

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



You decide to look through the ground plans and find out it is the room you are in at the moment. You immediately see that space went through some changes and therefore the plans aren't up-to-date. Or, they can represent the intention to redesign. Then, when you look at various versions, you feel at times that whoever has drawn the plans couldn't possibly be serious. You have a suspicion that it is some sort of game or exercise. Yes, there is indeed a table or chair drawn in the plans, as usual, but you're not sure why would anyone draw a toppled chair or a table being upside down. But it must be said you can imagine all of this even though you have no ideas what's the point. Some drawings contain various photographs, like in a collage, depicting probably details or references. Sometimes, it is a ledge, sometimes a piece of a chair or a mirror. In one photograph, you see a familiar scene.

5

book ↑

performance ↓

performance ↓



Hybrids vs. Theodolite



screenshot - PC game ↑

performance ↓



Mlha (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



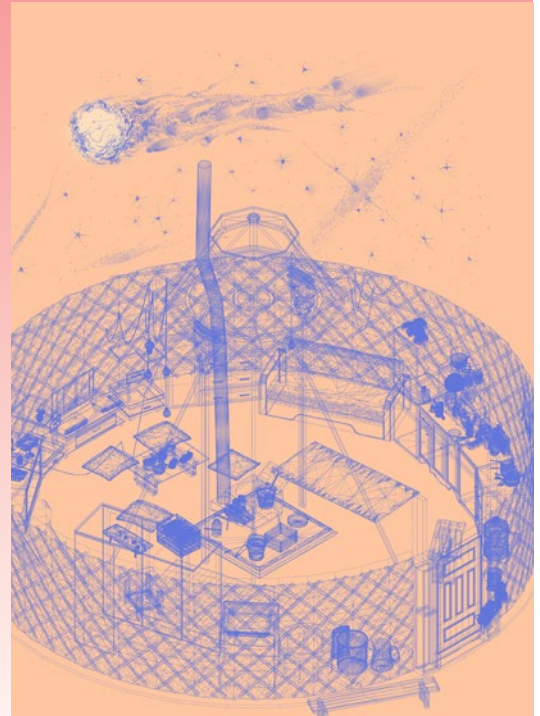
screenshot - PC game ↓



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 ↑



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



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 ↓



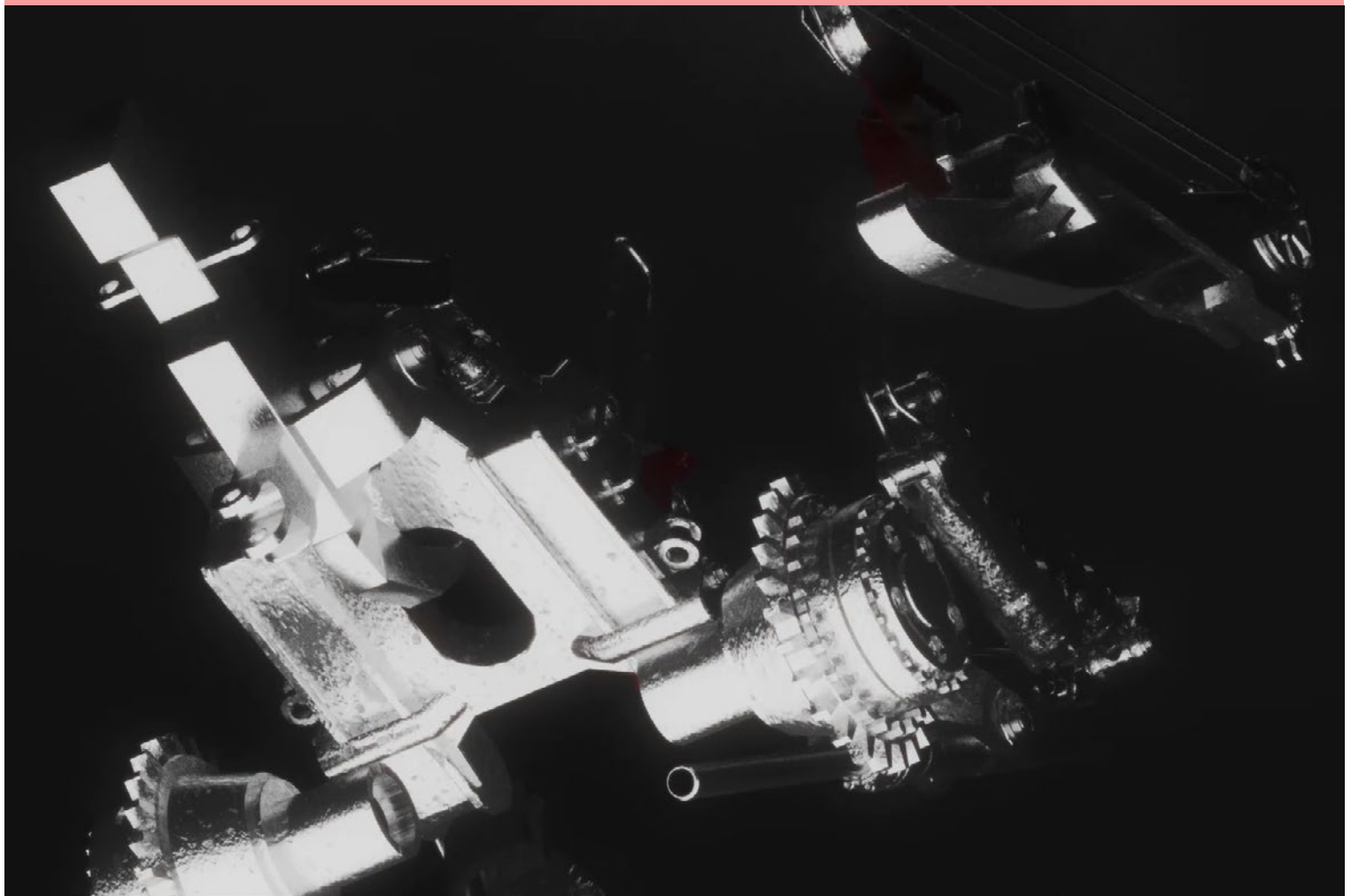
A dialogue offering two approaches on possible afterlife of a former communist party headquarters in Budapest.

