

# Hybrids vs. Theodolite

3D Interactive Windows app,  
book, site specific instalation,  
performance

Exhibitions:

**2018: Franzensfeste (IT): Academiae Biennial 2018**  
**2018: Desfours Palace (CZ): 4+4 days in Motion**



installation ↓



screenshot - PC game ↑

~ Excerpt from the book: How do we measure the thickness of this cupboard if there's nothing inside? You focus on the futile attempts of one of the geodesists trying to survey his impressions of the visit to the villa. The other one asks him what being a geodesist means to him. And what does he think is the meaning of surveying the buildings. And whether he thinks he can be even more precise one day. The geodesist doesn't answer; instead, he comes up to the chair, turns it a bit and pushes it a few millimetres. Then he tells you acrimoniously not to touch anything.

performance ↓



Two geodesists are trying to measure a house. They described their failures in a book, by making copies of chairs out of a styrofoam and in a PC game. Some real world visitors sat on the styrofoam chairs and destroyed them, even though they were white and completely unrealistic.

# Hybrids vs. Theodolite



performance ↓

book ↑

performance ↓



# Hybrids vs. Theodolite



screenshot - PC game ↑

performance ↓



# Miha (Fog)

3D Interactive Windows App  
PC game

Exhibitions:

**2020: M3 festival: Layers of History**

**2021: Theater X10: Y events**



presentation - live gaming ↑

screenshot - PC game ↓



~ Excerpt from the PC game:  
Eden! On Earth! How lovely.  
They said here we would forget  
the struggles of today. Nothing  
disturbed them, having a life  
without everyday worries,  
without politics, without  
snobbish art. Artists have  
created art for everyone. They  
had a full belly, home heating  
and cheap rent. Full belly till  
you are fed up with food. You  
will see tanks, fog, bombs,  
Eden. You will ride on a roller  
coaster. I'll shoot you out of a  
cannon. Then you will see that  
the earth is not flat. And so we  
stumble around the world with  
a drunken step. One forward  
and two backward.

screenshot - PC game ↓



A virtual environment copying existing part of Prague, reflecting few views on different perception of heaven, fun, and the local history of the city during 20th century.

# Mlha (Fog)



performance ↓

screenshot - PC game ↑



# Mlha (Fog)



performance ↓

screenshot - PC game ↑



# Visitors

3D Interactive Windows App  
PC game

Exhibitions:

**2020: Center for Contemporary Arts Prague: Beyond Nuclear Family pop-up**



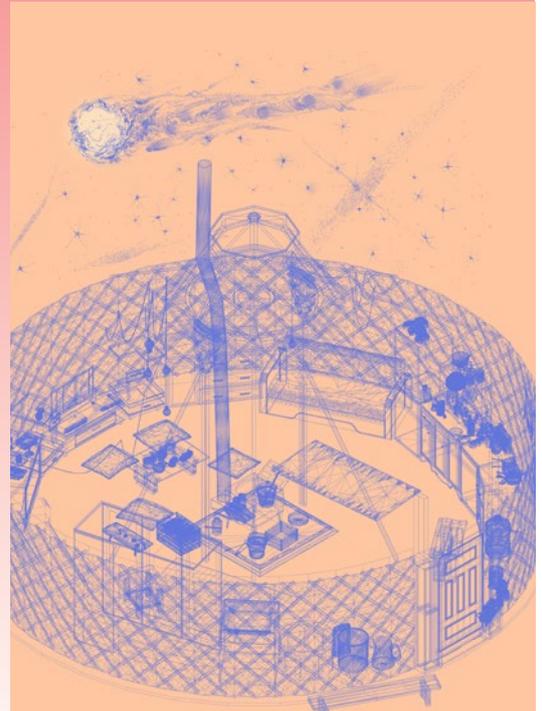
screenshot - PC game ↓



presentation - live gaming ↑

~ Excerpt from the PC game:  
If you were to drive around, you would see a rusted camera, pieces of torn newspapers, withered flowers from another meadow and a few plastic food wrappers along the path. Insects and various small creatures would be crowding among them, as if these leftovers were remnants of an ancient civilization. Ants would continue to swarm among the rubbish, and it's hard to say what's on their mind after the humans are long gone. They probably find the crumbs of butter cookies the best.

screenshot - PC game ↓



You could become a visitor in peoples home around the world. However, it would be hard for you to understand the rules of every household, so sometimes you crawl into peoples dreams to find out more.

# Visitors



screenshot - PC game ↓

installation ↑



So go further to the left, there is a sofa, sit down and make yourself comfortable for now.

# Visitors



screenshot - PC game ↓

screenshot - PC game ↑



# 13th party district HQ

CGI - 3D animated video

Exhibitions:

**2021: Venice Architecture Biennale as a member of [Othernity.eu](http://Othernity.eu)**



screenshot - video ↓



screenshot - video ↑

13th party district headquarters is a building in Budapest, a former main office of a local Communist party. After the fall of the regime, it has been transformed into a state treasury. This transformation is discussed in a dialogue of a young woman, presumably an architect, and an older man, a maintenance worker. These two takes on the problematic of architecture reconstructions revolves around issues of authenticity, burden of the past and what should or should not be preserved.

