



DOSSIER · ARTISTA · ARTE LUMINOSA DIGITALE · PITTURA · PROGETTI CURATORIALI

TOBIAS POST

Biography

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Artista · Arte luminosa digitale · Pittura · Progetti curatoriali

Aggiornato 10 settembre 2026

PROFILO

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.

CRONOLOGIA

2027 IGA 2027

CURATORIALE

2026 Giganten & Kunst

CURATORIALE

WBK e.V.

DORTMUND
ADESIONE

Kokerei Hansa — Giants and Art

MOSTRA

Museum Wendener Hütte

DORTMUND
MOSTRA

Museum Wendener Hütte — Mill Day

WENDEN
MOSTRA

Sprecher Ruhrgebiet West

WENDEN
FUNZIONE

2025 BBK Westfalen e.V.

ADESIONE

Museum Westfälische Salzwelten

MOSTRA

The German Museum of Electricity

BAD SASSENDORF
MOSTRA

Kunstverein Duisburg

RECKLINGHAUSEN
MOSTRA

Artothek Oberhausen

DUISBURG
MOSTRA

Music Festival

OBERHAUSEN
MOSTRA

PADERBORN

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

PROGETTI CURATORIALI

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.

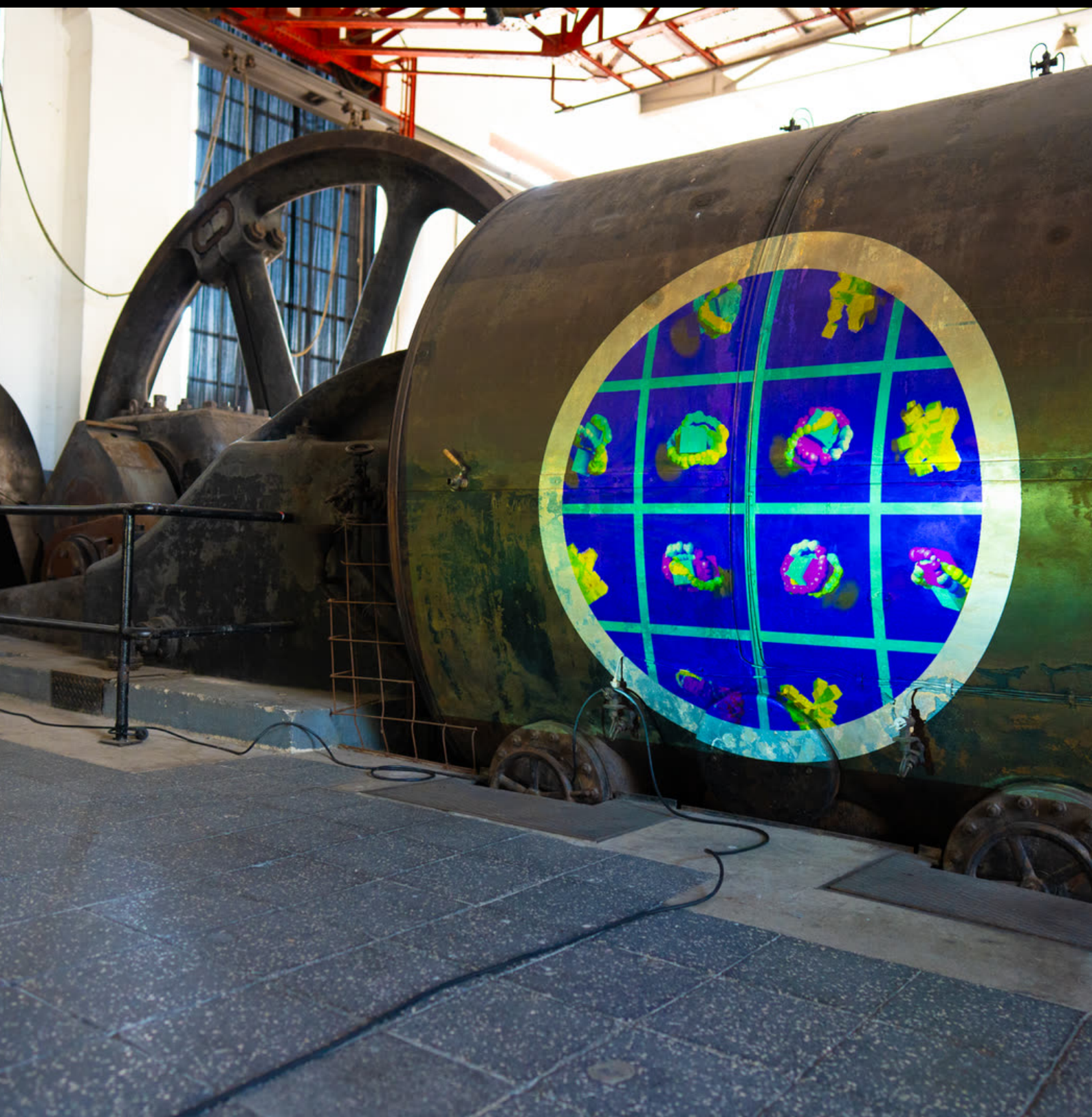
