

Vojtěch Rada

Architecture

VOJTĚCH RADA
*11.1.1991 in Prague

EDUCATION

MASTER DEGREE in Architecture (MgA.) 2013 - 2017

Academy of fine arts, Prague
School of architecture

MASTER DEGREE in Sculpture (MgA.)2013 - 2018

Academy of arts, architecture and design in Prague
Sculpture studio

BACHELOR DEGREE in Sculpture (BcA.)2010 - 2013

Academy of arts, architecture and design in Prague
Architecture II studio, Sculpture Studio

Exchange student 2016

Zürcher Hochschule der Künste
Interactive Design/Game design

SKILLS

Czech (mother)
English (C1) - fluent
German (B2) - fluent
Russian (A1) - basics

Very Good Proficiency - professional:

Adobe Ps, Ai, Id, Ae,
Autodesk Autocad, 3Ds MAX
Vray 3.0
Unity

Unreal Development Kit
HTML, CSS

Basic Proficiency:

Sketchup
Rhinoceros
PHP, Javascript
Arduino

WORK EXPERIENCE

ARCHITECTURE

ORAD architekten - Zürich, Switzerland - internship
Synek - Vlach architects - Prague, CZ - freelance
Re: Architects - Prague, CZ - freelance

OTHER

2018

Farewell Gallery, Volyně, (CZ)
development of a 3D virtual reality app for HTC Vive
VR headset

Fashion Studio UMPRUM, Prague (CZ)
3D photoscanning and 3D videos - vizualizations

2017

Farewell Gallery, Volyně, (CZ)
development of a 3D virtual reality app for HTC Vive
VR headset

Orad Architekten, Zürich (CH)
Architecture Internship

2016

Design For All, Dili, (IN)
Article for Magazine
Gamu Gallery, Prague (CZ)

Architecture of exhibition - Martin and Osa Johnson: Born of wilderness

Orad Architekten, Zürich (CH)
Architecture Internship

Hunt - Kastner Gallery, Prague (CZ)
Architecture of exhibition - When textile becomes a form

Prague City Gallery, Prague (CZ)
Architecure of exhibiton - Restless Figure
Disney Research Centre, Zürich (CH)
Beta testing - story telling app

Kožnar Architekt, Prague, (CZ)
Architecture Vizualization
Jiří Thýn, Artist, Zürich (CH)
Art Vizualizations for Manifesta 11
Dominik Lang, Artist, Prague (CZ)
Art Vizualizations

2015

Museum Kampa, Prague (CZ)
Architecture of Exhibition - Jaroslav Serpan

National Gallery Prague, Prague (CZ)
Architecture of Exhibition - Silver Lining

House of Art, Brno (CZ)
Art Workshop for public
Day of Architecture, Prague (CZ)

Interactive Application for kids
Dominik Lang, Plzeň, (CZ)
Architecture Vizualization

EXHIBITIONS

2018

Young Biennale, Franzesfeste (IT), Group show
Is it Art or is it Fart?

Dům pánů z kunštátu, Brno (CZ), Group show

Startpoint 2018
Ars Electronica, Vienna (AT), Group show
Fashion design art video for UMPRUM exhibition

2017

D21, Leipzig (D), Group show - Hra/ničení
Galerie TIC, Brno (CZ), Solo show

Unsuccesfull Succes
Galerie FAVU, Brno (CZ), Group show

Security garden
Pokoje, Prague (CZ), Group show - Resort
Fotograf Festival, Prague (CZ), Group show - Planet of Crimson Clouds

2016

Husslehof gallery, Frankfurt am Main (D), Solo show
Image Format Candy Flip

National Library, Prague (CZ), Group show

Spectaculare
Galerie AMU, Prague (CZ), Group show
New visions - Svetovar Brewery

2015

Freies Theater Innsbruck, Innsbruck (AU), Group show
Open Office

Galerie Kostka Meetfactory, Prague (CZ), Solo Show
Formative Effects

Kunstpodium T, Tilburg (NL), Group Show

Tabula Rasa
National Gallery Prague, Prague (CZ), Group Show
UMPRUM 2014

CONTACT

Cell Phone
+420 720 160 876
Email
vojtechr@gmail.com
website
www.vojtechrada.com

T H E P L A N E T O F C R I M S O N C L O U D S

DIPLOMA PROJECT - ACADEMY OF FINE ARTS, PRAGUE

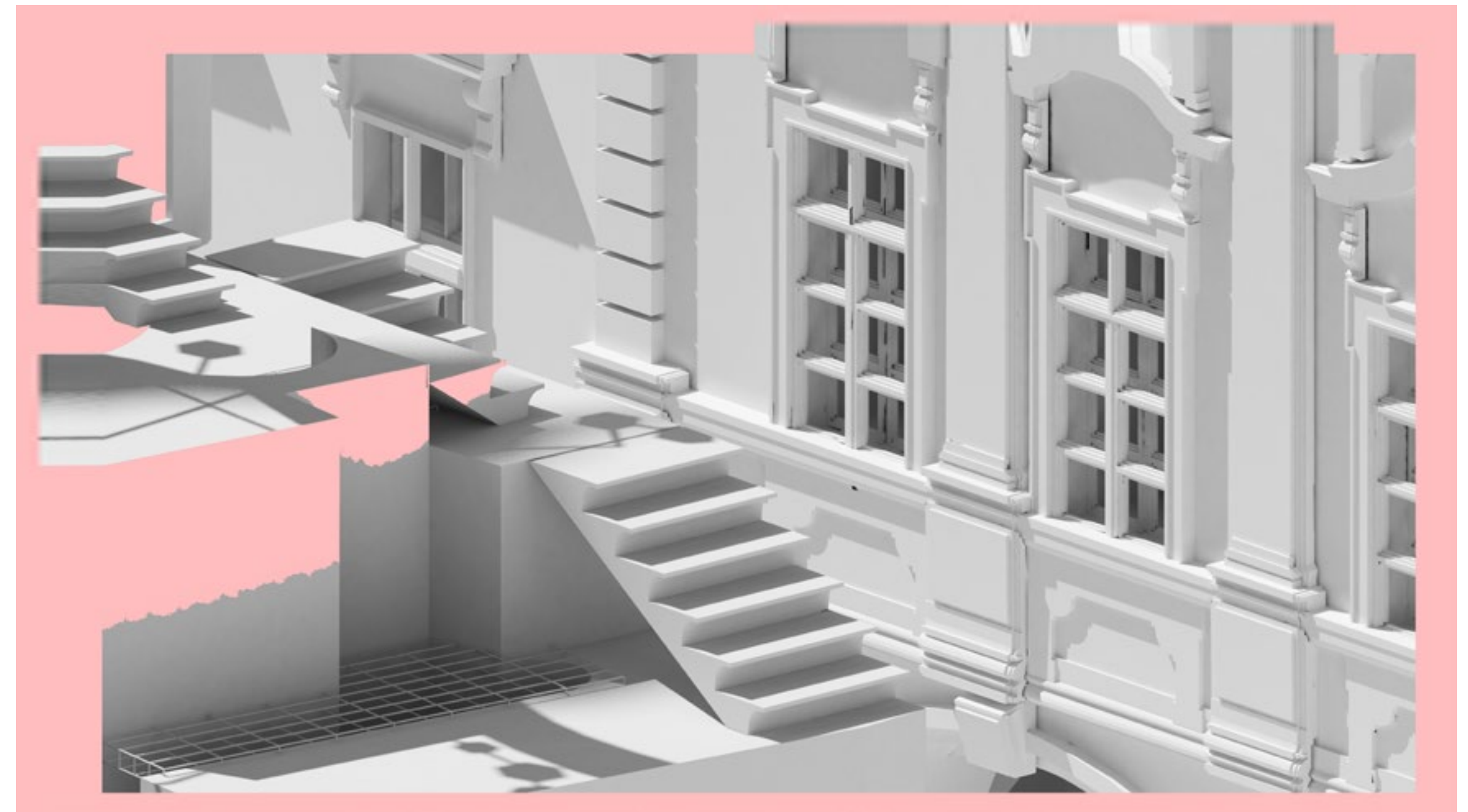
2017

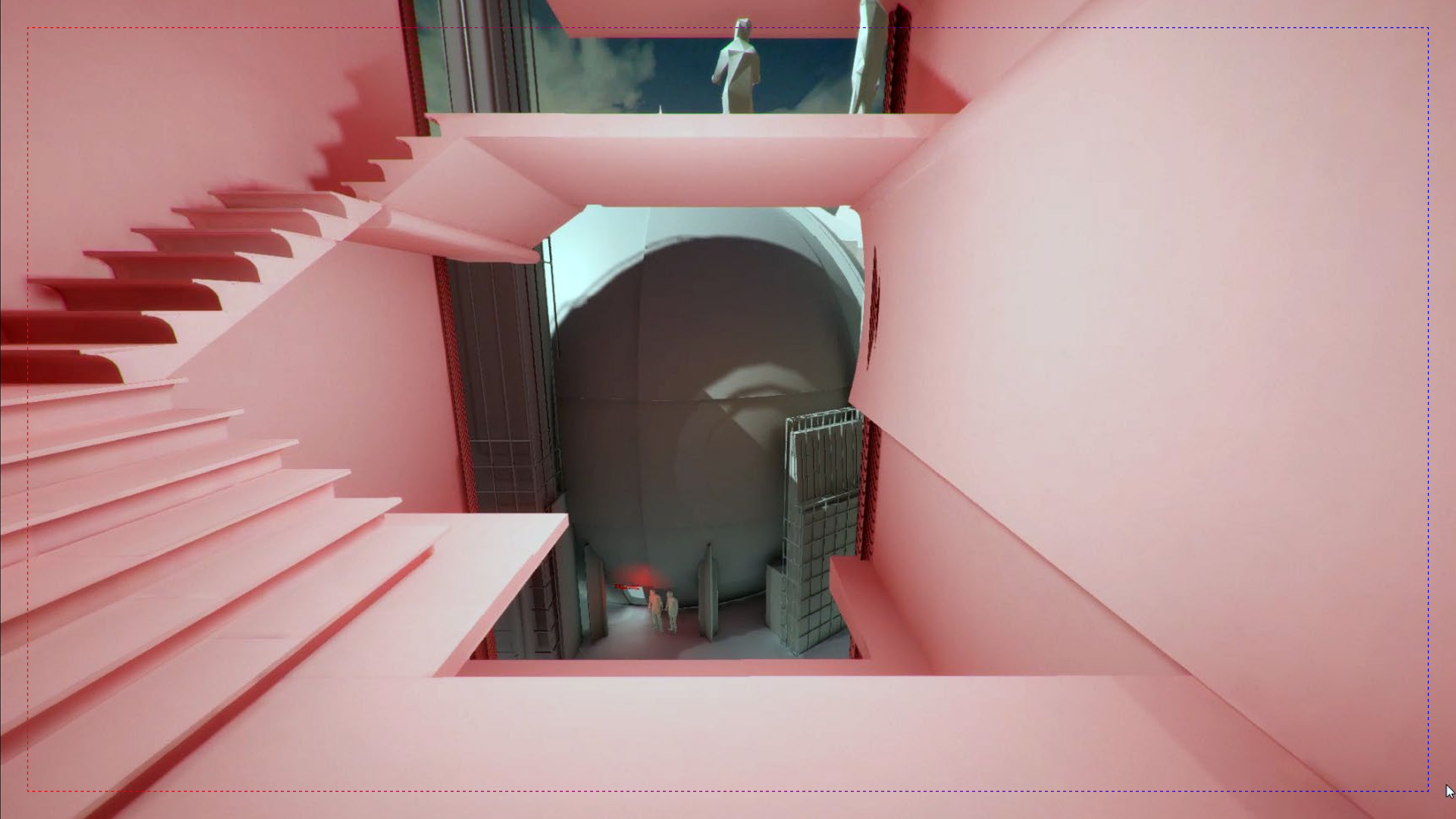
Speculative architecture, presented in a gamebook and a PC game. The project adds a hypothetical layer to the city of Prague, thus extending our perception of a city and places we already know very well. Designing on very lucrative parcels in the centre of Prague, with no ambition for realisation. Thinking about new ways which architects could take, when all the plots are already taken, when you have no ambition to build in a real world, when one wants to tell stories with the language of architecture.

