



DOSSIER · ARTISTE · ART LUMINEUX NUMÉRIQUE · PEINTURE · PROJETS CURATORIAUX

TOBIAS POST

Biography

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[TEST.CUBE4ARTS.DE/FR](https://test.cube4arts.de/fr)

Mise à jour 10 septembre 2026

PROFIL

T. Post develops interactive works that occupy space and respond to the audience in real time through 3D sensors. Their basis is programmed, generative algorithms. T. Post's artistic roots lie in informal and non-representational painting. He takes up pop art and concrete art and sets them in motion.

The focus is on independent artistic work of his own. T. Post combines painterly experience with precise technical execution. Colour, surface, grid and rhythm become experienceable as moving systems; through interaction, viewers become part of what happens in the image. The aim is a clear, robust presentation for museum, institutional and commercial contexts.

CHRONOLOGIE

2027 IGA 2027

CURATORIAL

2026 Giganten & Kunst

CURATORIAL

WBK e.V.

DORTMUND
ADHÉSION

Kokerei Hansa — Giants and Art

EXPOSITION

Museum Wendener Hütte

DORTMUND
EXPOSITION

Museum Wendener Hütte — Mill Day

WENDEN
EXPOSITION

Sprecher Ruhrgebiet West

WENDEN
FONCTION

2025 BBK Westfalen e.V.

ADHÉSION

Museum Westfälische Salzwelten

EXPOSITION

The German Museum of Electricity

BAD SASSENDORF
EXPOSITION

Kunstverein Duisburg

RECKLINGHAUSEN
EXPOSITION

Artothek Oberhausen

DUISBURG
EXPOSITION

Music Festival

OBERHAUSEN
EXPOSITION
PADERBORN

	Kulturkirche Heilig Kreuz	EXPOSITION
	Künstlerhaus Dortmund	BOTTROP EXPOSITION
	St Maximilian Kolbe Church	DORTMUND EXPOSITION
	Post's Lottental — Show and Opening	WITTEN-STOCKUM EXPOSITION Bochum
2024	Industrial Monument — Gasometer	EXPOSITION Bochum
	LWL Museum Henrichshütte	EXPOSITION
	Art Visits Church	Bochum EXPOSITION
	KUKLOCH Church and Art	Bochum EXPOSITION
	Projektspeicher	Bochum EXPOSITION
	Hattingen Old Town Festival	Bochum EXPOSITION
	Halle 205 Industrial	Bochum EXPOSITION
	Tyde	Bochum EXPOSITION
	Post's Lottental	Bochum EXPOSITION
	Halle 205	Bochum EXPOSITION
	Birschel-Mühle	Bochum EXPOSITION Bochum
2023	Garden Opening	EXPOSITION Bochum
2022	Renamed CUBE4DEV GmbH	ENTREPRISE
2009	NOTIONCUBE Software GmbH founded	ENTREPRISE
1987	First gallery representation	VIE Bochum
1969	Born in Bochum	VIE Bochum
	Exhibitions in Bochum, Münster and Essen	VIE
	Computer science with art as a subsidiary subject	FORMATION
	Art teaching in Bochum	FORMATION
	VERA e.V.	ADHÉSION
	VG Bild-Kunst	ADHÉSION

PROJETS CURATORIAUX

2026 GIGANTEN & KUNST

Curatorial team · Group exhibition of BBK Westfalen · Kokerei Hansa, Dortmund

Giants & Art is a group exhibition of the BBK Westfalen in the compressor hall of the Kokerei Hansa in Dortmund. Twelve artists show work among the historic compressors of the former industrial plant.

Together with Sandra Tusch-Dünnebacke and Cornelia Regelsberger I am part of the curatorial team.

As an artist I am represented with the work group BRUTAL VERDREHT: three site-specific works of digital light art taking up the rotation, compression and flow of the historic compressor.

2027 IGA 2027

Nature & Art — How the future grows · Exhibitions in the compressor hall for BBK Westfalen

