MgA. et MgA. Vojtěch Radakulan
*1991 as Vojtěch Rada
Lives and works in Prague
vojtechr@gmail.com
www.vojtechradakulan.com
Vojtěch Radakulan works in the fields of fine art, architecture, computer graphics and game design.

Current positions

2021 - now   **PhD Candidate in Informatics**
specialization on virtual reality and human perception
Faculty of Electrical Engineering, Czech Technical University in Prague, department of Computer Graphics and Interaction

2020 - now   **Lecturer of 3D graphics and game engines for art use**
The Film and TV School of the Academy of Performing Arts in Prague, Centre of Audiovisual studies

Education

2013 - 2018   **Master in Fine Art (MgA.)**
Academy of Arts, Architecture and Design in Prague, Prague, Czech Republic
Sculpture studio - Dominik Lang, Edith Jeřábková, Jan Haubelt

2013 - 2017   **Master in Architecture (MgA.)**
Academy of Fine Arts in Prague , Prague, Czech Republic
School of Architecture - Emil Přikryl

2010 - 2013   **Bachelor (BcA.)**
Academy of Fine Arts in Prague , Prague, Czech Republic
Studio of Architecture II - Ivan Kroupa, Jana Moravcová
Transefer to Scultpture studio in 2012

2016   **exchange student**
Zurich University of Arts, Zürich, Switzerland
Interaction/Game design (Gerhard Buurman)

Exhibitions

2024   **Vila Waldberta** and Czech Centre München, München, Germany
"Little Curies" and "Task for the Public"

2023   Fotograf Gallery, Prague, Czech Republic
Released Atoms
Fuchs2, Prague, Czech Republic
Conference on nothing in arts and science
Miodrag Dado Djurić Gallery, Podgorica, Montenegro,
45th Montenegrin art salon CTRL+O
Gallery of František Drtikol, Příbram, Czech Republic
Enrestinum in virtual reality

2022   **National Gallery in Prague**, Prague, Czech Republic
Jindřich Chalupecký Award

Exhibitions

EFA project space, New York, USA
Beyond Nuclear Family: Home Sweet Home
Tranzit Display, Prague, Czech Republic
Recipes for Happiness
Metro Kačerov, Prague, Czech Republic
Festival Čekání Proměny
Kibla Portal, Maribor, Slovenia
Kiblix Festival
Gallery of Modern Art, Hradec Králové, Prague, Czech Repulic
Tapping the Egg: Columbus Then and Now
Gallery of František Drtikol, Příbram, Czech Republic
Soft Arena
Galerie Hraničář, Ústí nad Labem, Czech Republic
Gamifikace

2021   **Venice Architecture Biennale**, Hungarian pavilion, Venice, Italy
Othernity.eu
Galerie ETC, Prague, Czech Republic
Walking through
Studio Bubec, Prague, Czech Republic
On the future garden

2020   Center for Contemporary Arts, Prague, Czech Republic
Beyond Nuclear Family pop-up
Vlasta housing estate, Prague, Czech Republic
M3 festival: art in public spaces
Seoul International ALT Cinema & Media Festival, Soul, Korea
NEMAF festival
Other Visions, Olomouc, Czech Republic
Paf Olomouc

2019   **Museu Calouste Gulbenkian**, Lisbon, Portugal
Art on Display: Virtual Display
Polis University, Tirana, Albania
Tirana Design Week
Steiricher Herbst, Haus der Architektur Graz, Graz, Austria
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Památník Lidice, Lidice, Czech Republic
Lípy a sakury

2018   Behal - Fejer Institute, Prague, Czech Republic.
Hybrids vs Theodolite
Ars Electronica, Alte Post, Linz, Austria
Digital fashion with Fashion studio UMPRUM
Franzensfeste - Bozen, Italy
Academiae Biennial
Dům pánů z kunštátu, Brno (CZ)
Startpoint 2018