13th party district HQ



screenshot - video ↓

screenshot - video ↑

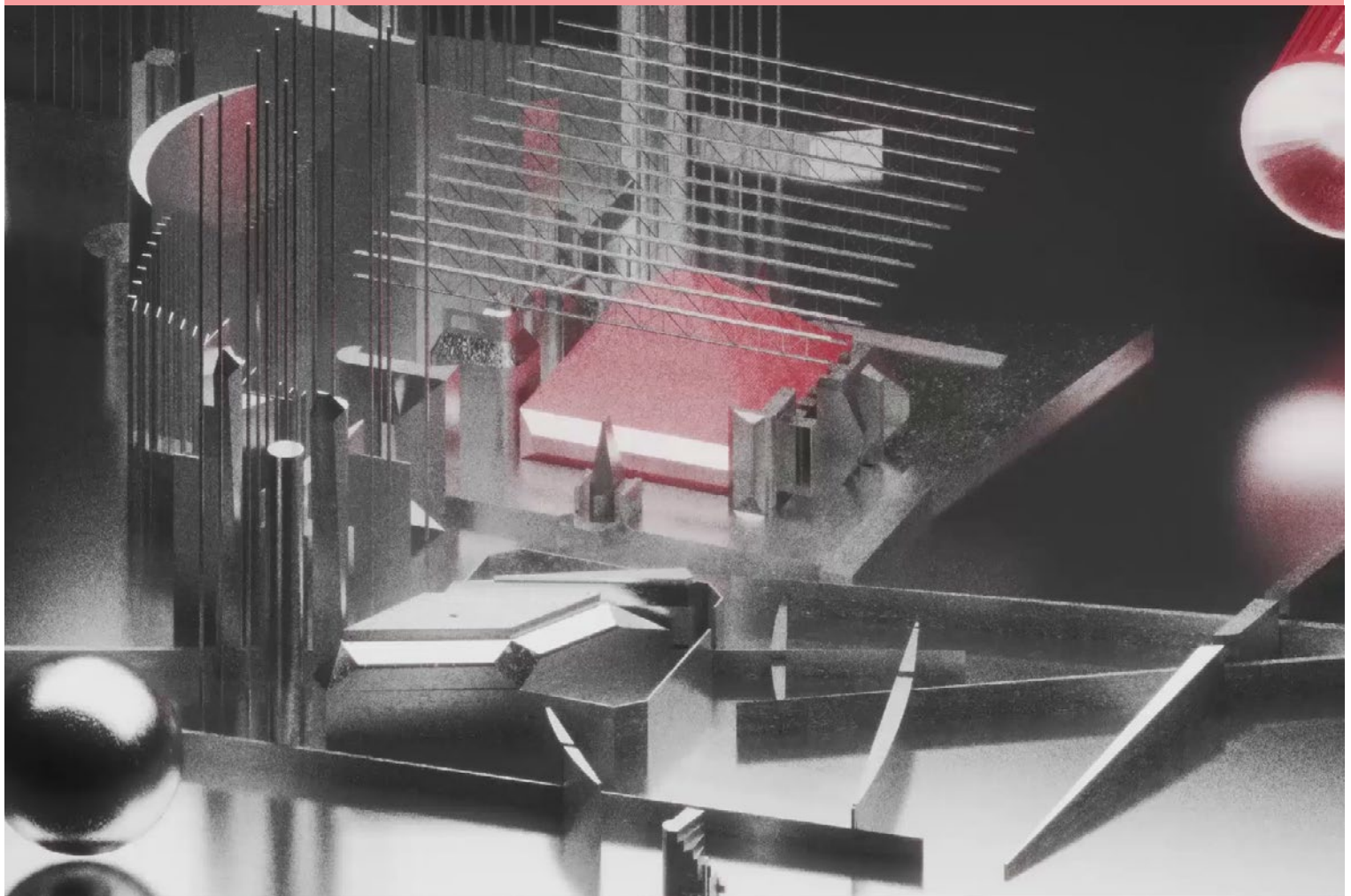


13th party district HQ



screenshot - video ↓

screenshot - video ↑



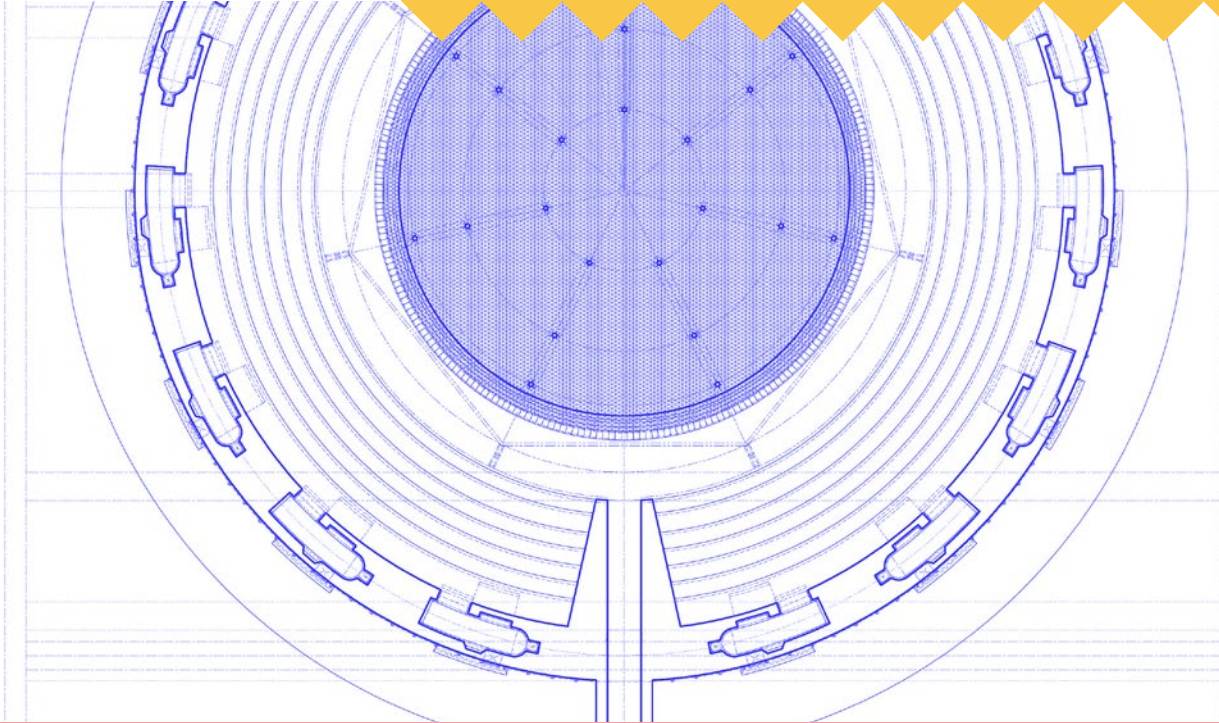
Architecture of speculations

Speculative architecture
projects

