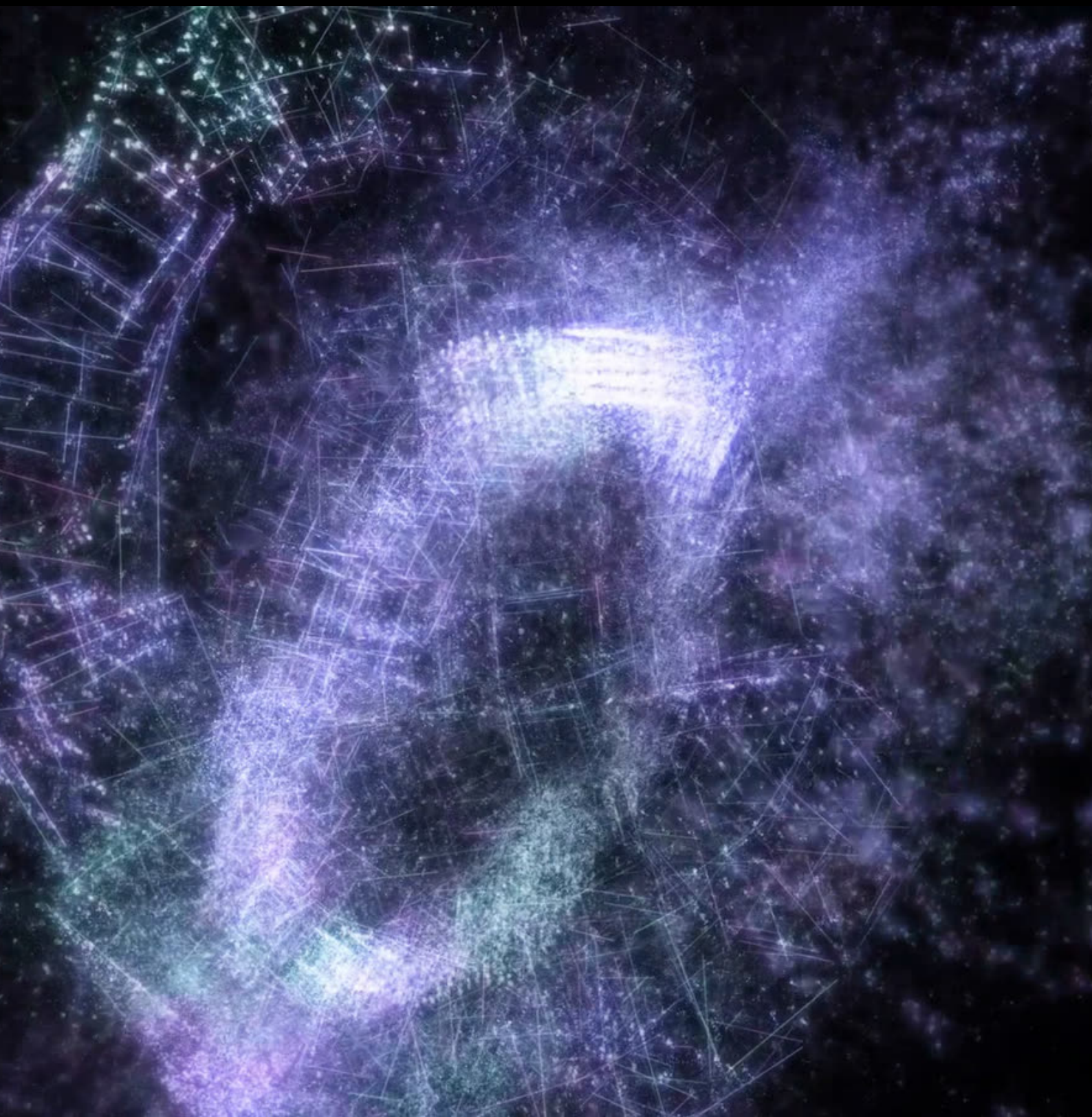
“Sculpt Void Color – Ringkern” is the first work in the Sculpt Void Color series. The set-up shared by all the others is described here.

Sculpt Void Color turns Sculpt Void into a structure of light. The sculpture remains invisible; what detaches from its movement – points, and the edges of the cubes and arcs of the spheres as strokes – glows in fluorescent colours. The lights overlap and add up to bands and clouds of light.