Proposing a mixture of real and fictional, where something new emerges. Story about non architects with desires to build structures out of clouds with strong connection to existing places.

A BOOK AND PC GAME TO DOWNLOAD AT:

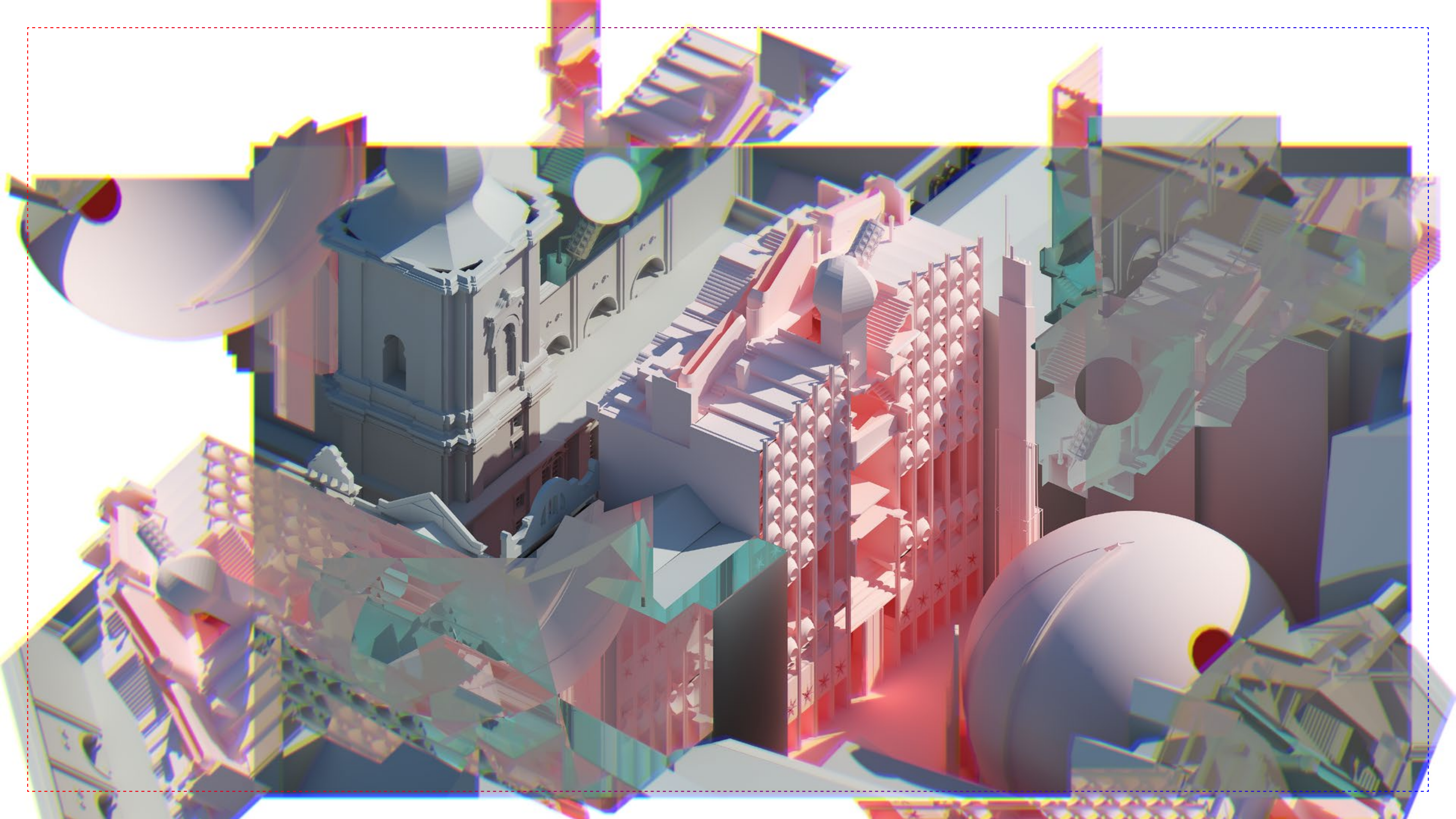