Exhibitions:

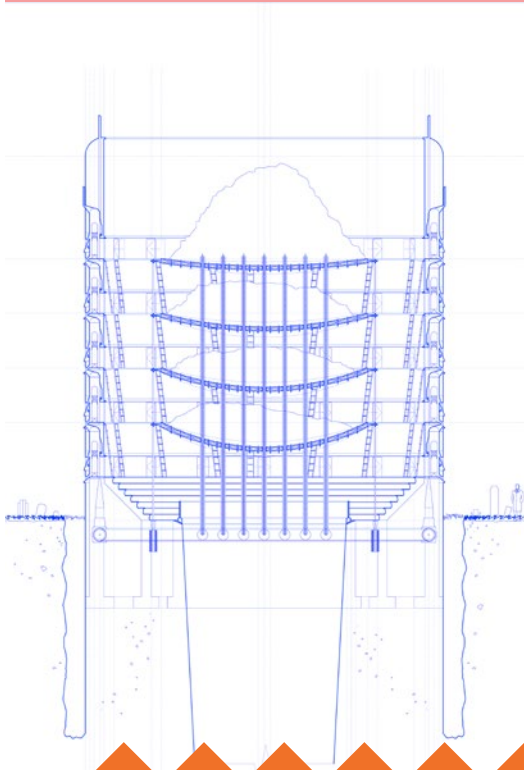
2017: Fotograf Festival

2021: Venice Architecture biennale



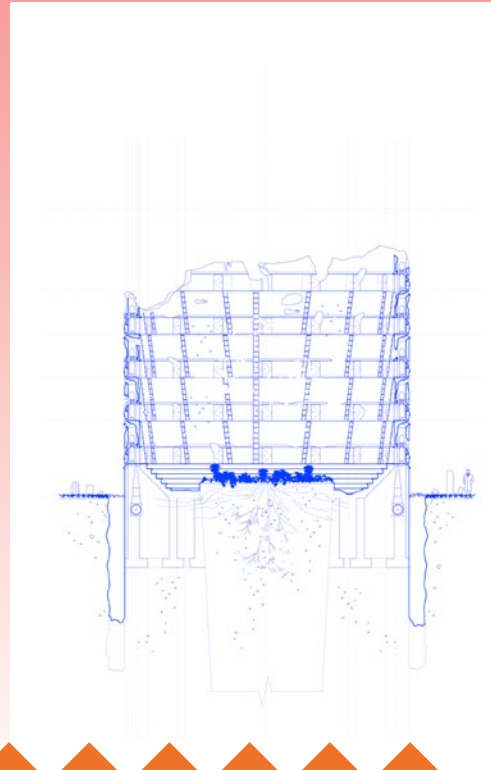
groundplan ↑

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 worships 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 ↓