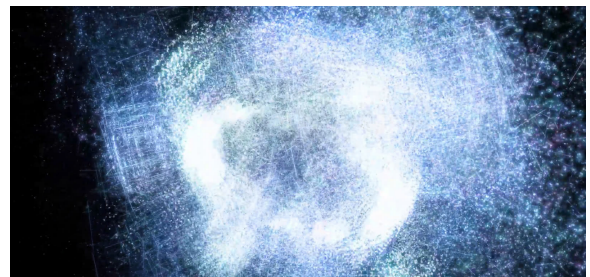
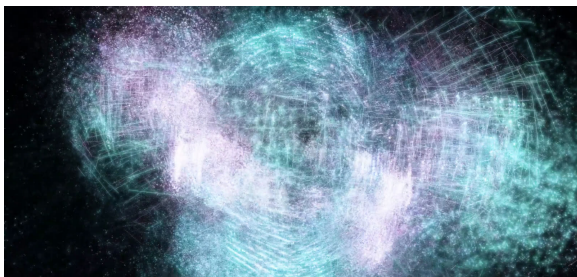
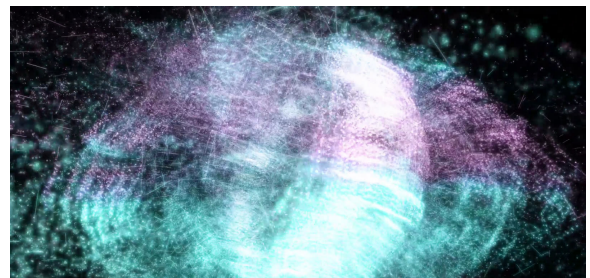
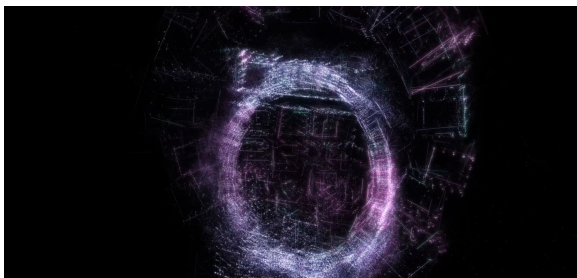
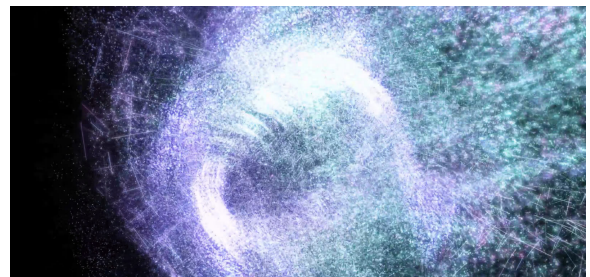
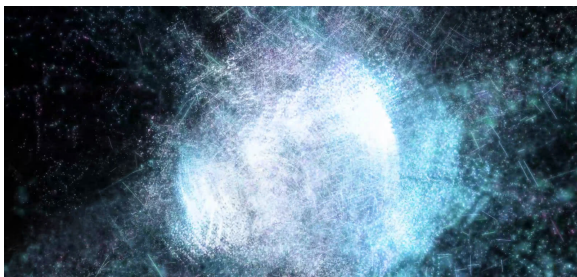
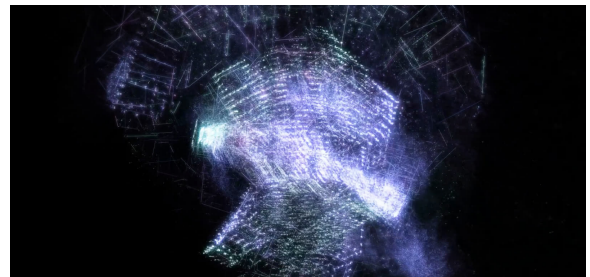
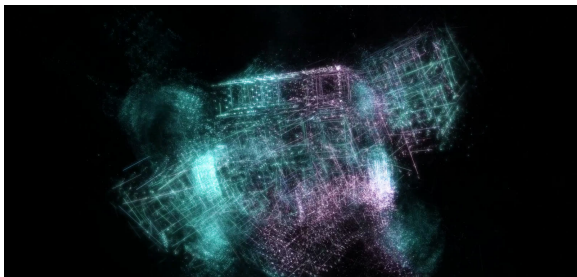
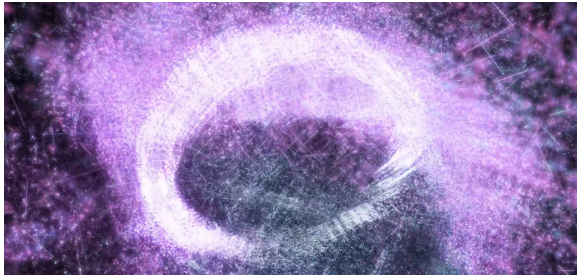
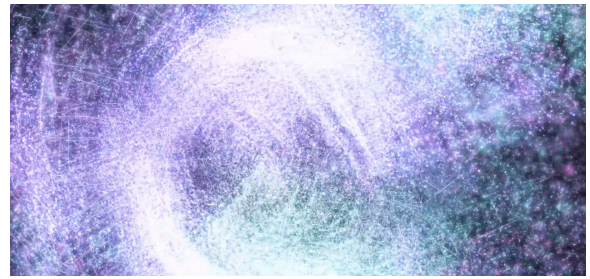
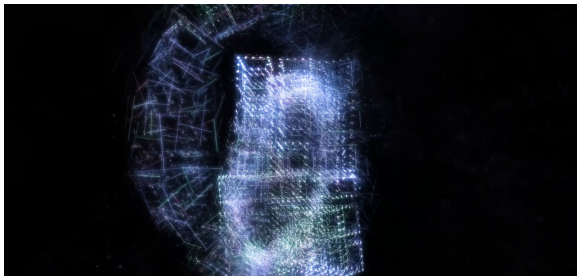
Space arises from the light itself: what lies in front glows brighter and warmer, what lies behind becomes darker and cooler. The camera circles the sculpture without pause and sometimes flies right through it. The animation runs as in Render4Sculpt.

Sculpt Void Color is the latest series after Sculpt, Sculpt Color, Sculpt Dark, Sculpt Dark Color and Sculpt Void.

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: “Preview”, 25 cm. Also as Sculpt, Sculpt Color, Sculpt Dark, Sculpt Dark Color and Sculpt Void – Ringkern.



IMAGES





ARTIST

TOBIAS POST

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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

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