WWW.VOJTECHRADA.COM/PLANETA



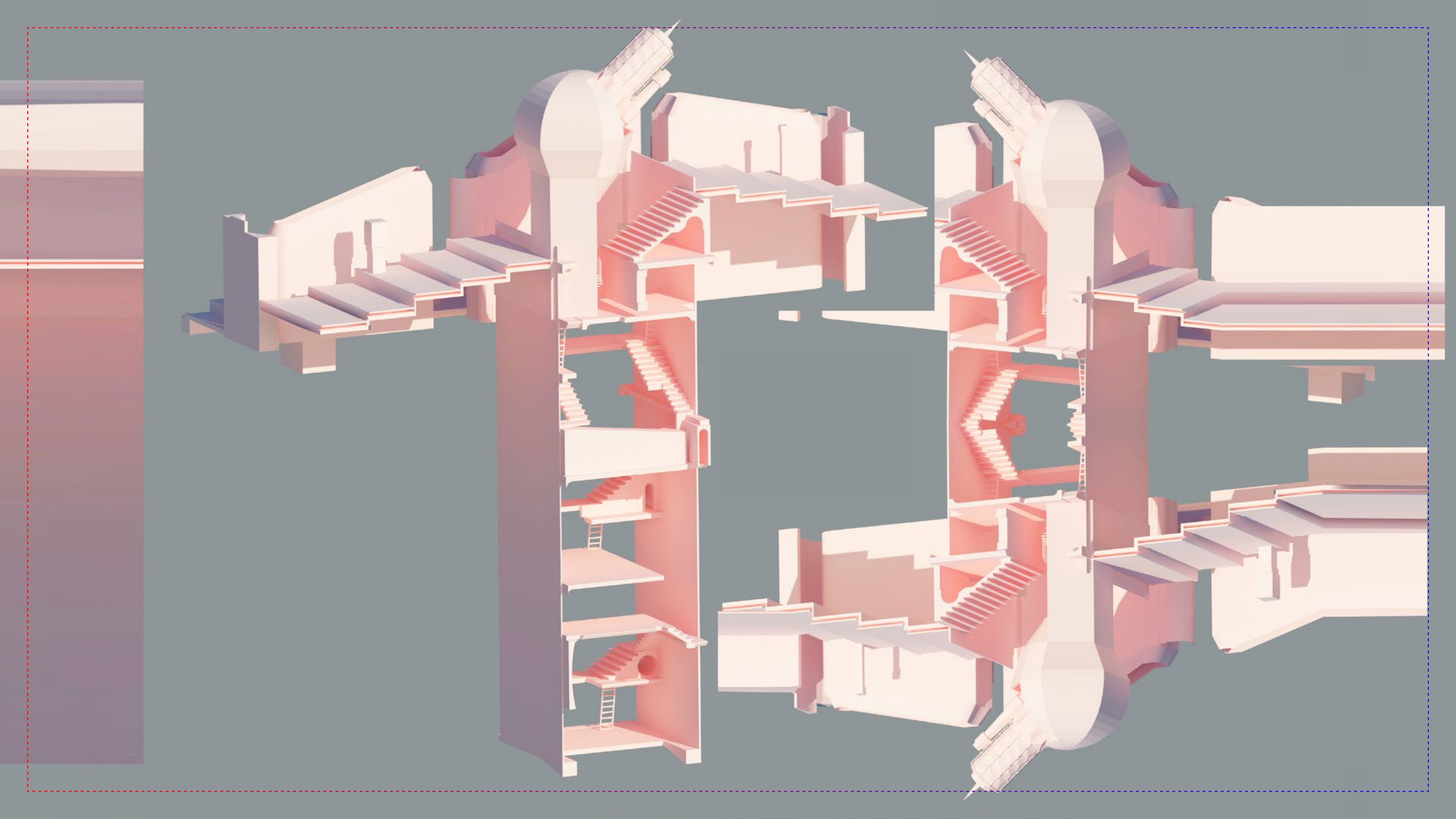


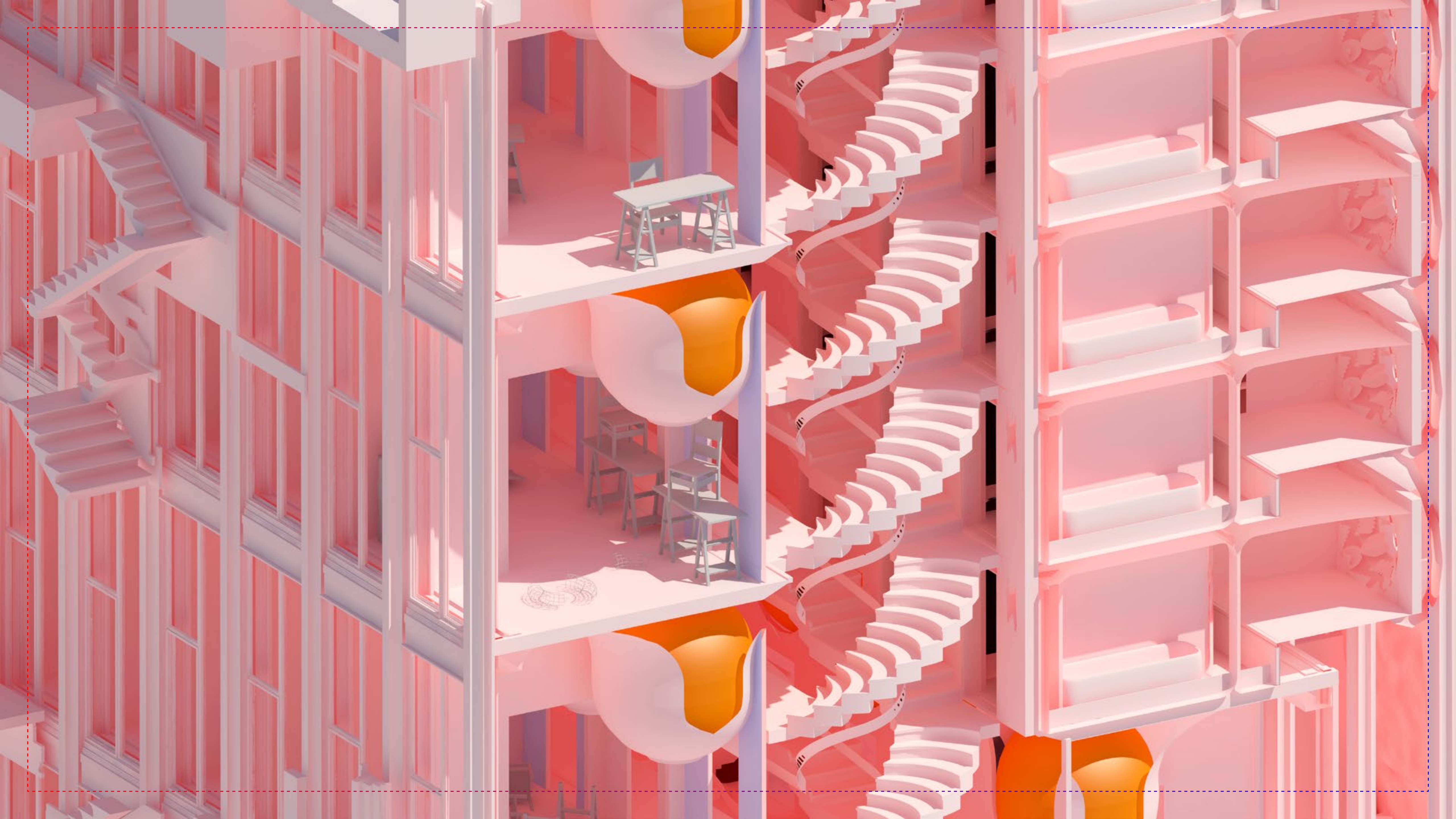




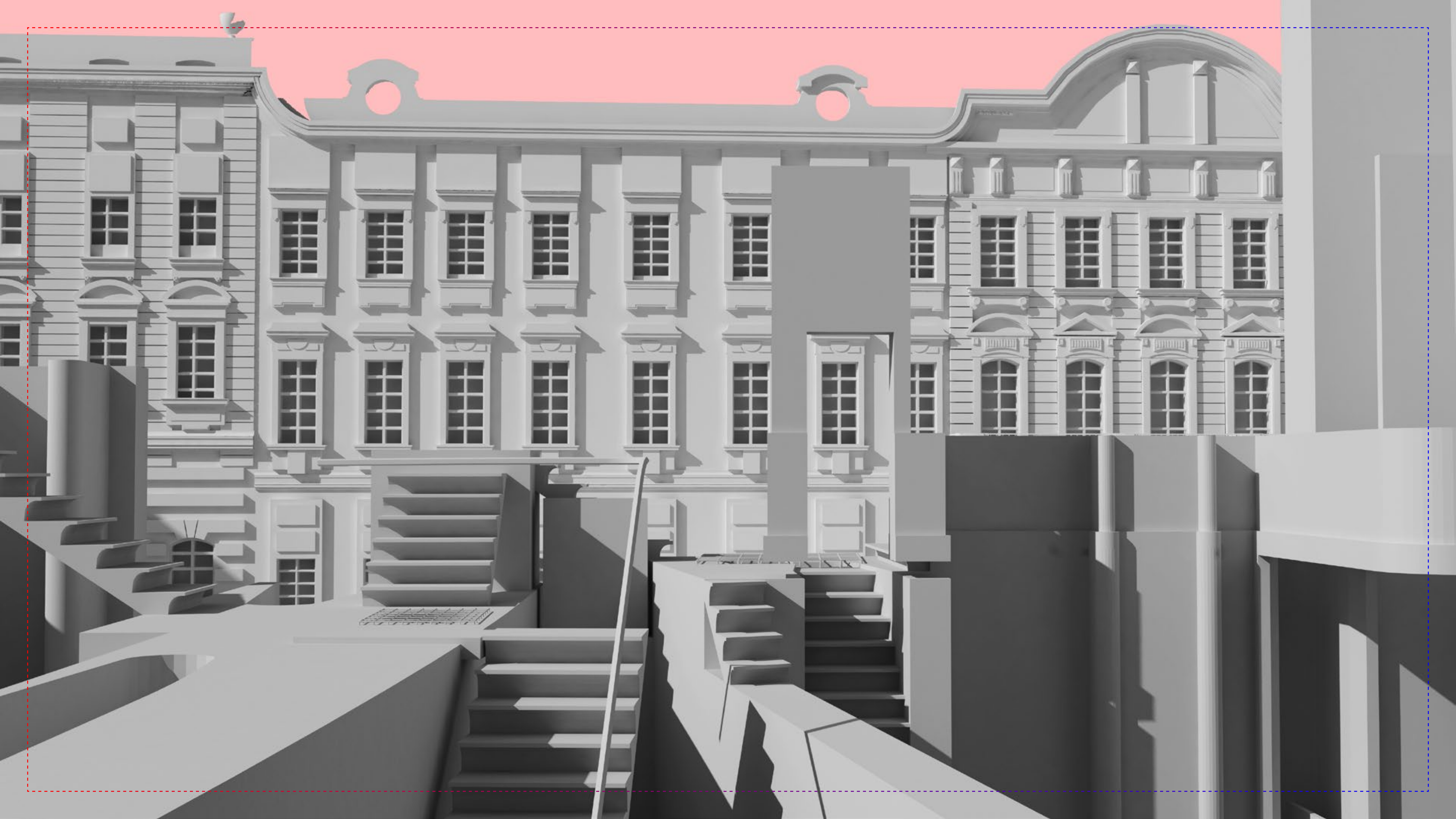


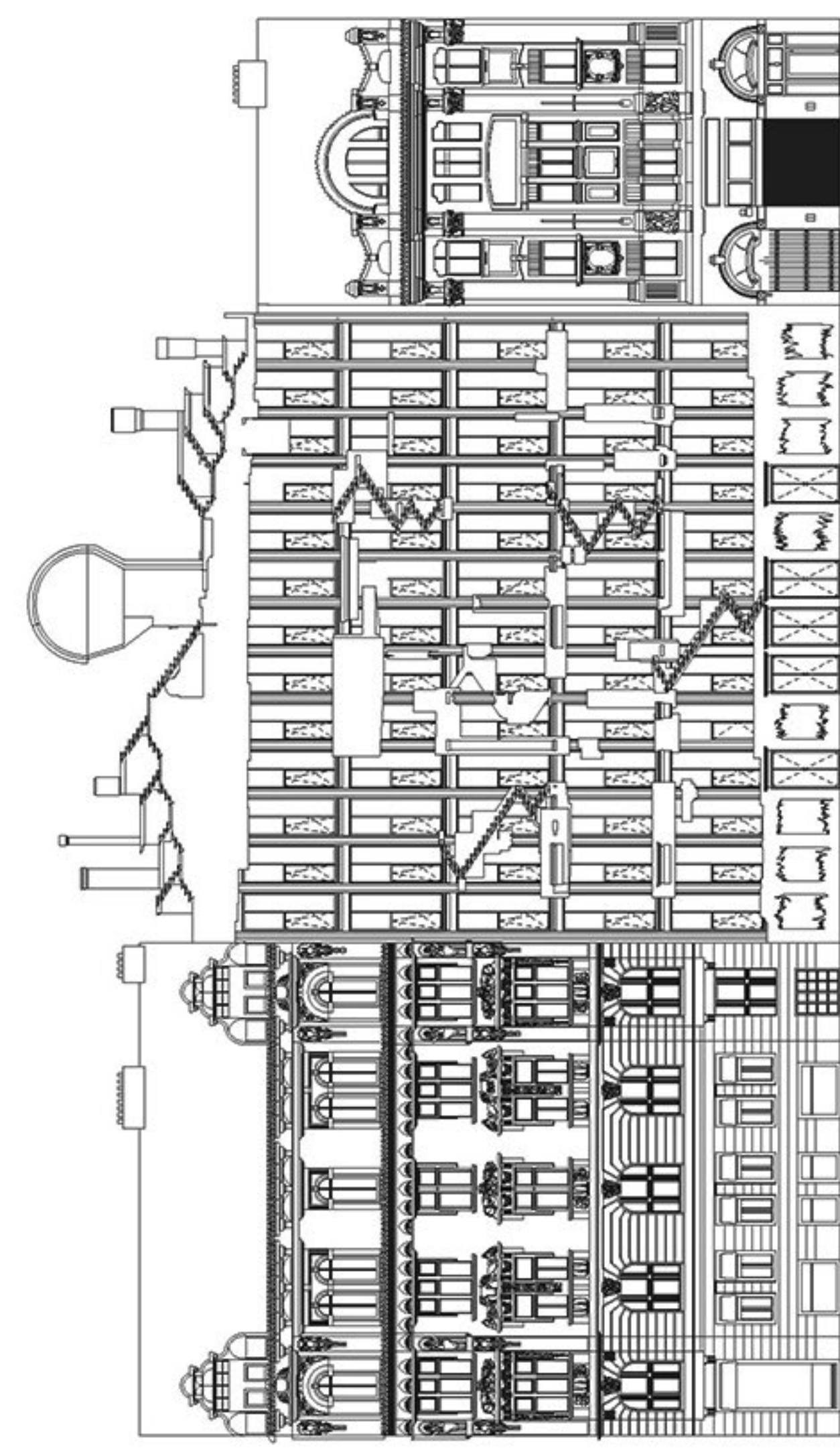
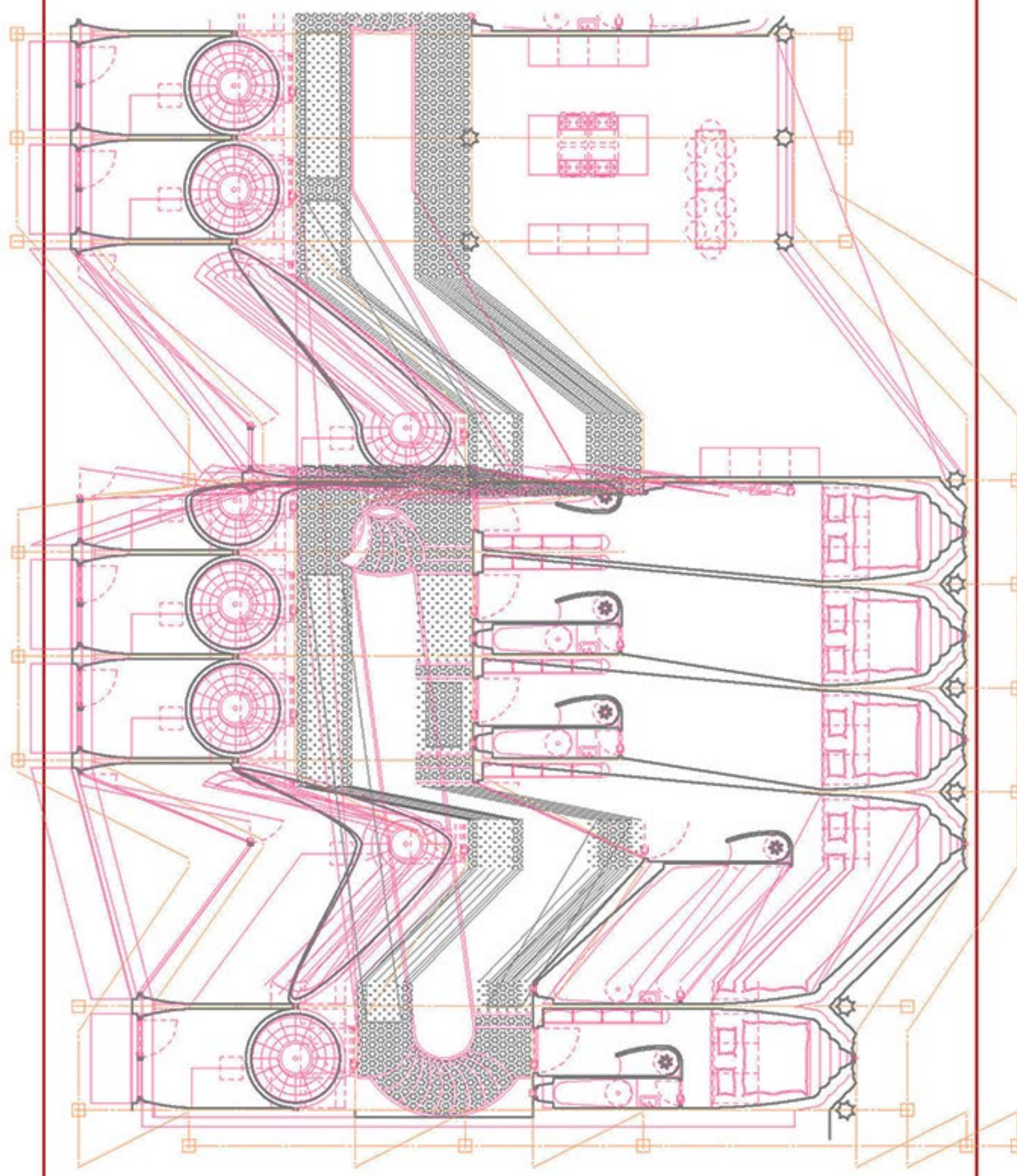
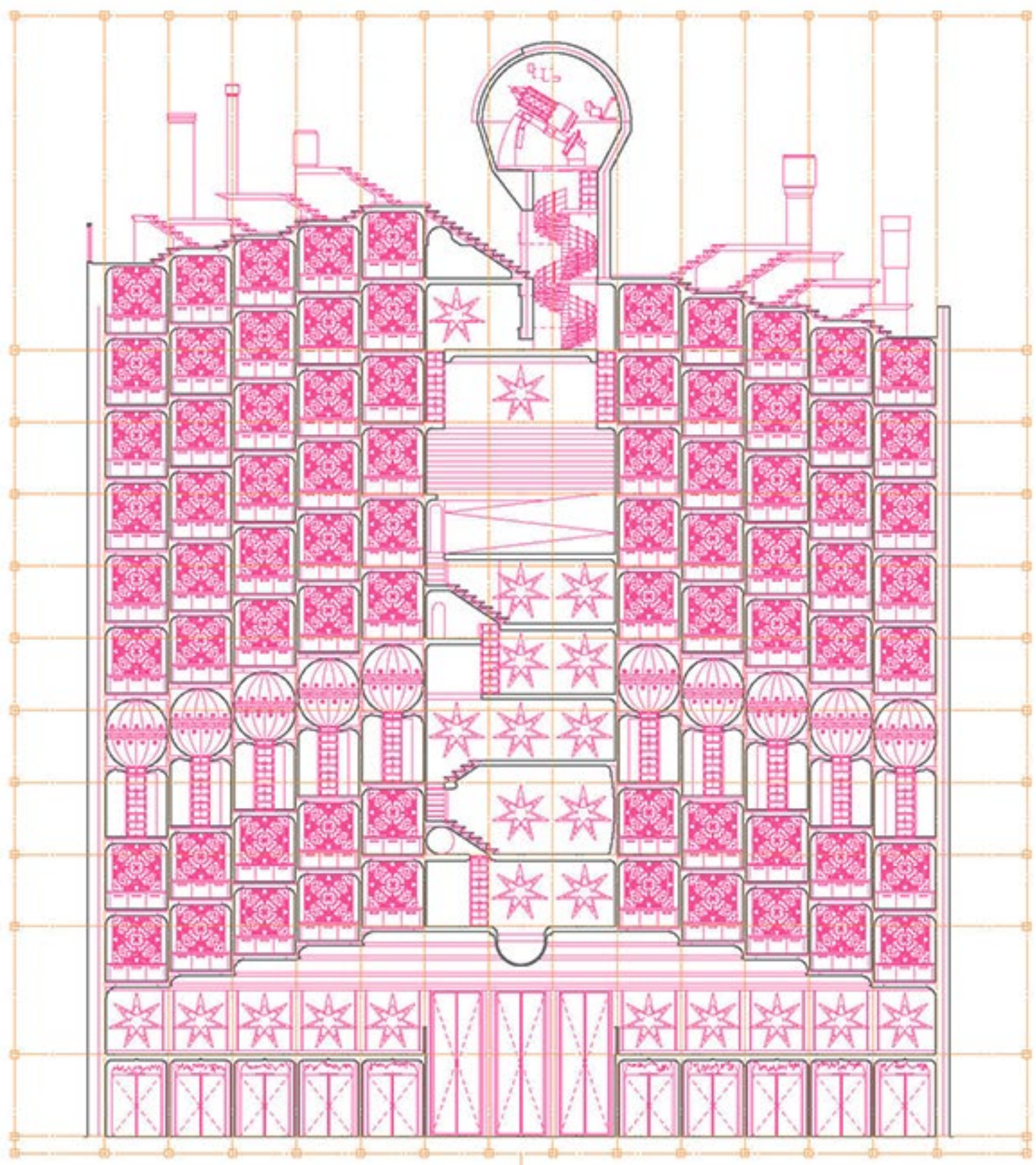