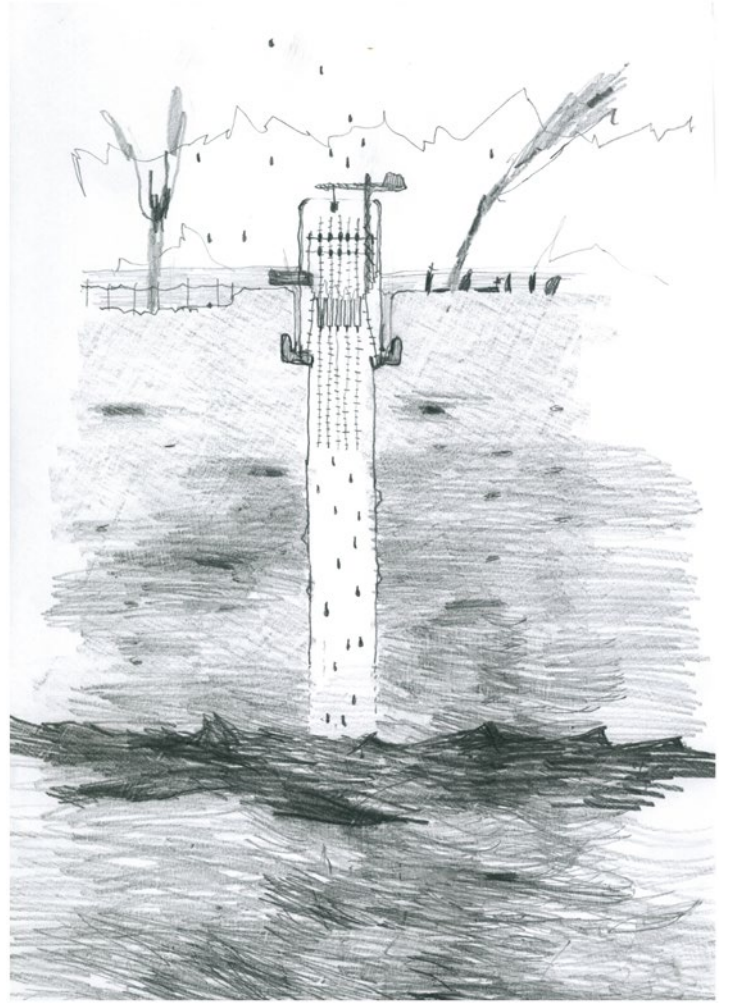
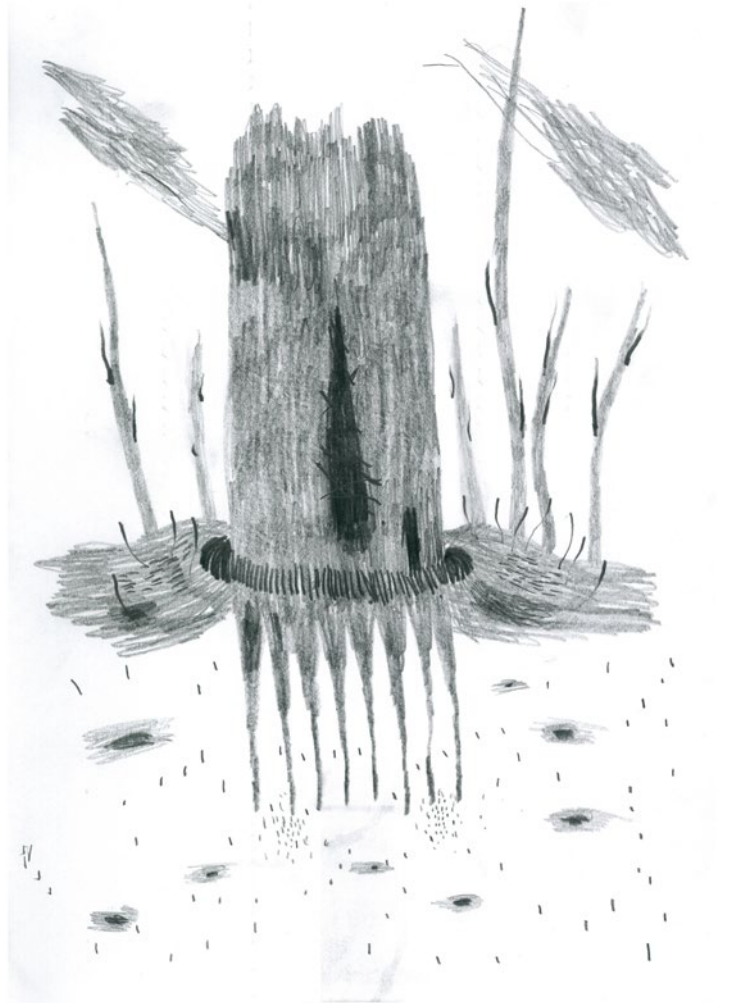