2027 IGA 2027

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

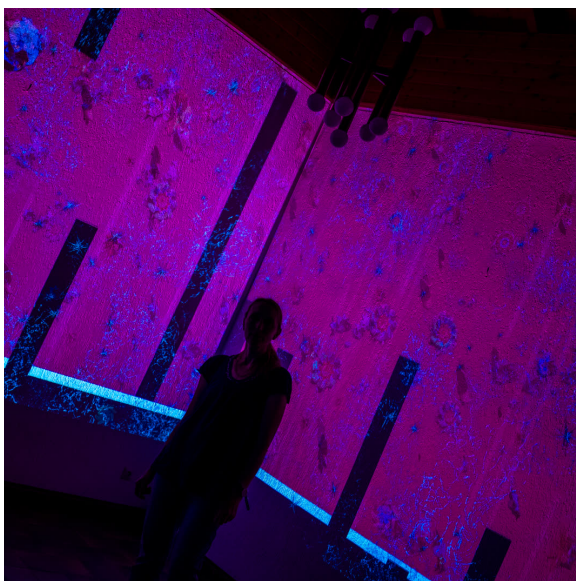
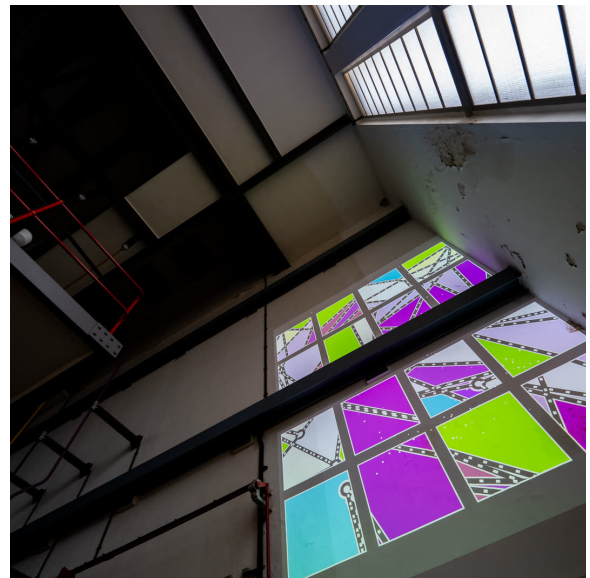
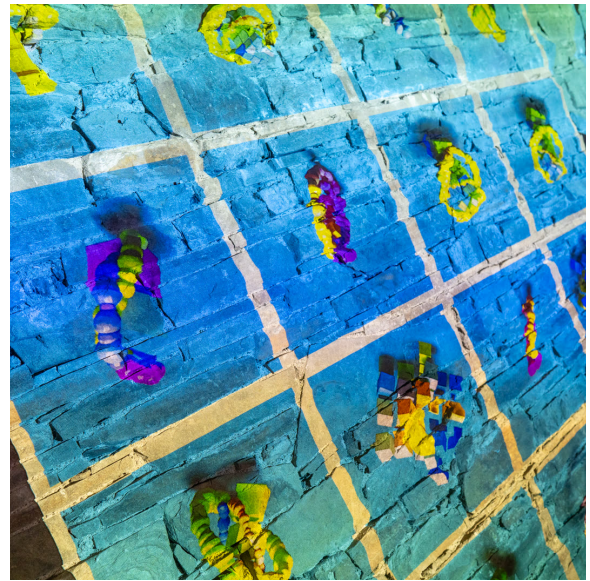
The International Garden Exhibition Metropole Ruhr 2027 runs from 23 April to 17 October 2027. It does not occupy a single site but the whole region.

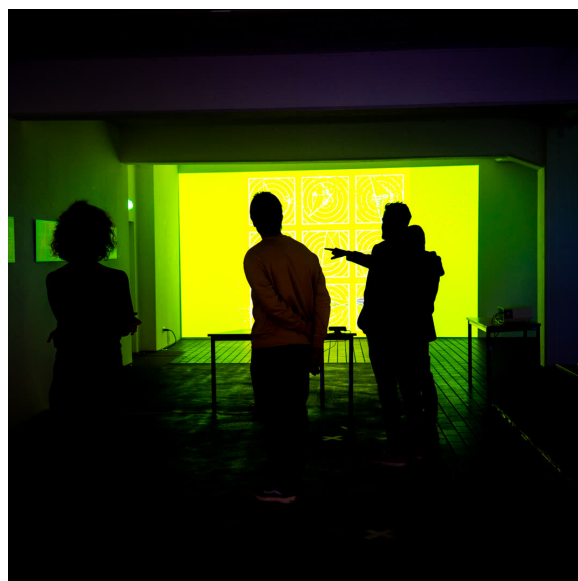
For the BBK Westfalen I am responsible for the exhibitions in the compressor hall of the Kokerei Hansa in Dortmund.

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



MOSTRE SCELTE





BIOGRAFIA

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.

ARTISTA

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NATO

1969 · Bochum

MEMBRO

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

FUNZIONE

Sprecher Ruhrgebiet West (2026)

CONTATTO

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Immagini: © 2026 Tobias Post

Dossier · Aggiornato 10 settembre 2026

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