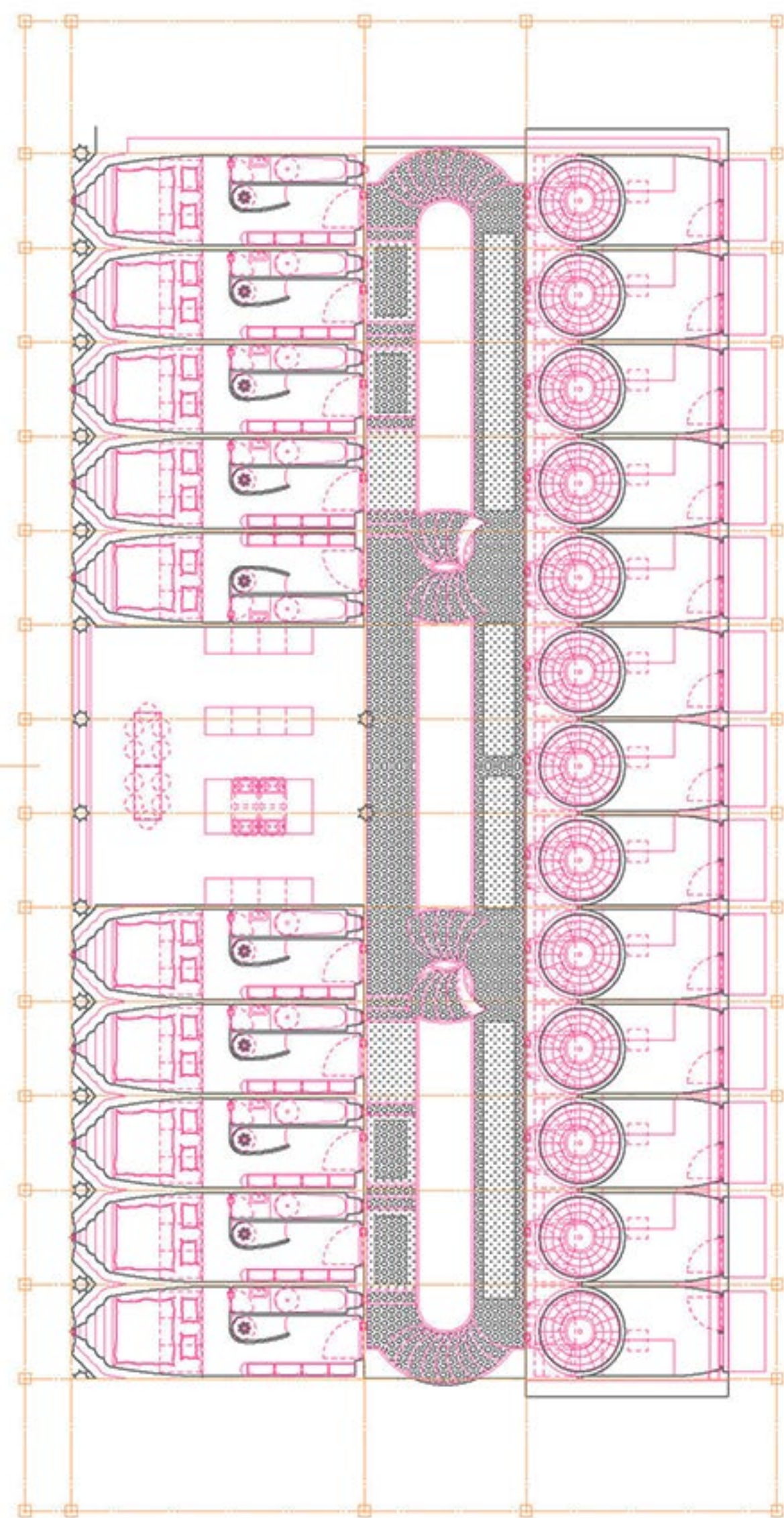












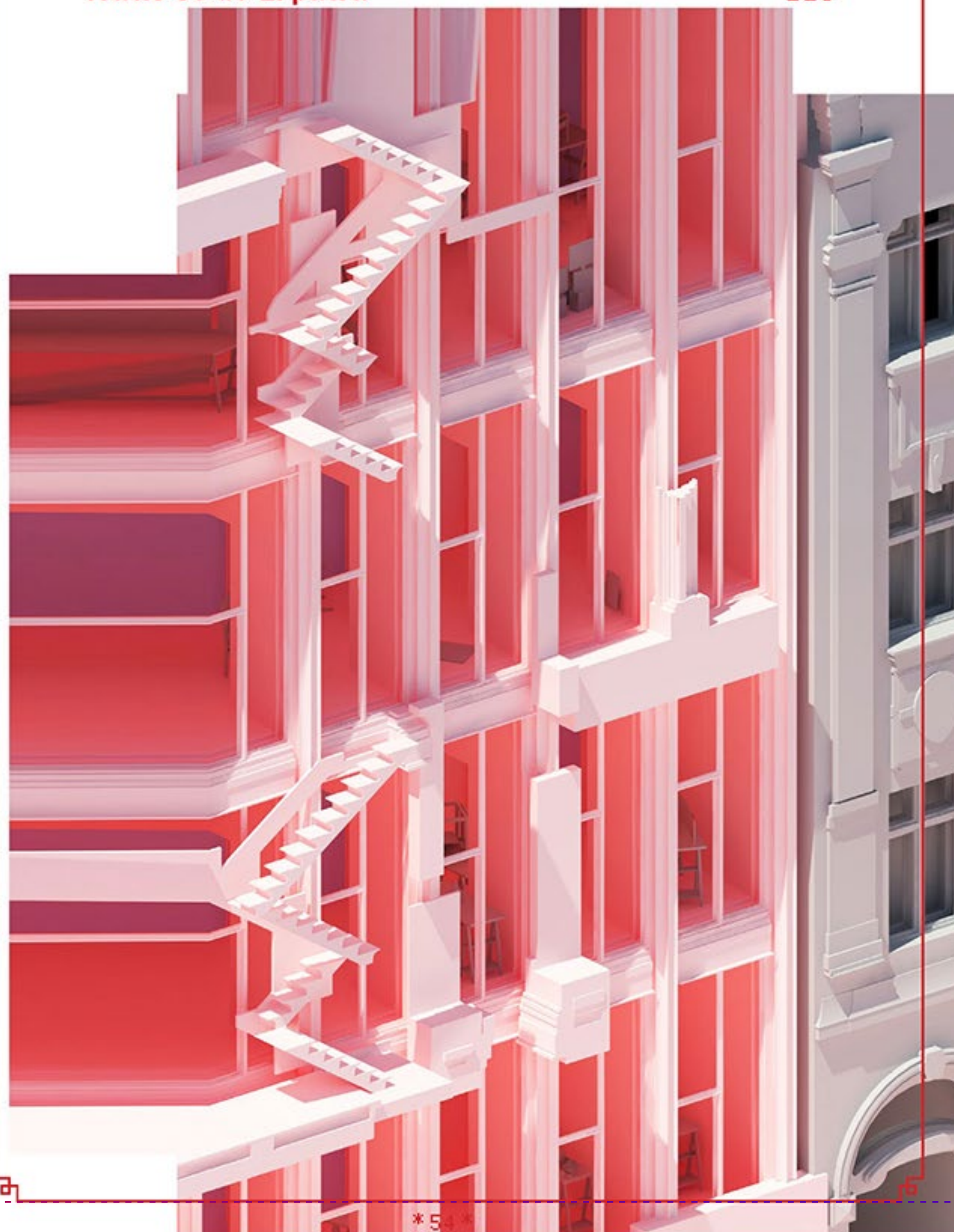
* 50 *

54

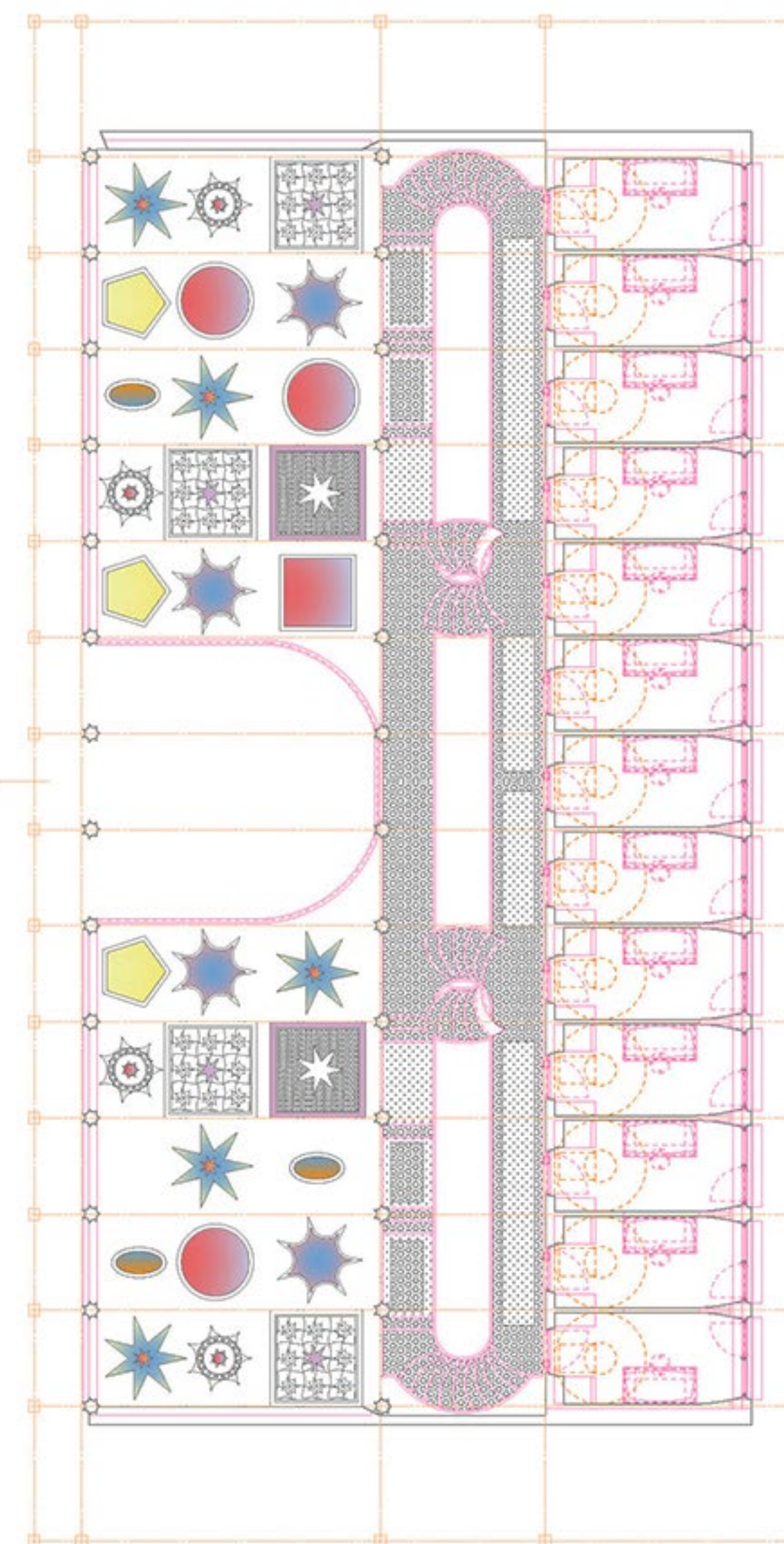
Ještě pořád ne!