Architecture of speculations

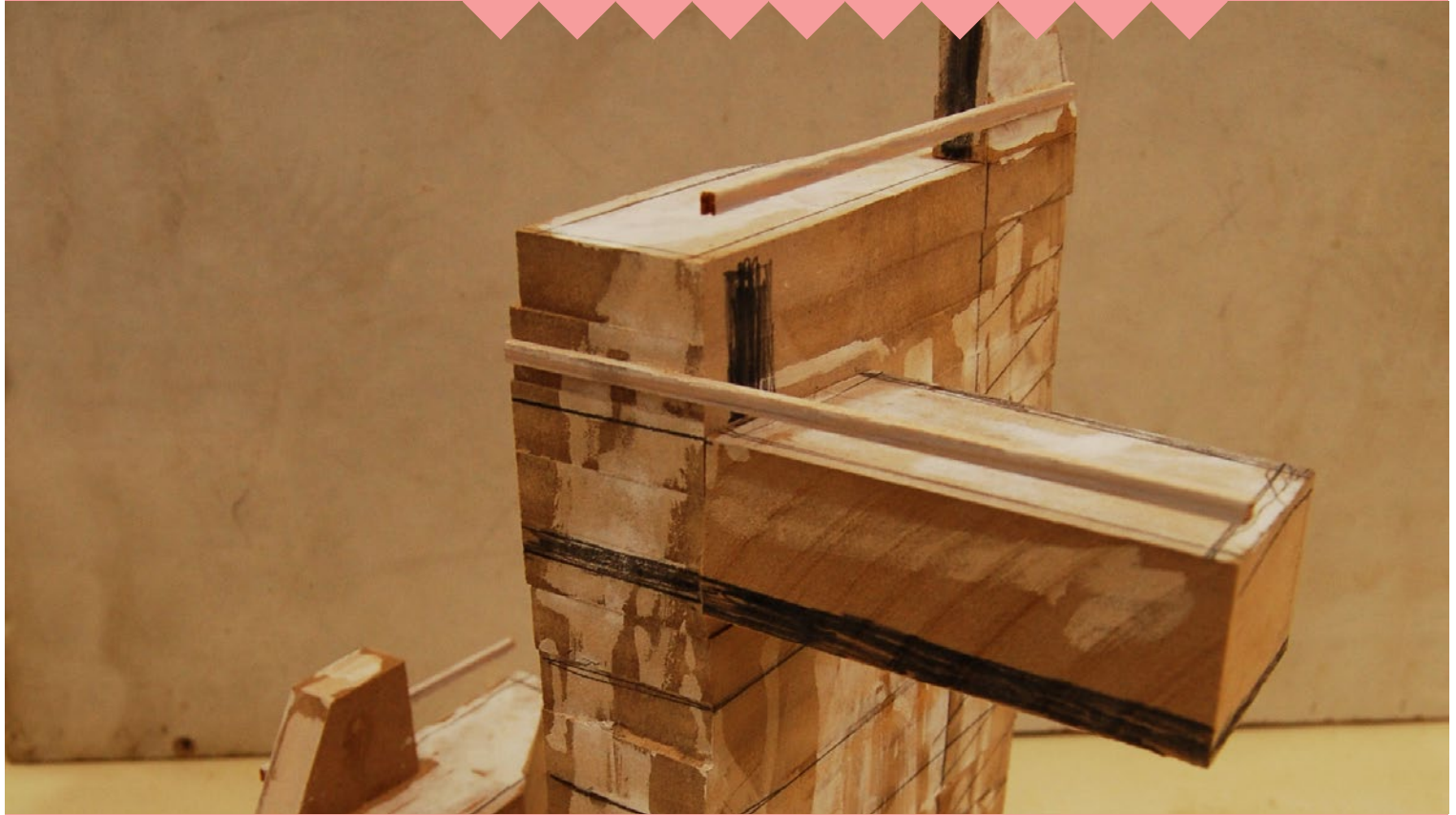


drawings ↓

vizualization ↑



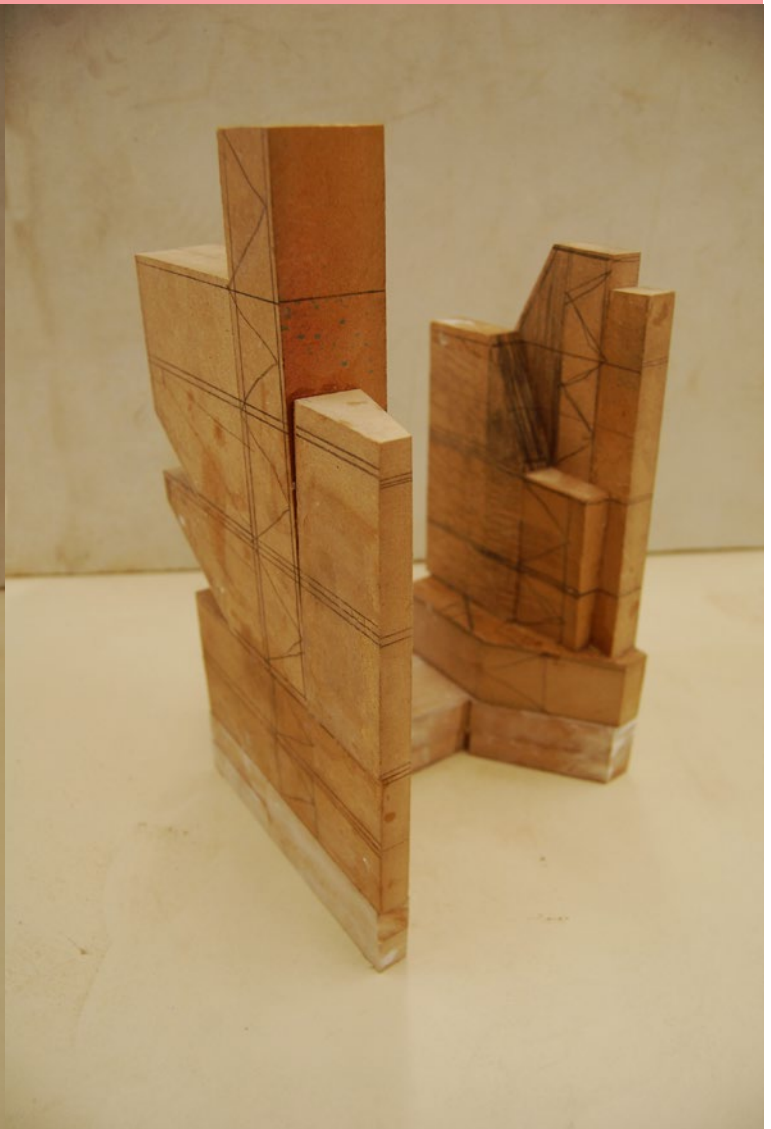
Architecture of speculations



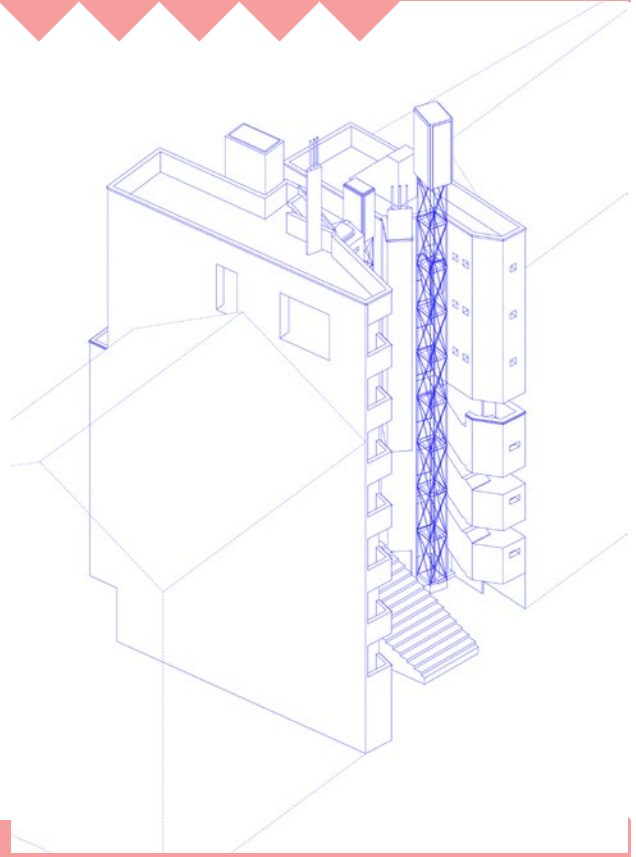