screenshot - video ↓



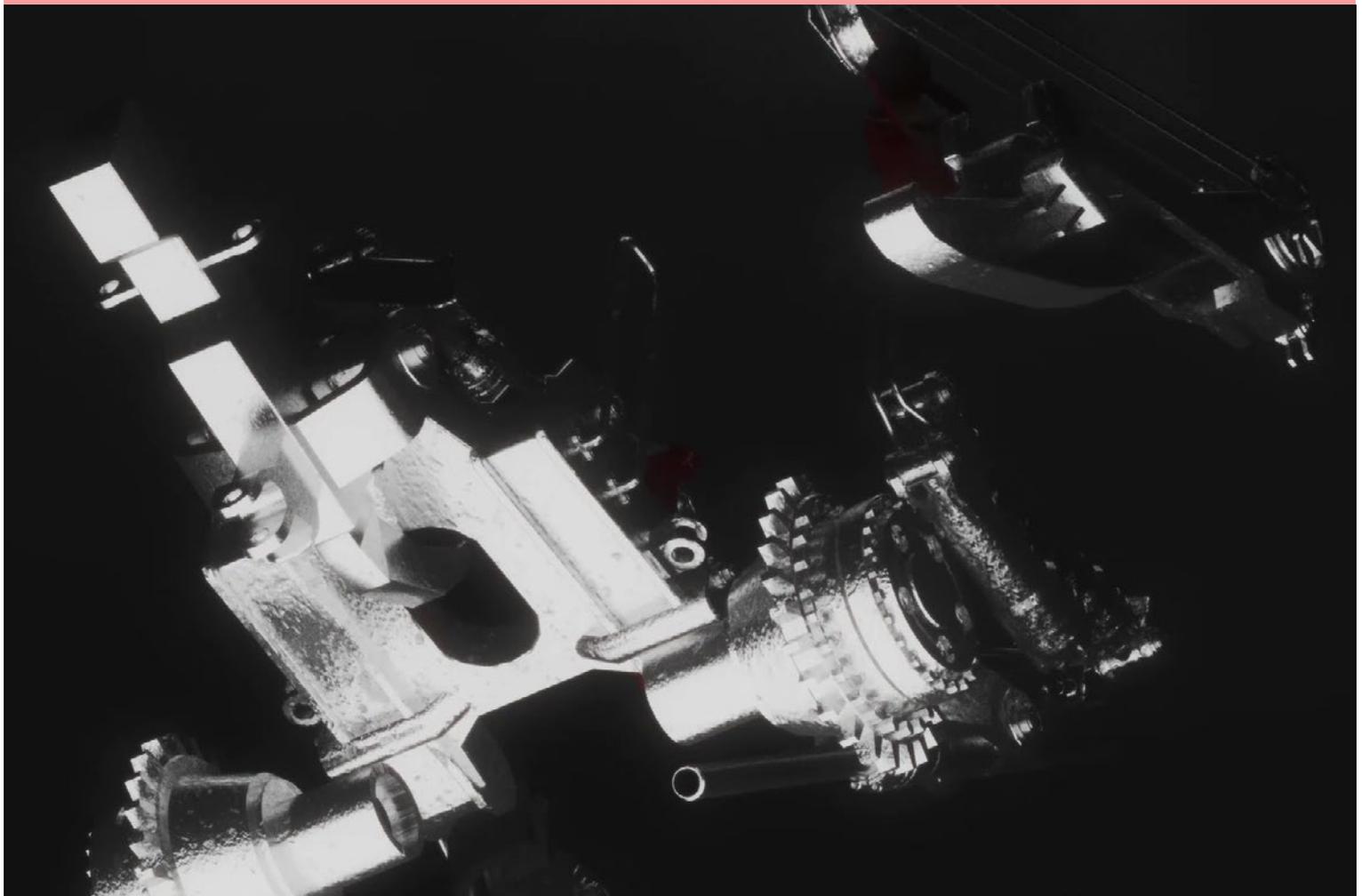
A dialogue offering two approaches on possible afterlife of a former communist party headquarters in Budapest.