Vrátíš se do 1. patra

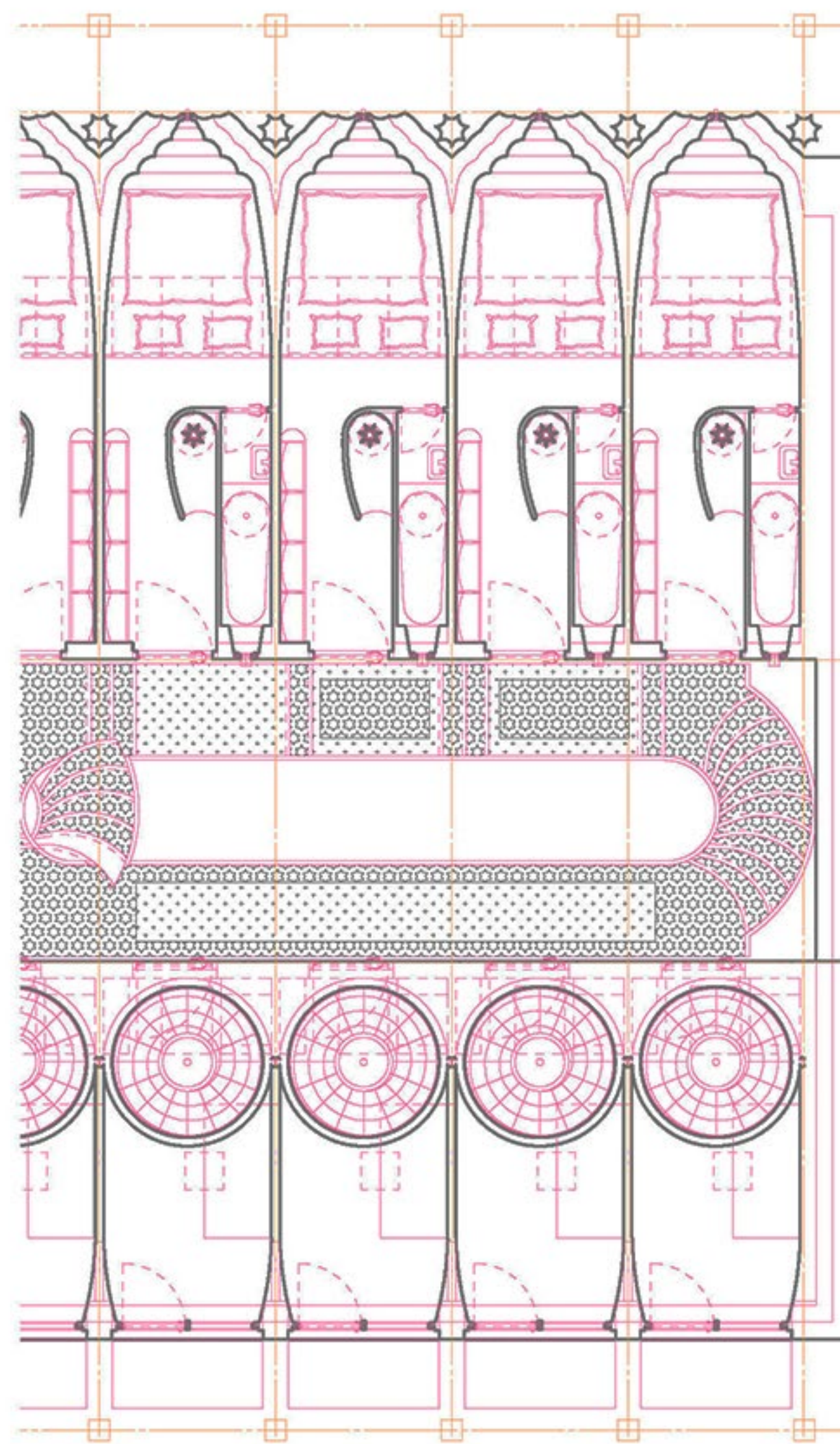
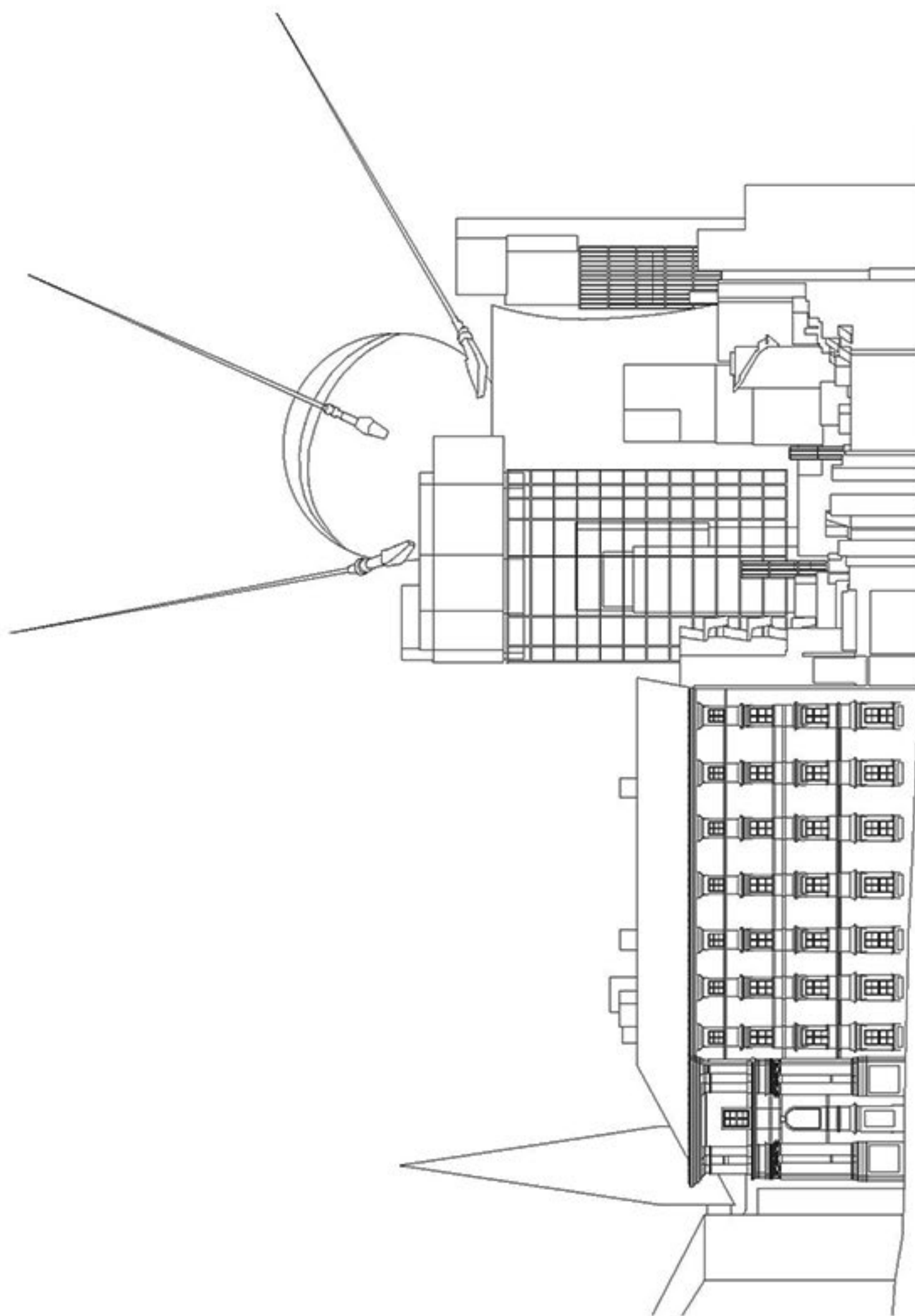
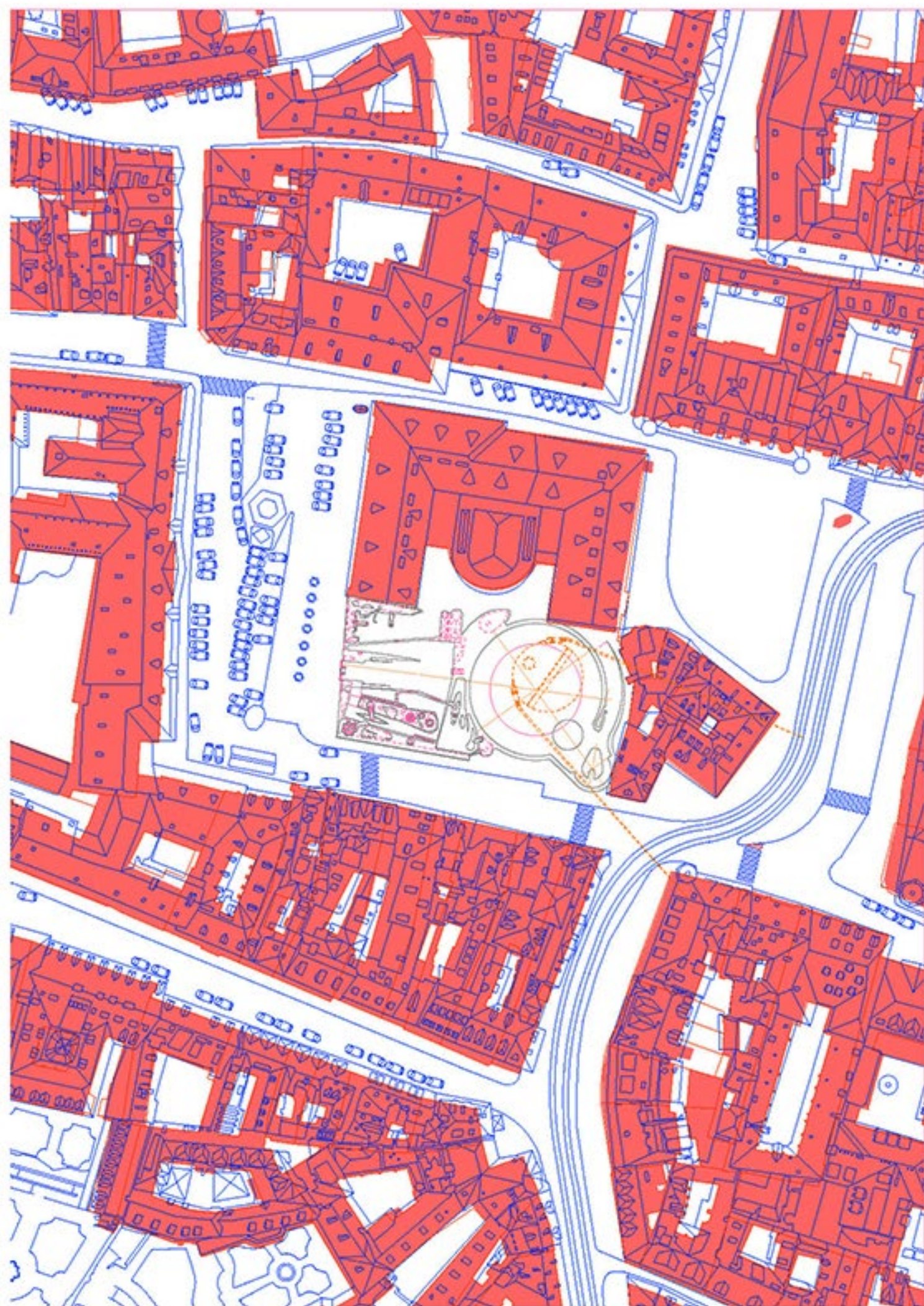
115