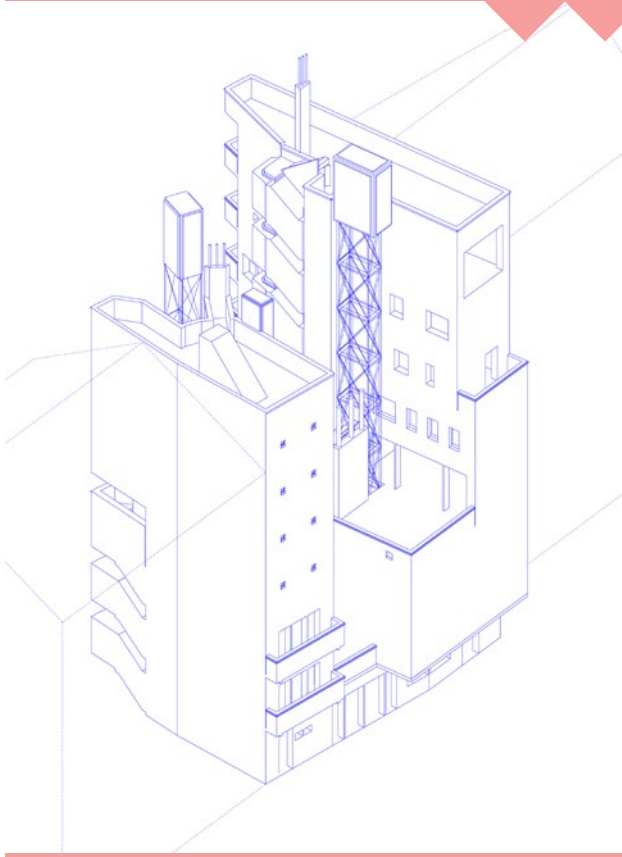
plaster model ↓

wooden model↑

wooden model ↓



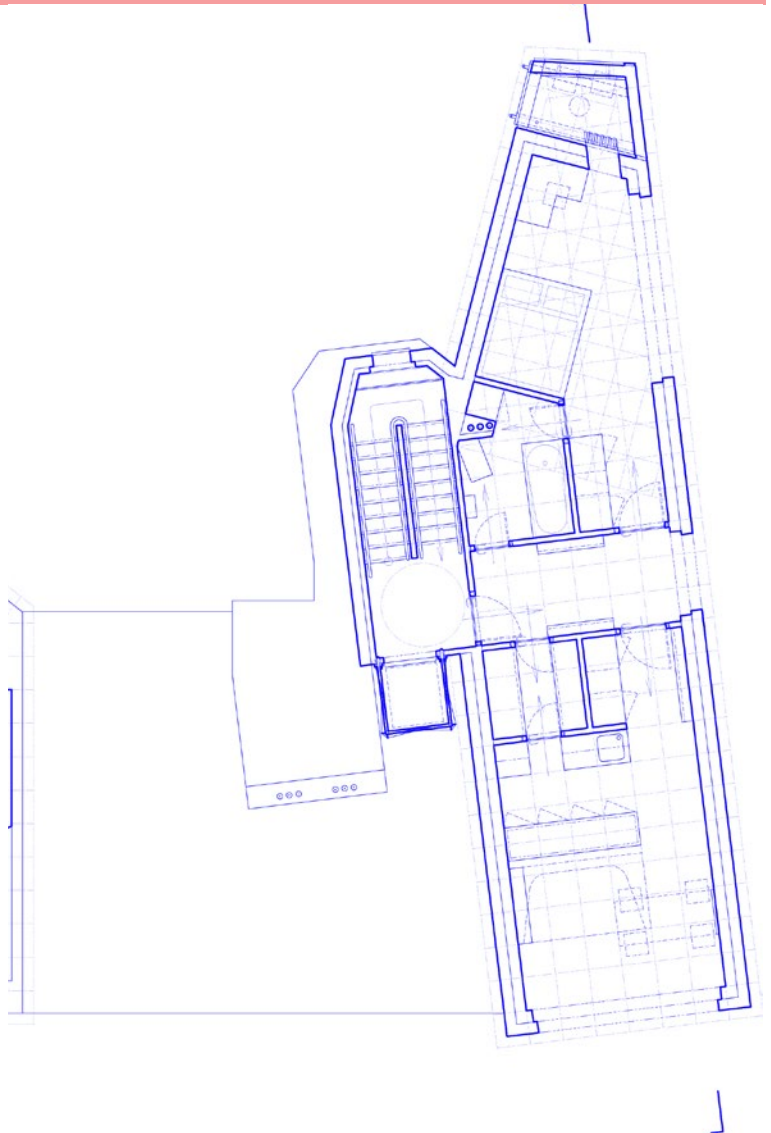
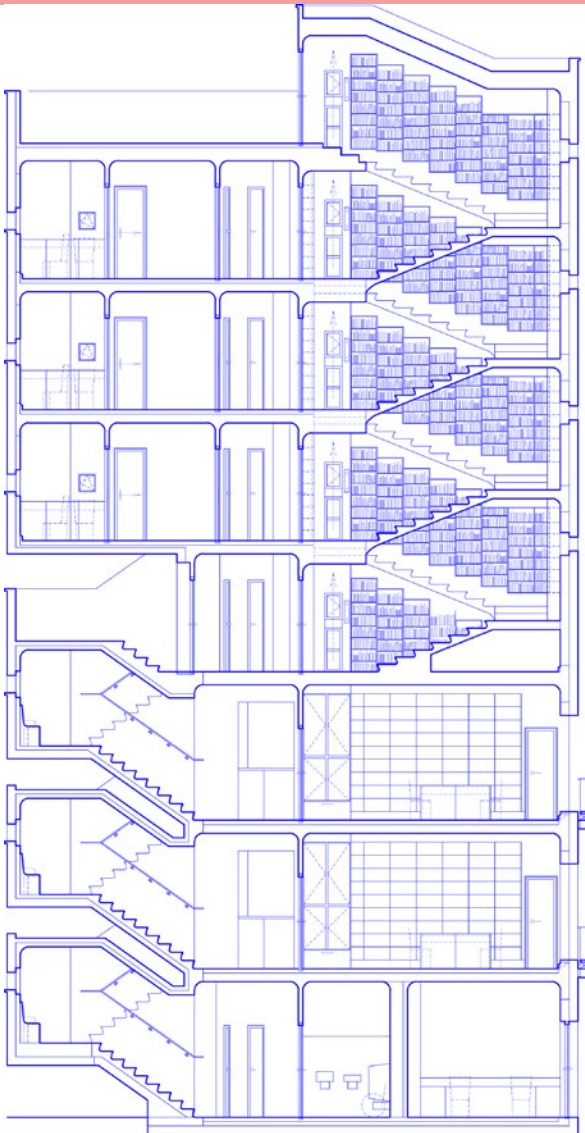
Architecture of speculations