# 13th party district HQ



screenshot - video ↓

screenshot - video ↑

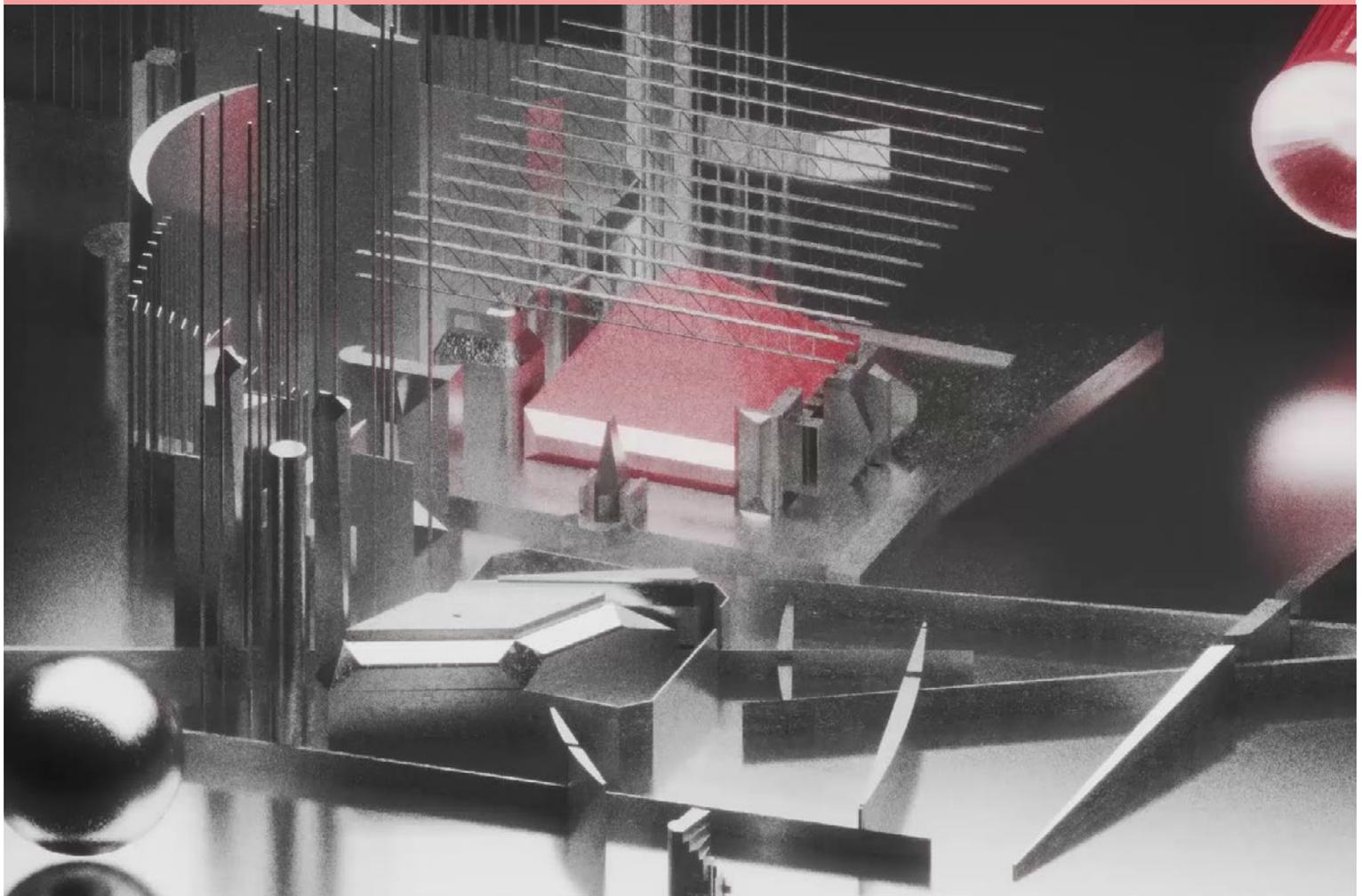


# 13th party district HQ



screenshot - video ↓

screenshot - video ↑



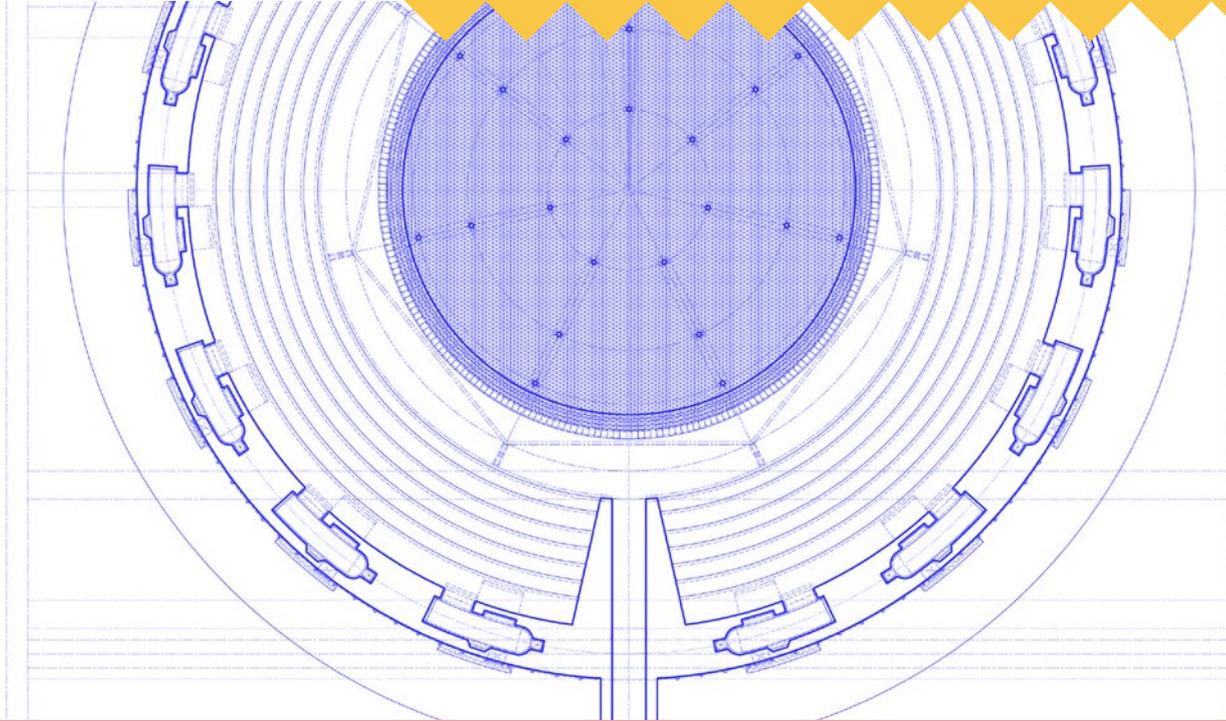
# Architecture of speculations

Speculative architecture projects

Exhibitions:

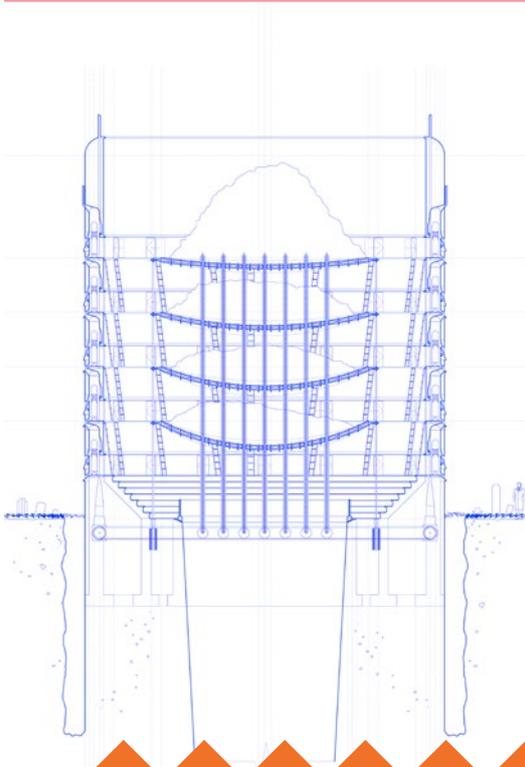
**2017: Fotograf Festival**

**2021: Venice Architecture biennale**



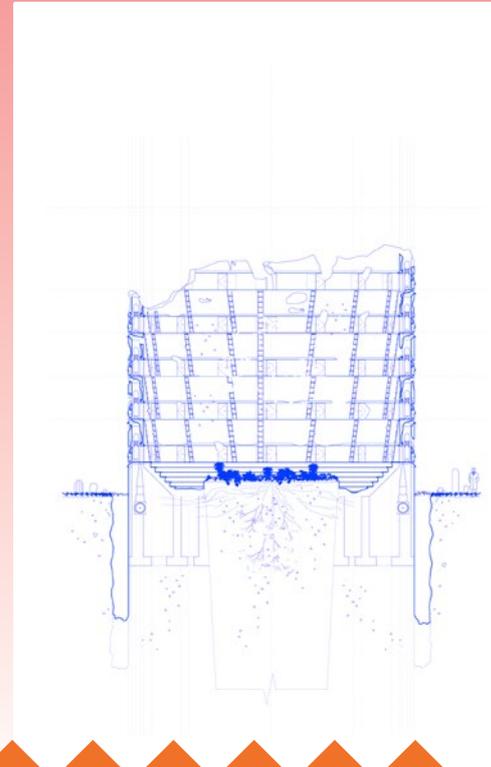
groundplan ↑

section ↓



I designed several architecture projects on very lucrative spots in Prague, which are taken for centuries, with no ambition for realisation. The proposed buildings were for example house for poor and unsuccessful architects, house for worshippers of the atom, or a house designed to bury the graveyard and subsequently itself. I slept in self-reconstructed modernist torture cell, having a bad dream about an infinite number of dirty toilets ordered in a very modernist grid.

section ↓

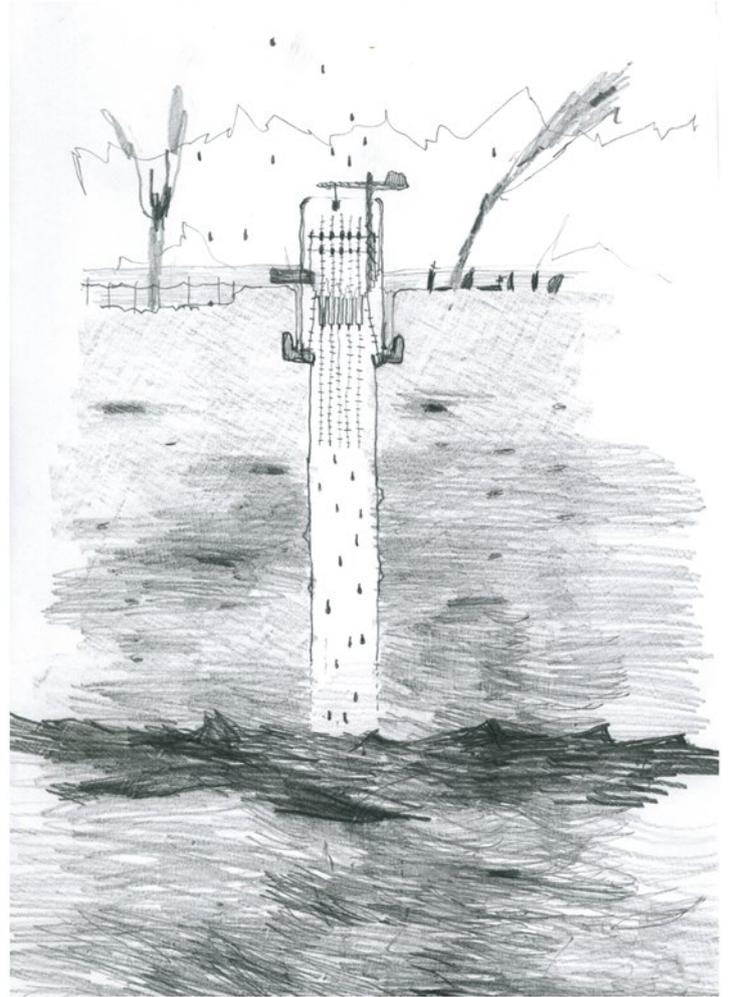
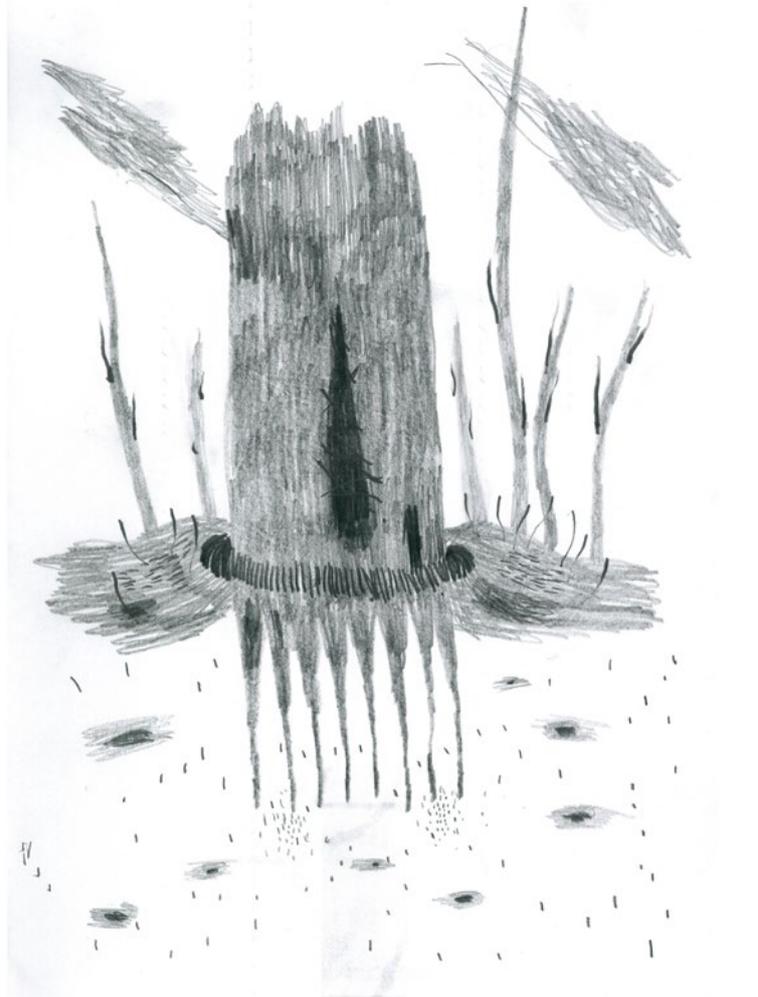