* 54 *

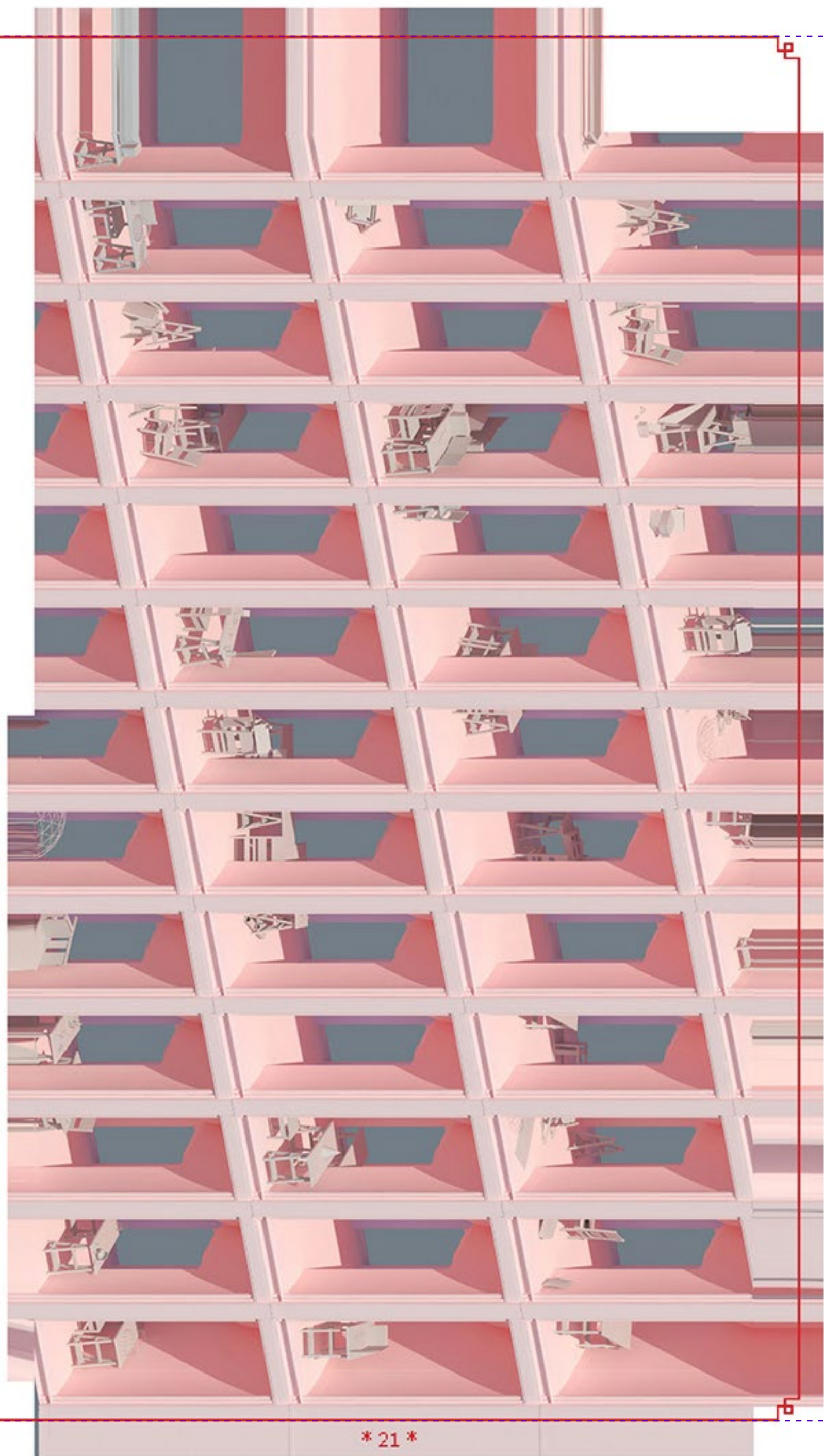


* 124 *

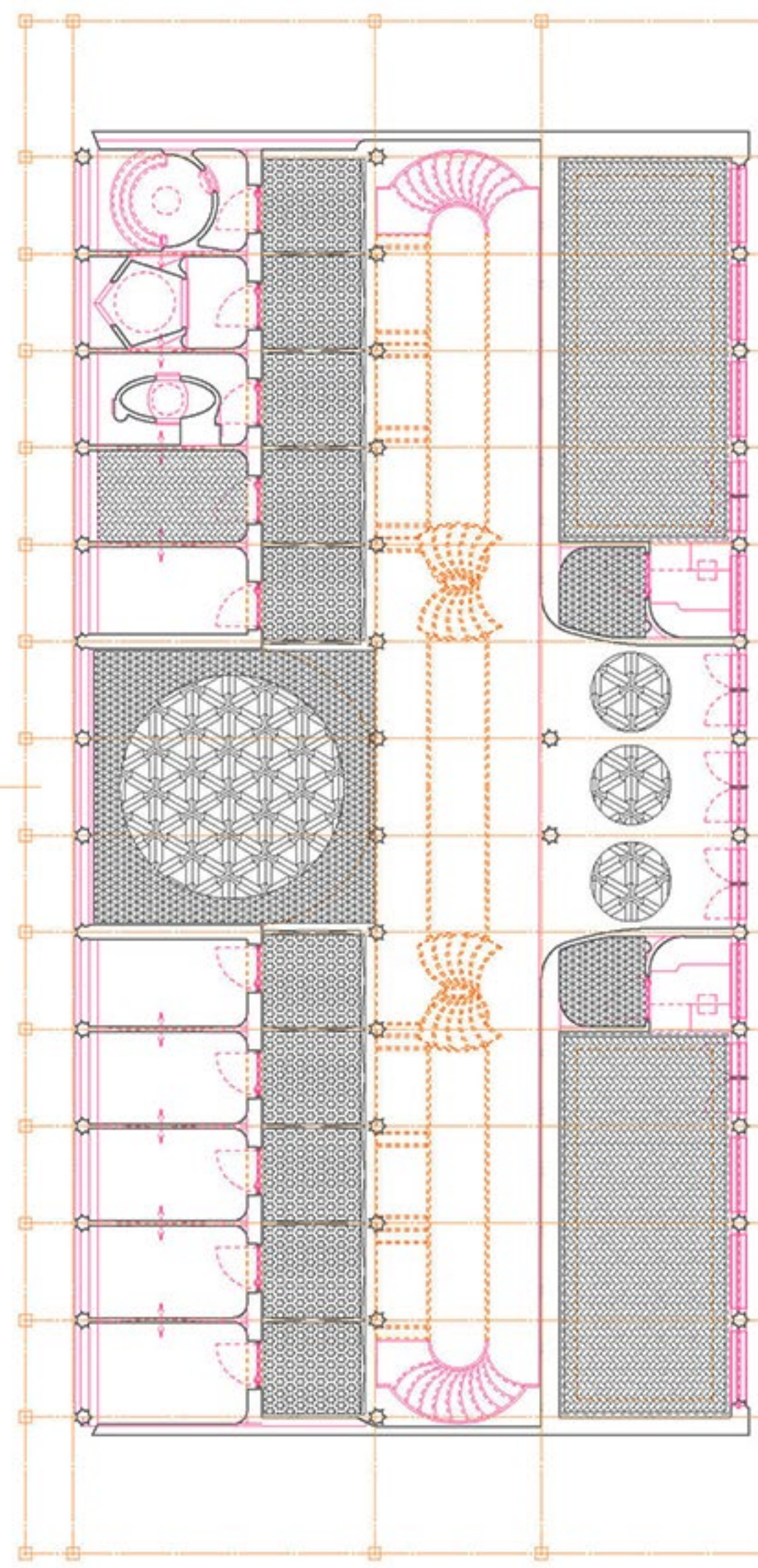