section ↓

axonometries ↑

groundplan ↓



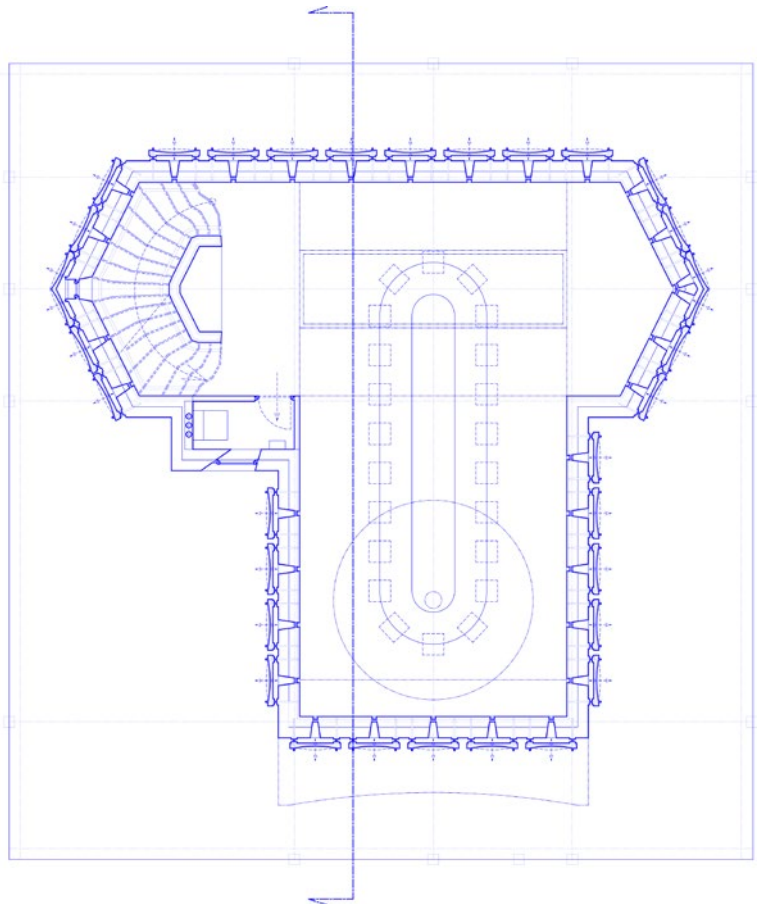
Architecture of speculations



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 muse-
ums, often site specific and self
made.