# Architecture of speculations

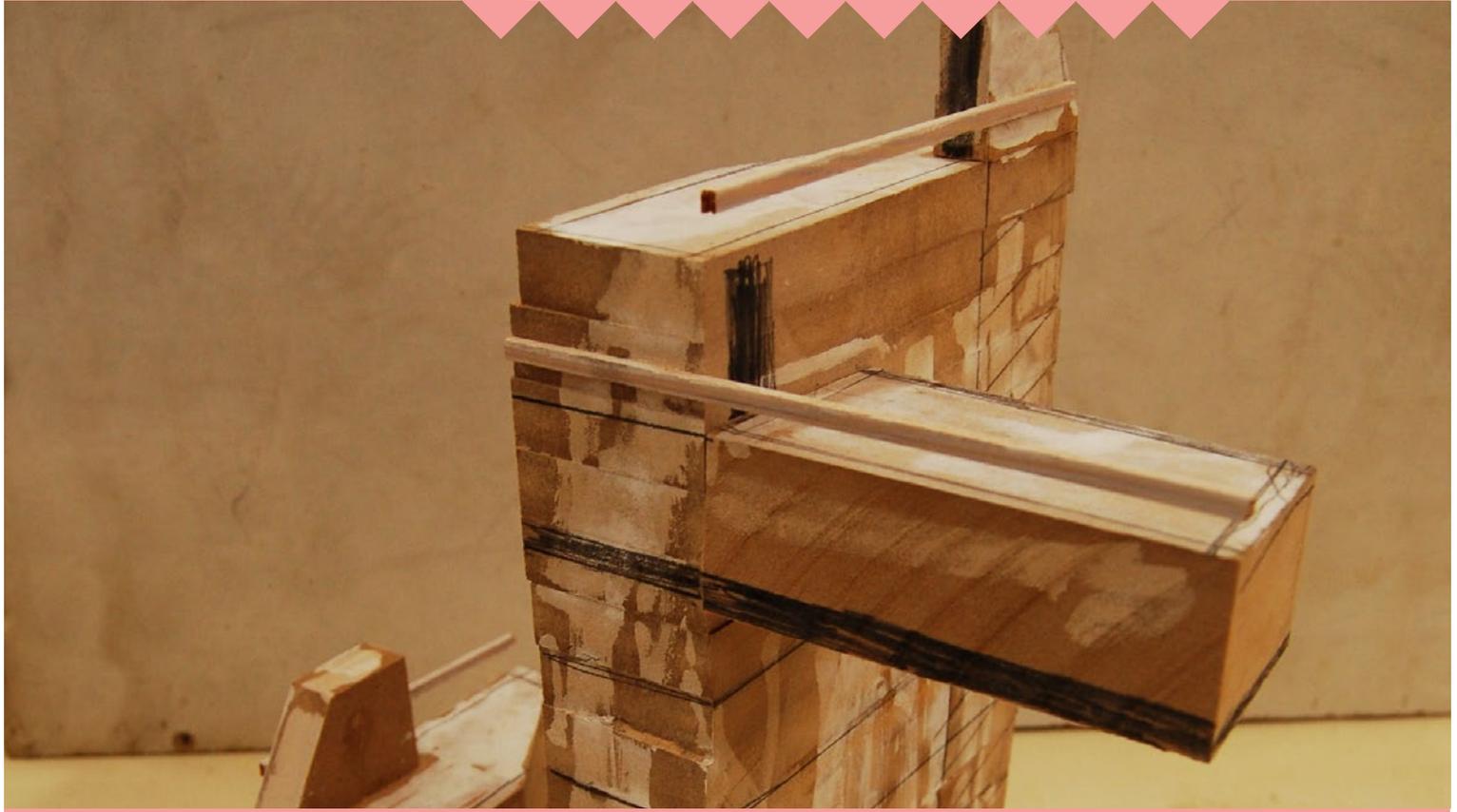


drawings ↓

visualization ↑



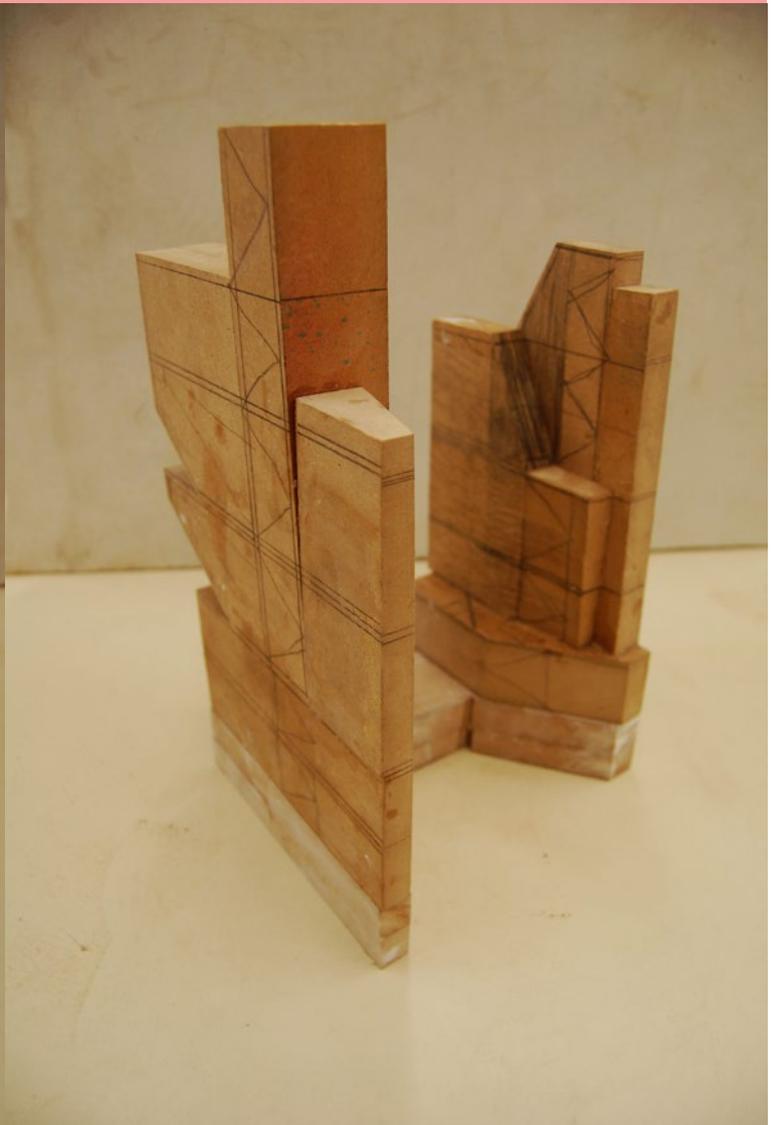