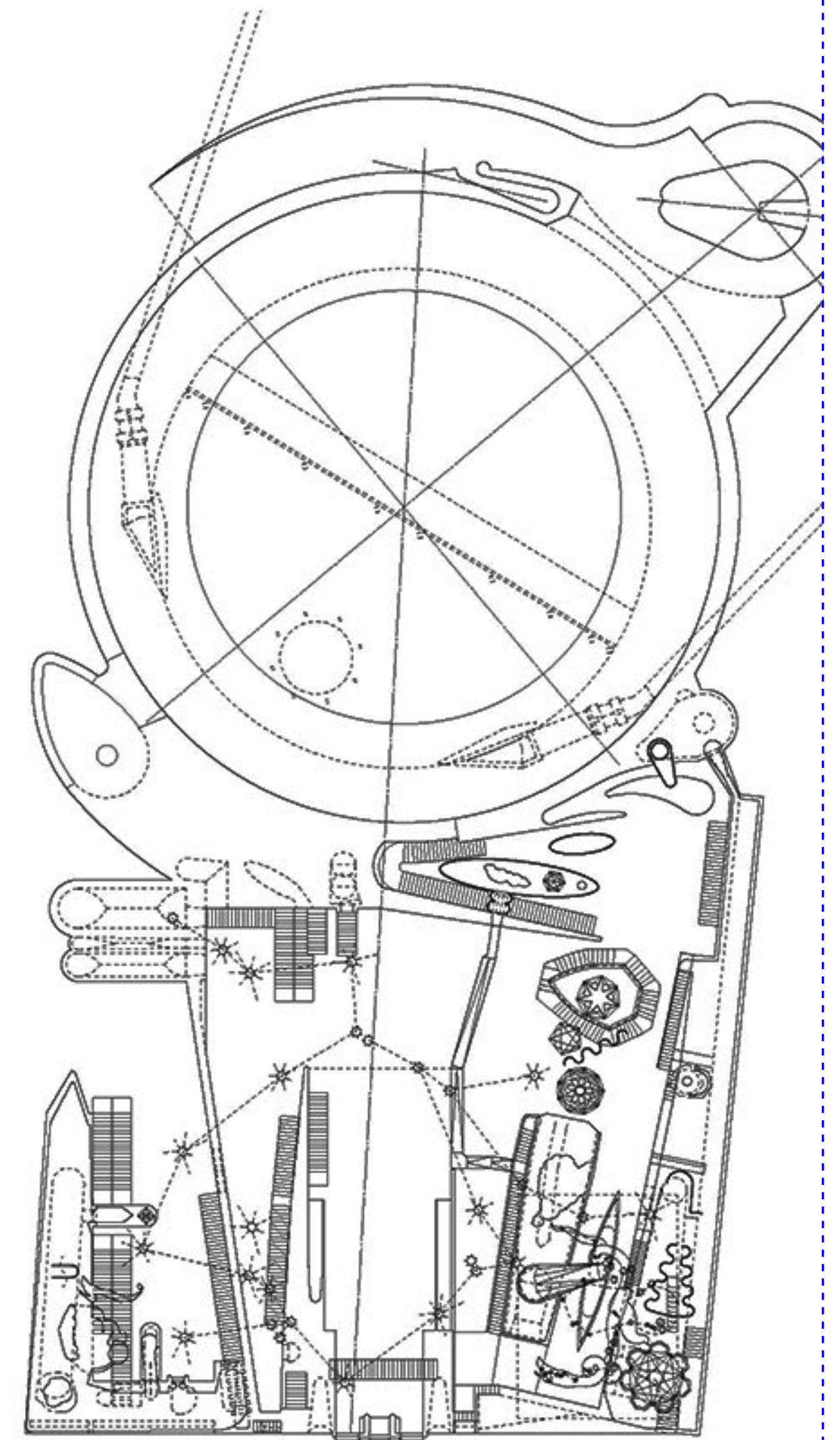
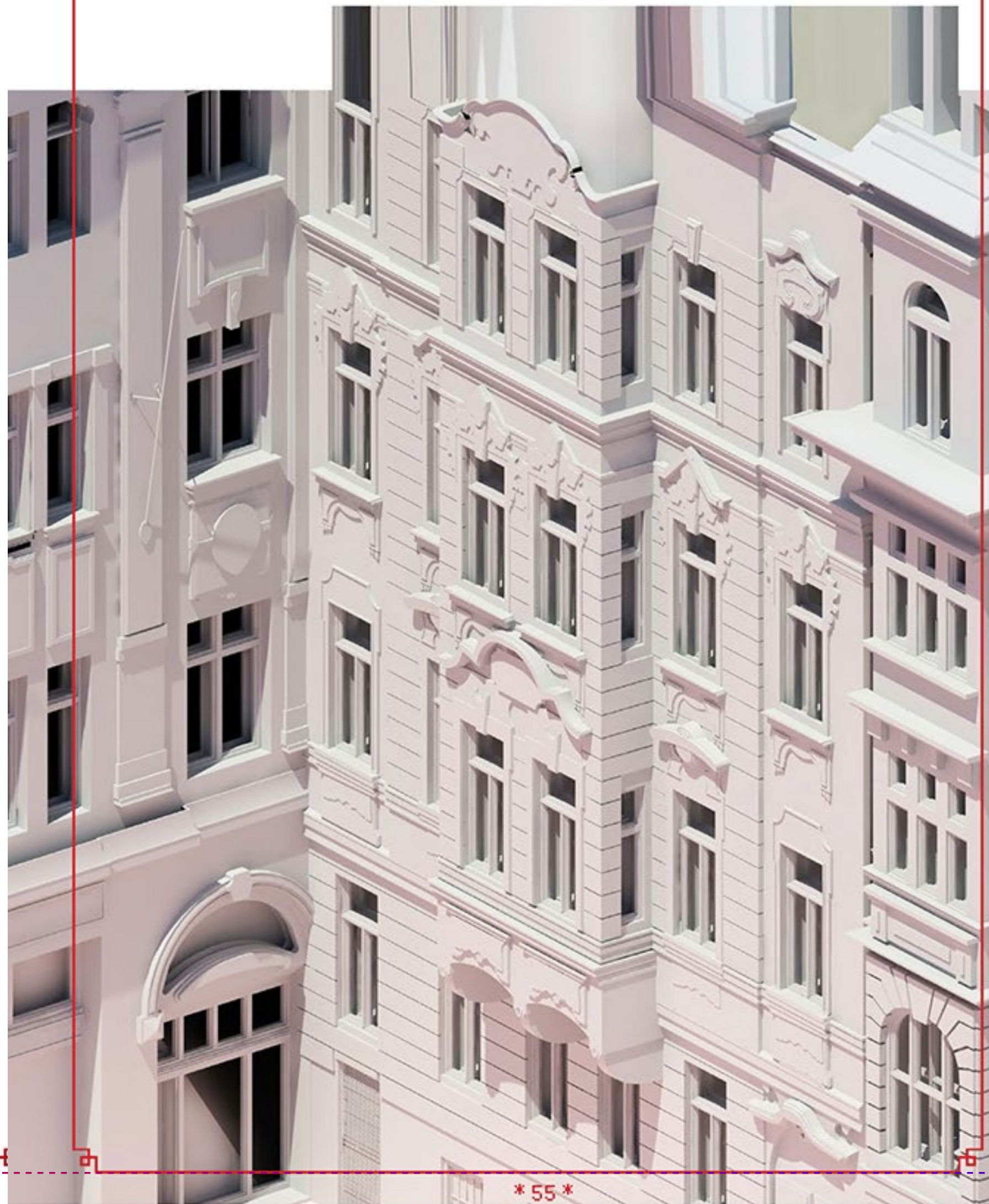
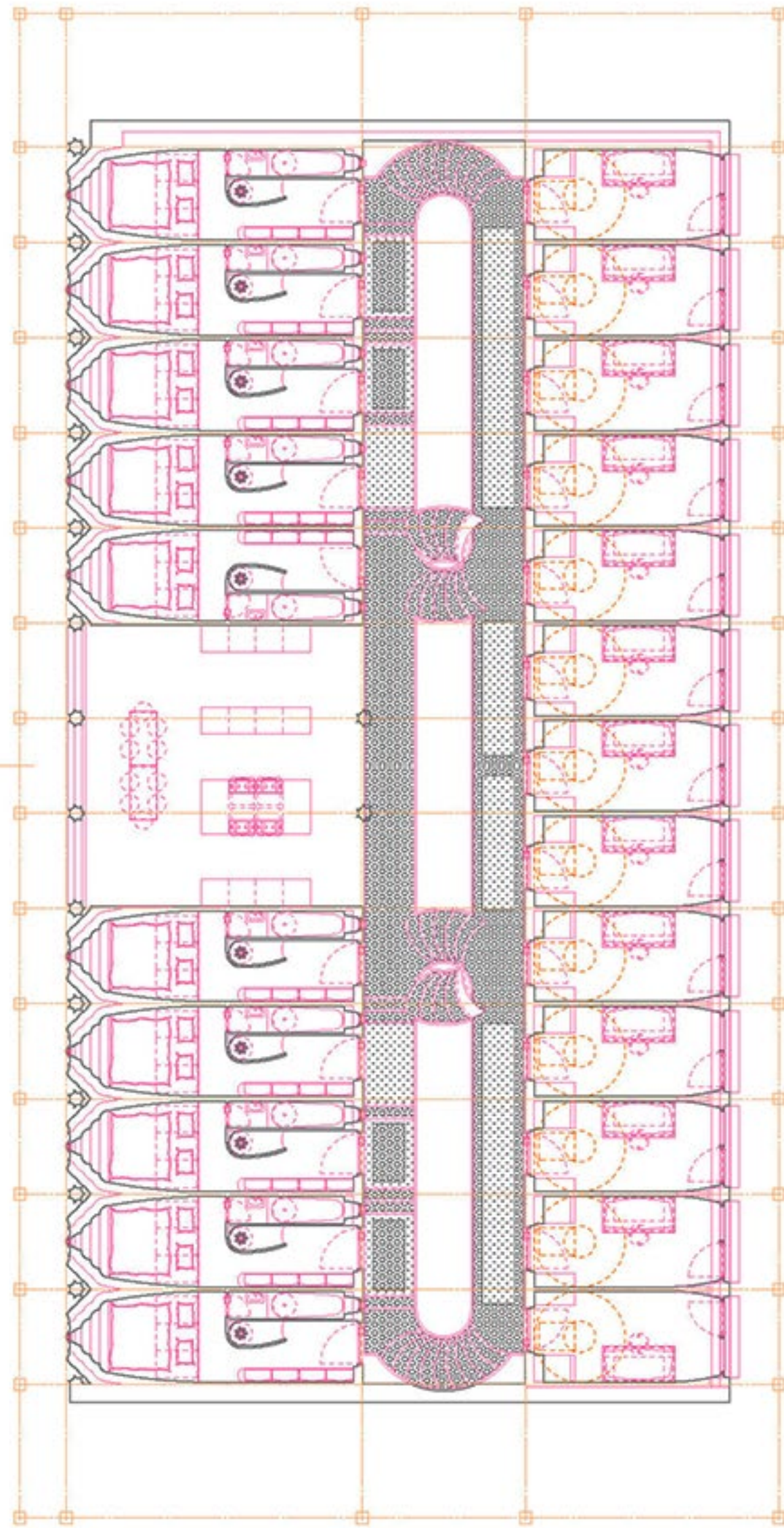
* 15 *