2017   Galerie TIC, Brno, Czech Republic
Solidní neúspěch

Exhibitions	Fotograf Gallery, Prague, Czech Republic. *Fotograf Festival 2017* D21, Leipzig, Germany *Hra/ničení* FAVU gallery, Brno, Czech Republic Secutiry Garden
2016	Husslehof gallery, Frankfurt am Main, Germany *Image Format Candy Flip* National Library, Prague (CZ) *Spectaculare* Galerie AMU, Prague (CZ), *Other visions*
2015	Kunstpodium T, Tilburg, Netherlands. *Tabula Rasa* Galerie Kostka Meetfactory, Prague, Czech Republic *Formative Effects* Freies Theater Innsbruck, Innsbruck (AU) *Raumsprachen 2* Galerie Tranzitdisplay, Prague (CZ) *Epizoda III. – Sbírka a zdraví*
2014	Futura Gallery, Prague, Czech Republic. *Kometa* Kunstraum am Schauplatz, Büro Weltausstellung, Vienna, Austria. *Relaxing in the shadow of art*

Science publications

2023	Radakulan, V, Sedláček D, "The Most Expensive Museum in the World: Three Player Cooperative Game Between VR and PC Platforms Investigating Empathy between Players and Historical Characters." **SIGGRAPH Asia**. *Sydney, Australia 2023.*
	Radakulan V, Comparative Evaluation of Diegetic and Non-Diegetic Navigation in Virtual Reality, *26. Faculty Informatics / Mathematics Dresden, Workshop "User Interfaces & Visualization, HTW Dresden*
2022	Radakulan V, Frankenstein J,Towards understanding spatial illusions in architecture - a pilot study exploring factors influencing illusive perspectives. *In: FERSTL, E., et al., eds. KogWis 2022. KogWis 2022 : understanding minds : 15th Biannual Conference of the German Society for Cognitive Science*
	Radakulan V, Using optically illusive architecture to navigate users in Virtual Reality *25th Bilateral Student Workshop CTU Prague – HTW Dresden*

Talks, workshops, residencies, non scientific publications, awards

2024	Villa Waldberta, Residency of city München, Germany
2023	**Visiting Researcher: TU Darmstadt** Department of Psychology of Information Processing (3 months) Talk: Faculty Of Architecture, stage design course

Talk: Prague City University
Talk: PechaKucha Nigh Prague

2022 **Award: Jindřich Chalupecký award 2022, Czech Republic**
Publication about me: Art and Antiques, Prague, Czech Republic
Talk: FAVU Brno, artist talk
Talk: Ostrava Na Břehu, Artist talk

2021 Residency: RUK network Kibla.org, Maribor, Slovenia
Residency: Artist Exchange program Budapest Galeria Budapest Gallery,
Budapest, Hungary

2019 Publication about me: Sorry, the file you have requested does not exist
Liebe Grüße aus Graz von Superstudio 2019
by Ludwig Engel and BB Mak

2018 Talk: future architecture platform MAO Museum of Architecture and Design,
Ljubljana, Slovenia

2017 Article written by me: Design For All 2017 VOL.12 #1 Agency by design -
Nollywood: Retroactive exchange, India
Publication about me: Fotograf Magazine 30/2017, Biography by Tereza
Rudolf

Commercial works

freelance jobs in fields of architecture, interactive design, computer graphics
Clients: Muzeum Kampa, Disney Research Centre Zürich, Prague City Gallery, National Gallery Prague, Hunt - Kastner Prague, Farewell Gallery, Gallery of František Drtikol, House of Art Brno, Dominik Lang, Jiří Thýn, Kožnar architekt, Fashion Studio UMPRUM, MGLC Slovenia, GMU Hradec Králové, Isla Architeqtos, Mallorca, Spain, architect, ORAD architekten - Zürich, Switzerland, Synek - Vlach architects

Jury member, external dissertation reader

Final works comitee external member: Academy of Fine Atts - studio of Intermedia, UMPRUM - Design of digital technologies. Juror of Virtual reality competition section for Jihlava International film festival,(external) Reader of final thesis at Faculty of Electrical Engineering, Czech technical University, Film and TV school Prague, UMPRUM Prague

Skills, Languages

Software skills	Adobe Ps, Ai, Id, Ae, 3Ds max + Arnold, Vray, Blender, Rhino, Autocad, Unity, Unreal Engine (All Professional)
Languages	Czech (native), English C1, Deutsch B2, *Русский б1*
Programming	C#, Python, (Professional) C++, R, html+css (basics)