Gallery Kampa ↓

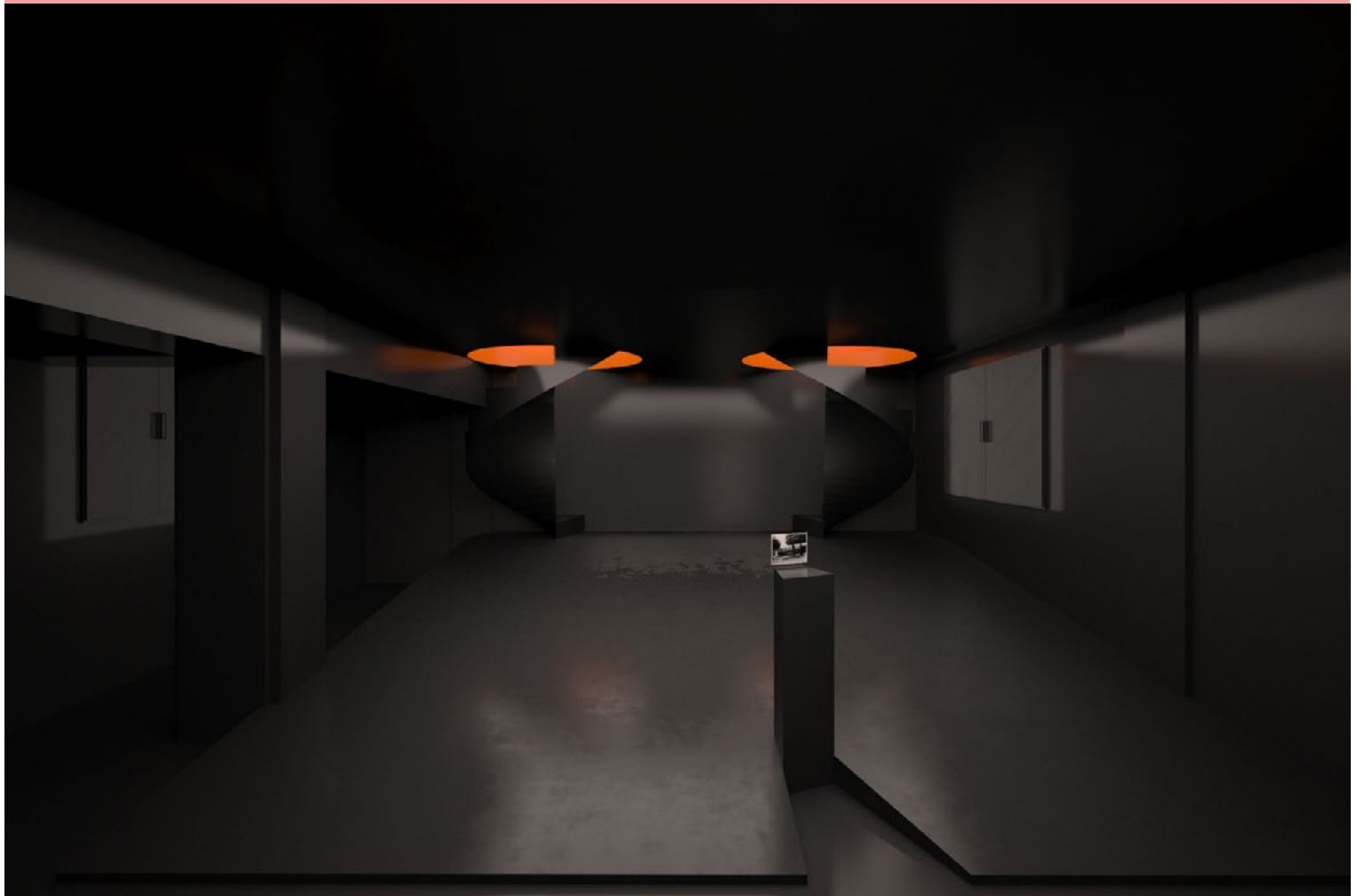


Architecture of Exhibitions



NG prague ↑

Palach Memorial ↓



[illegible]

Architecture of Exhibitions



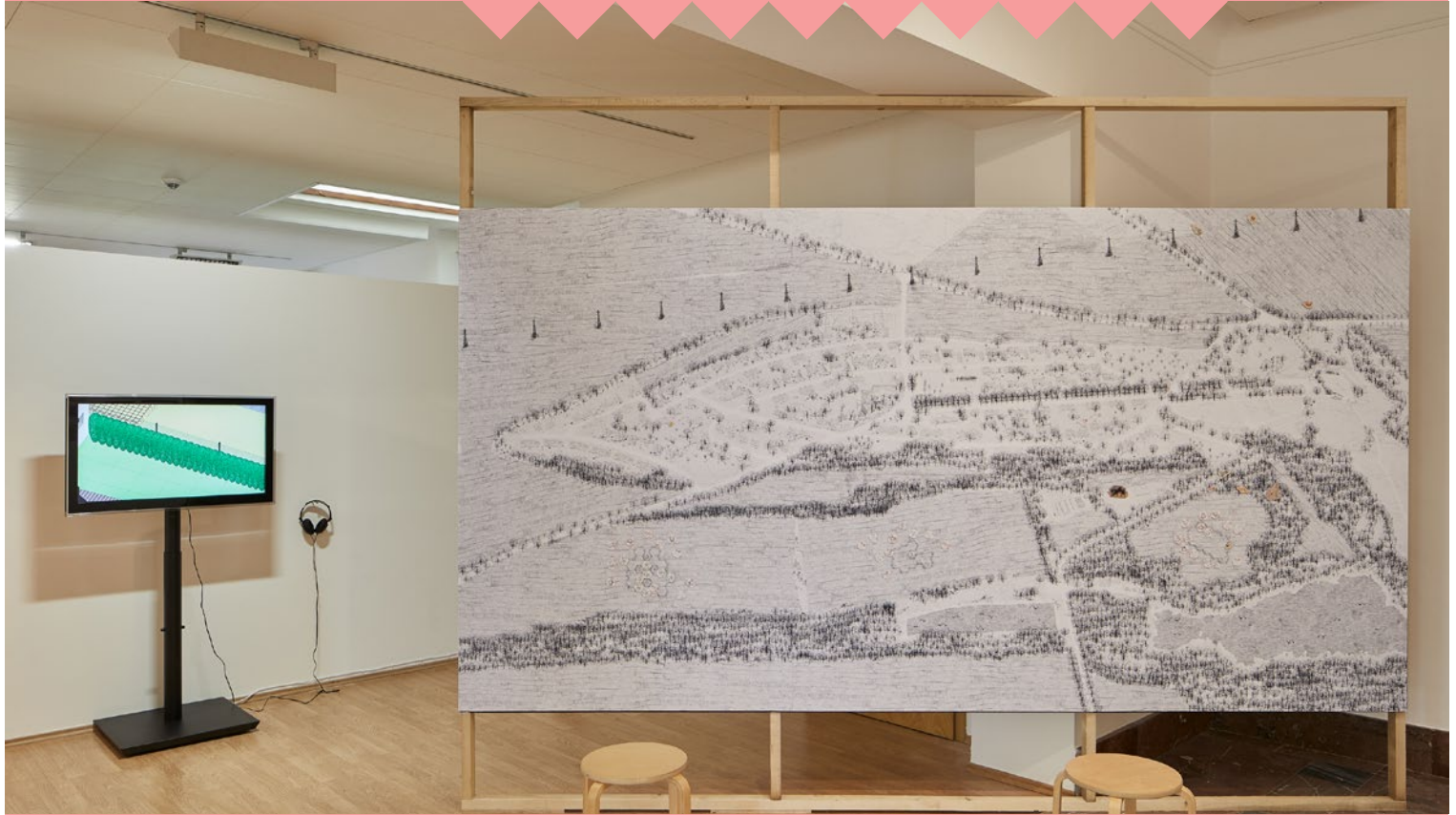
Gamu Prague ↑

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 ↑





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