# Architecture of speculations



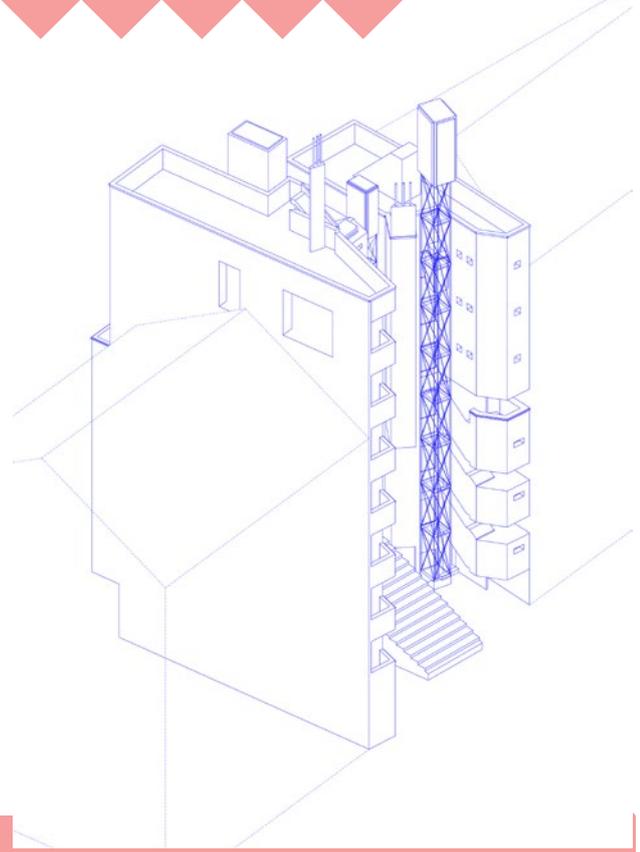
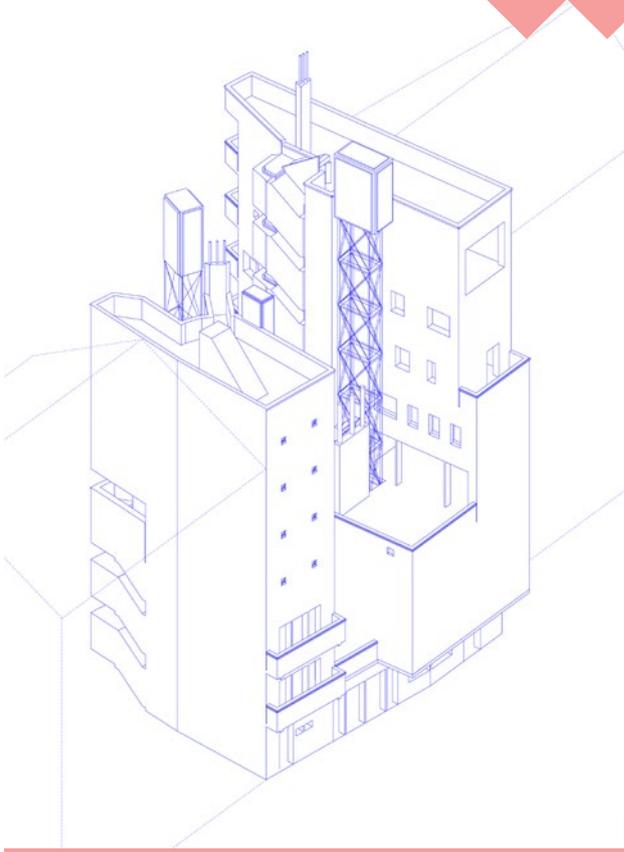
plaster model ↓