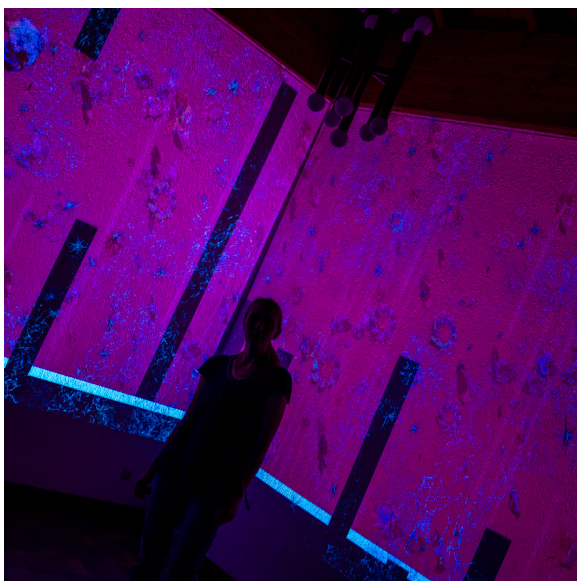
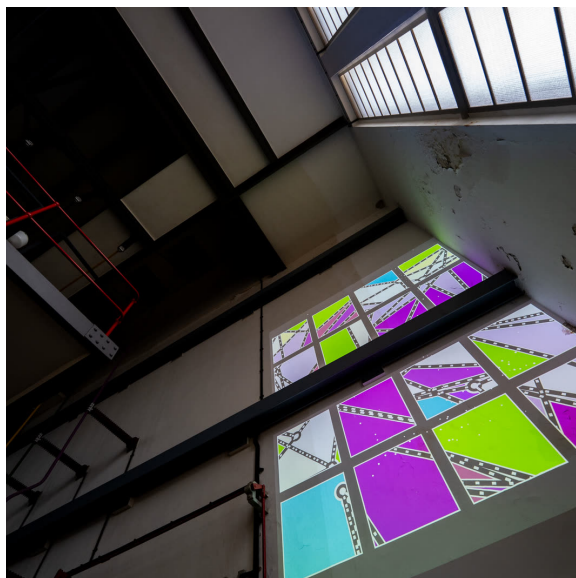
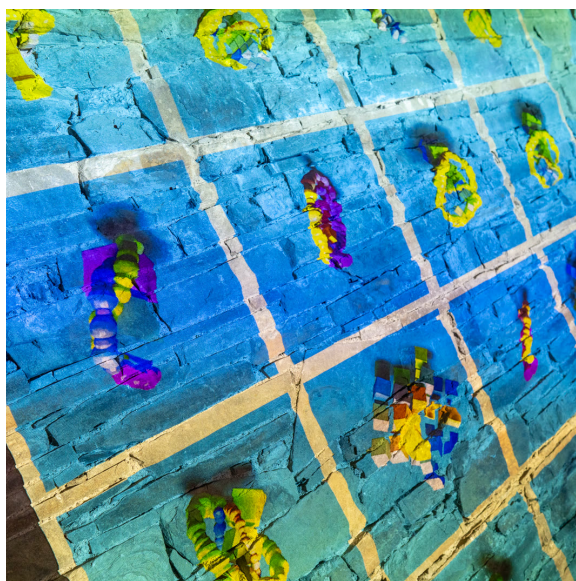
The International Garden Exhibition Metropole Ruhr 2027 runs from 23 April to 17 October 2027. It does not occupy a single site but the whole region.

For the BBK Westfalen I am responsible for the exhibitions in the compressor hall of the Kokerei Hansa in Dortmund.

Working title: Nature & Art — How the future grows. Programme and dates are not yet fixed.



EXPOSITIONS CHOISIES





BIOGRAPHIE

COMBINING ART AND TECHNOLOGY IS MY SUPERPOWER FOR IMMERSIVE ART.

I was born in Bochum on 4 April 1969 and, after my Abitur and community service, went on to study computer science and art in Dortmund. I left my studies early, however, and founded my own software company for computer games.

Until 2022 I worked as a sole trader on dozens of major projects and hundreds of smaller IT solutions, developing web, desktop, 3D, multimedia and graphics-oriented software. I moved through very different settings: start-ups, small and medium-sized companies, universities and corporations. My expert knowledge of IT was set on an ever stronger practical foundation. Looking back, my working life as a software developer reads like a technical art education tailored perfectly to me, and to immersive art in particular.

Art has been with me from advanced-level art at school, through my first exhibitions and picture sales at eighteen, and art as a subsidiary subject at university, to a lifelong private engagement with painting, video art and computer art. Artistically, though, after those first successes I concentrated on my non-public, inner artistic work and kept my freedom as a young artist, so that I could go on growing freely and with pleasure.

In 2022 personal losses shifted my focus and gave me the impulse to put my artistic work first and place software development in the service of art - and to bring the two together.

For the first time in my life it is possible for me to bring all my talents together towards one strong aim. Two separate halves within me are growing into one.

In 2022 I changed the purpose of my company entirely, from a software workshop to an art studio and digital studio. Since then I have worked with full commitment on making my artistic practice steadily more professional and lifting what I make to a new level.

My exhibition work is central, beginning in 2023/24 still exclusively with painting. In 2025 the focus is on immersive art. Personal exhibition highlights for me are the industrial exhibitions at the Phoenix gasometer in Dortmund and at the Henrichshütte in Hattingen.

I am especially pleased to have been admitted to the Bundesverband Bildender Künstler*innen - BBK Westfalen e.V. in 2025.

ARTISTE

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NÉ 1969 · Bochum

MEMBRE WBK e.V. (2026) · BBK Westfalen e.V. (2025) · VERA e.V. · VG Bild-Kunst

FONCTION Sprecher Ruhrgebiet West (2026)

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CUBE4ARTS

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