wooden model↑

wooden model ↓



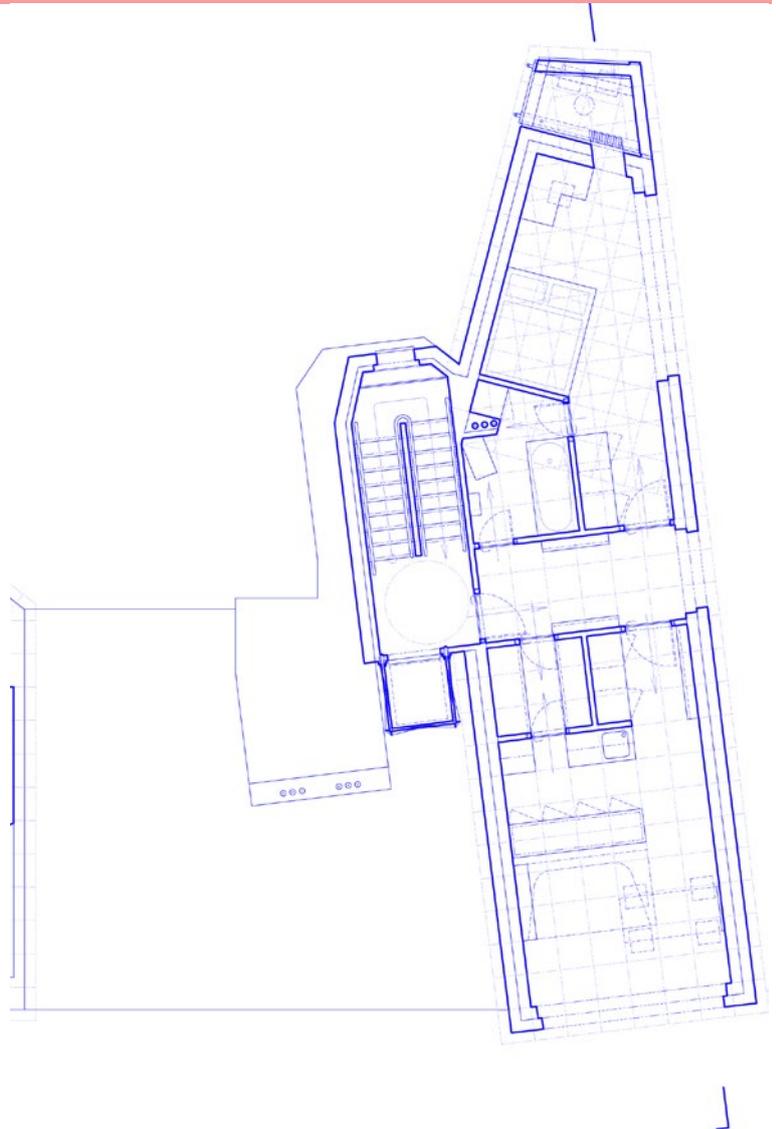
# Architecture of speculations



section ↓

axonometries ↑

groundplan ↓



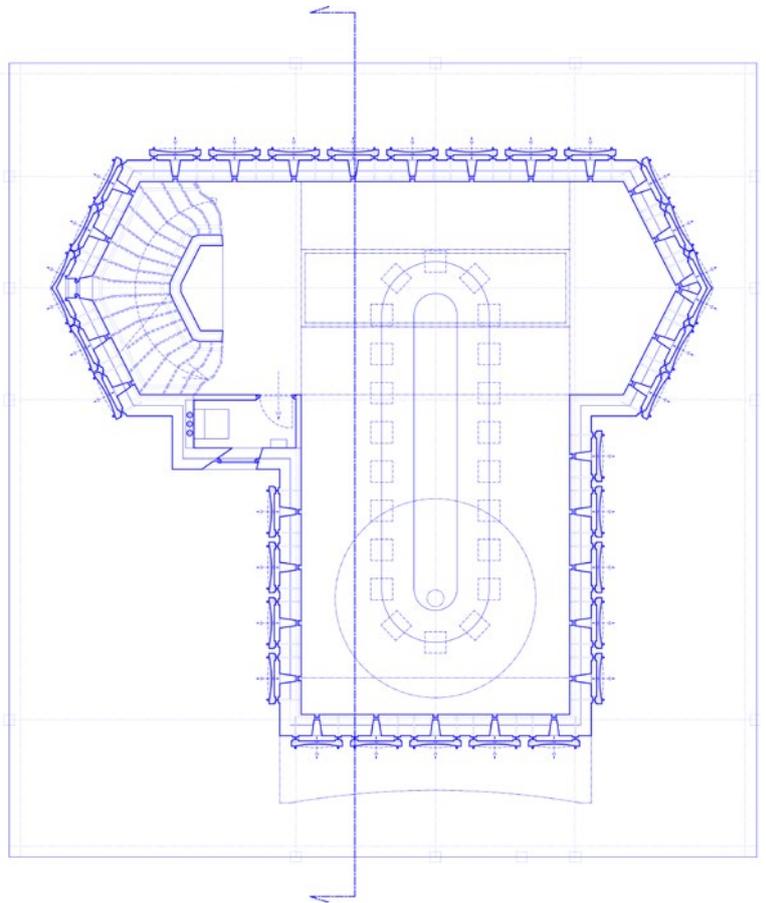
# Architecture of speculations



drawing ↓

drawing↑

groundplan ↓



# Architecture of Exhibitions

Several designs of exhibitions or site specific gallery installations

Exhibitions:

**2020: Gallery of František Drtikol**

**2021: Mglc Ljubljana**



Gallery Kampa ↑

Gallery Kampa ↓



Architecture exhibitions designs for several galleries and museums, often site specific and self made.

Gallery Kampa ↓

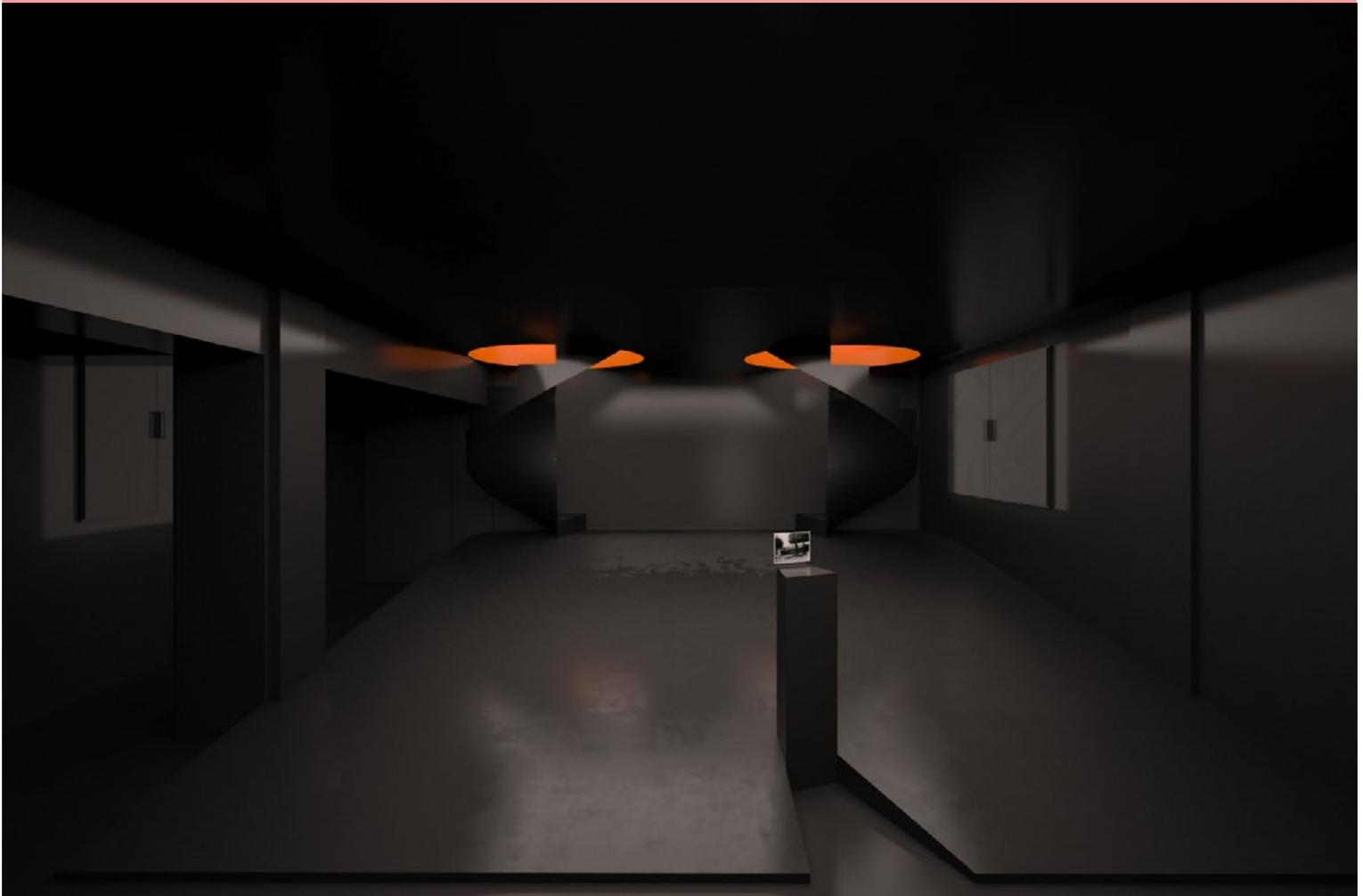


# Architecture of Exhibitions



Palach Memorial ↓

NG prague ↑



# Architecture of Exhibitions



Centre for Contemporary art ↓

Plach Memorial ↑



# Architecture of Exhibitions



Gamu Prague ↓

Gamu Prague ↑

Gamu Prague ↓



# Architecture of Exhibitions



Lidice Memorial ↓

Lidice Memorial ↑



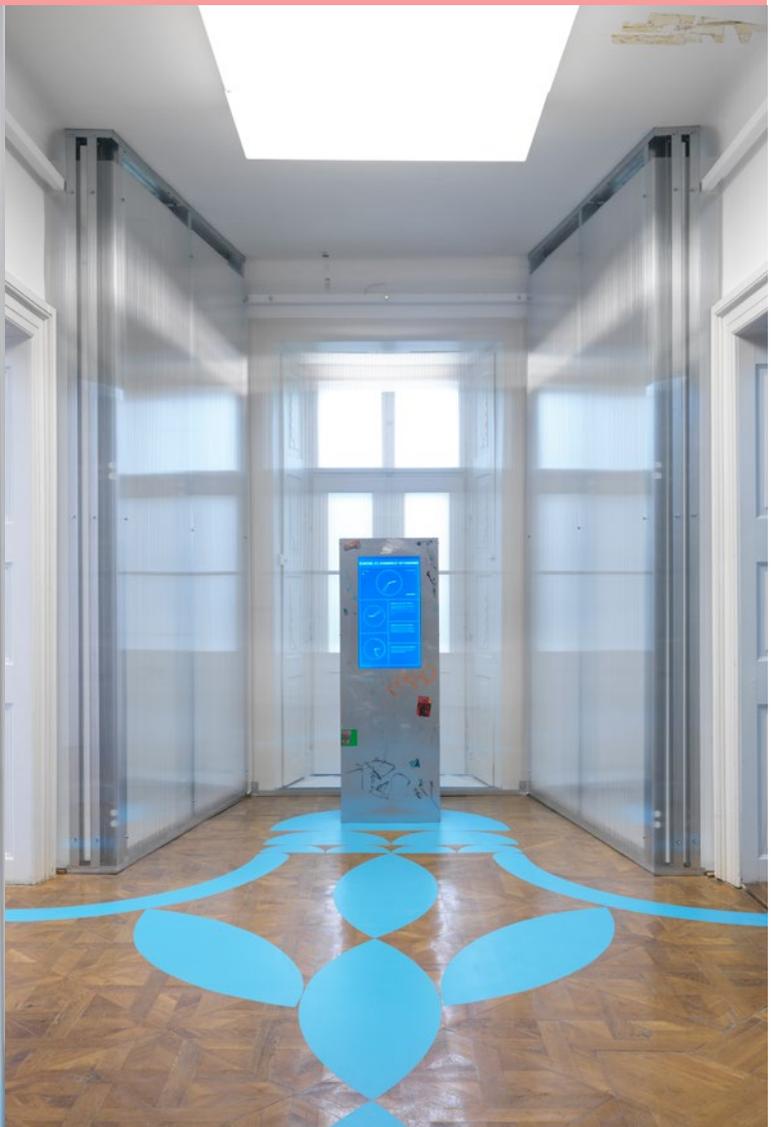
# Architecture of Exhibitions



MGLC Ljubljana ↓

MGLC Ljubljana ↑

MGLC Ljubljana ↓



# Architecture of Exhibitions



MGLC Ljubljana ↑

TIC Brno ↓

TIC Brno ↓



# Architecture of Exhibitions



Soft Arena, Virtual reality playground ↓

Soft Arena, Virtual reality playground ↑



# Architecture of Exhibitions



Soft Arena, Virtual reality playground ↓

Soft Arena, Virtual reality playground ↑





more at:

[www.vojtechrada.com](http://www.vojtechrada.com)