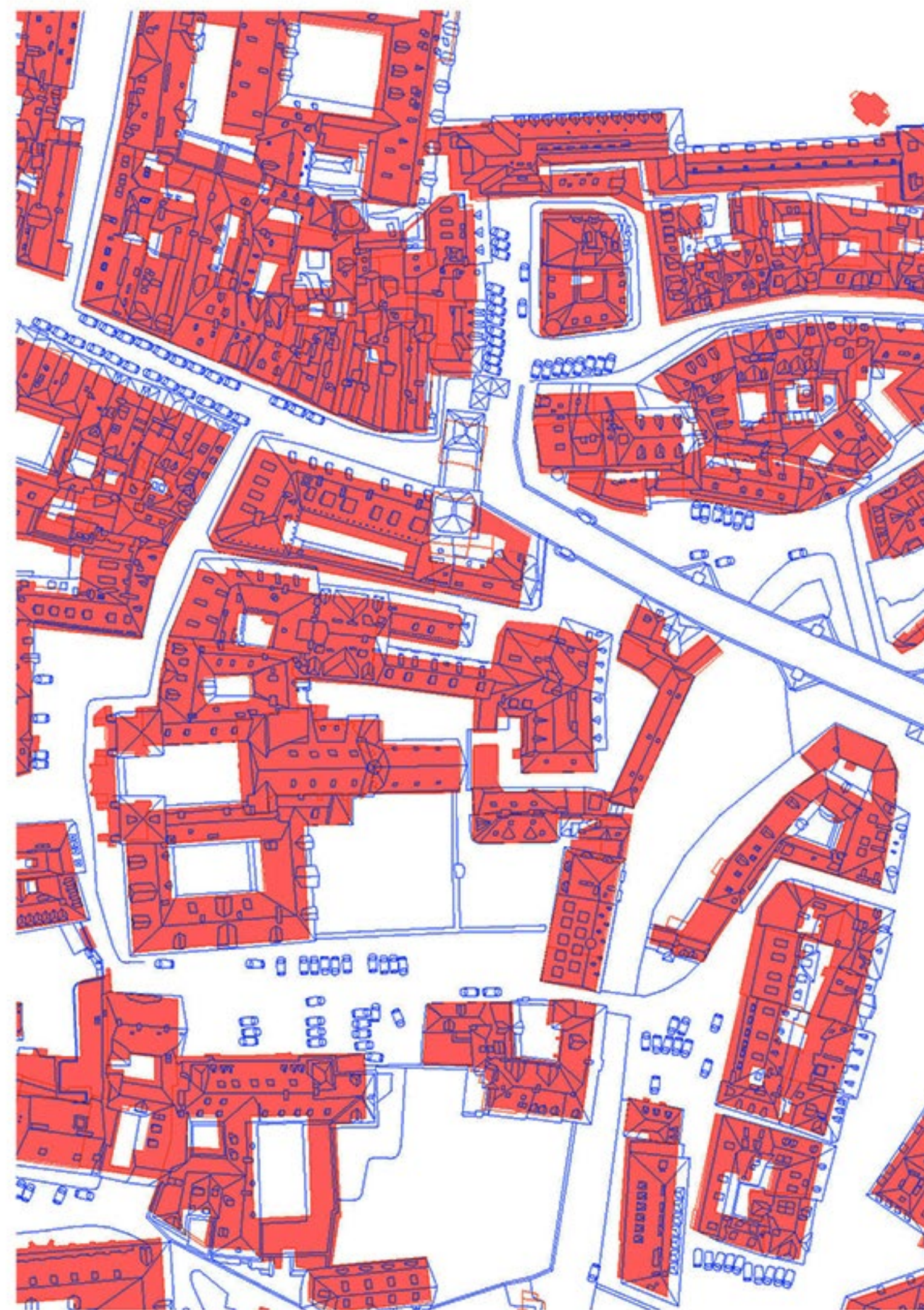
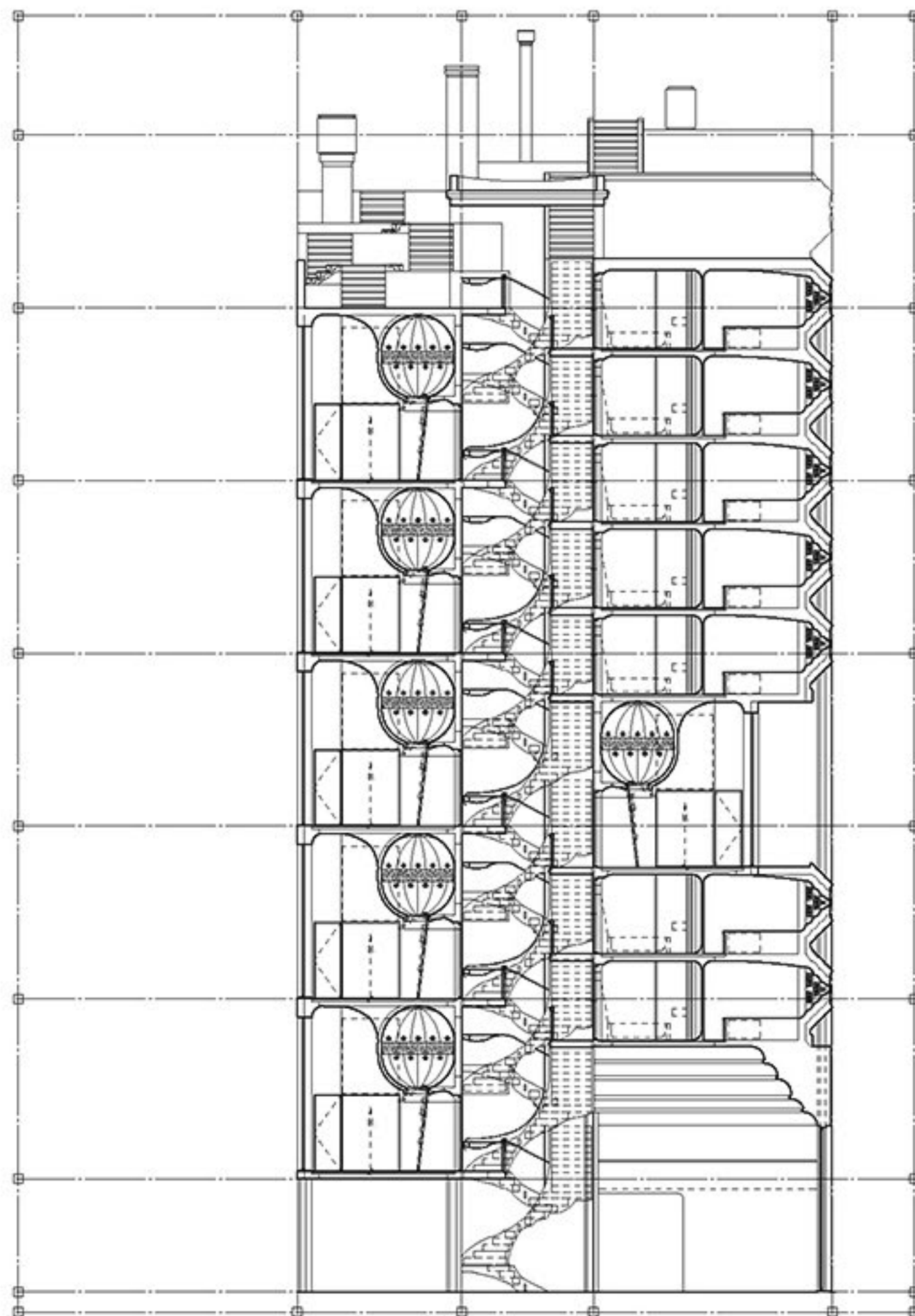


* 21 *



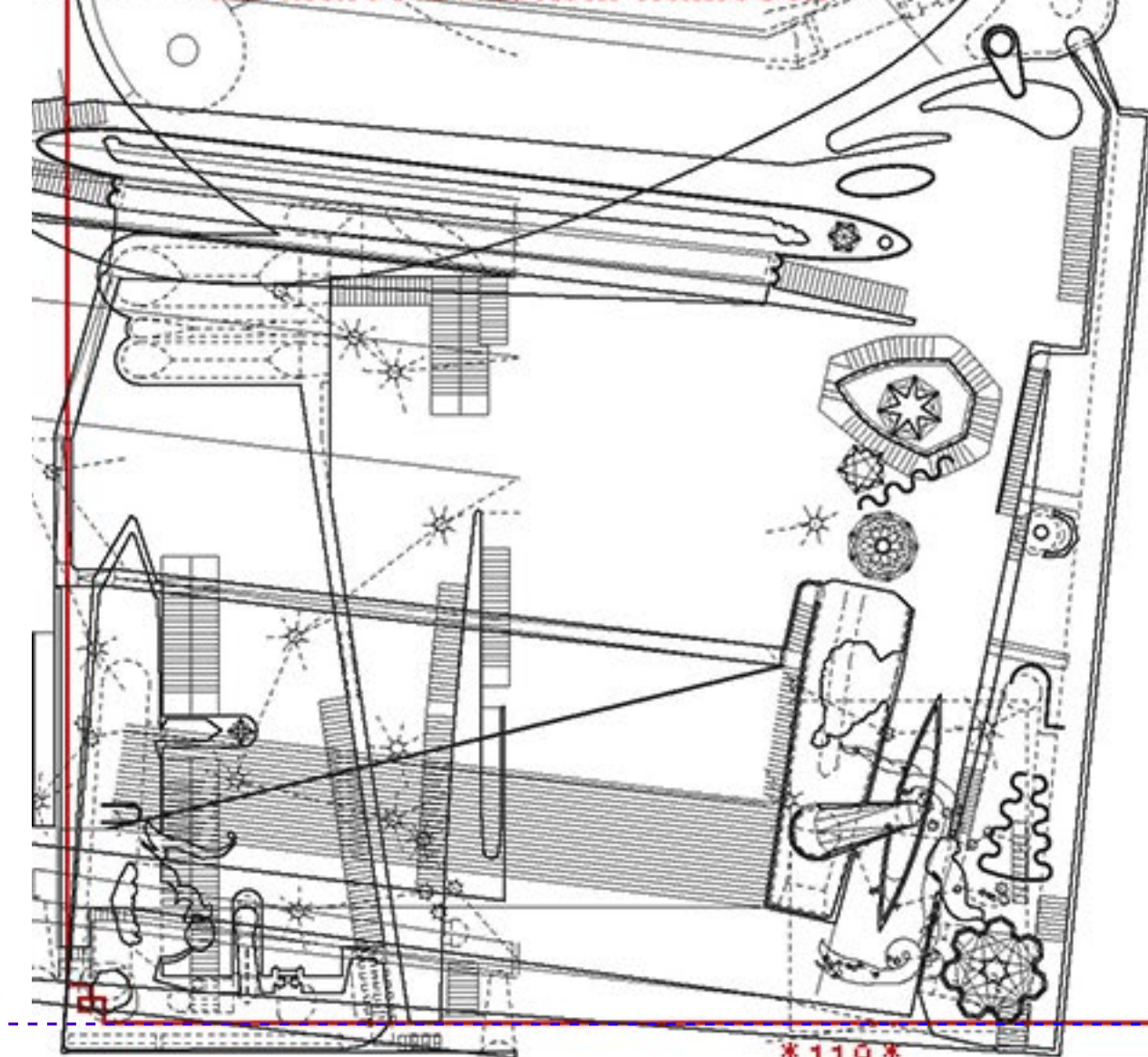
* 49 *





Když přicházíš k oné posuvné stěně, za které má být t
místnost s plány k archidumě, již z dálky slyšíš charak
teristické hučení serverových místností, prokládané
nepravidelným pískáním a pípáním všemožných kontrol
Když vysuneš dělicí stěnu, tak se počítačový hukot
ještě více zintenzivní a ty vstoupíš dovnitř. Uprostřed
místnosti stojí jeden architekt a před ním na zemi leží
druhý- Ten stojící má v ruce nějaký tablet a pomocí ně
přepíná obsah na obrazovkách- Ten pod ním něco za
dává na klávesnici a myši pak přibližuje a oddaluje 3D
model, který je na obrazovce před ním. Všude u stěn
jsou rozmístěny počítače a servery, zobrazující na
všudypřítomných monitorech různých velikostí detailní
3D modely, výkresy a grafy nějakého městského pros
tředí. Když chvíli tyto animace pozoruješ, začneš poz
nat známé místa v Praze.

**Zeptáš se, jestli tu nemají i plány od chrámu
na Malostranském náměstí.**

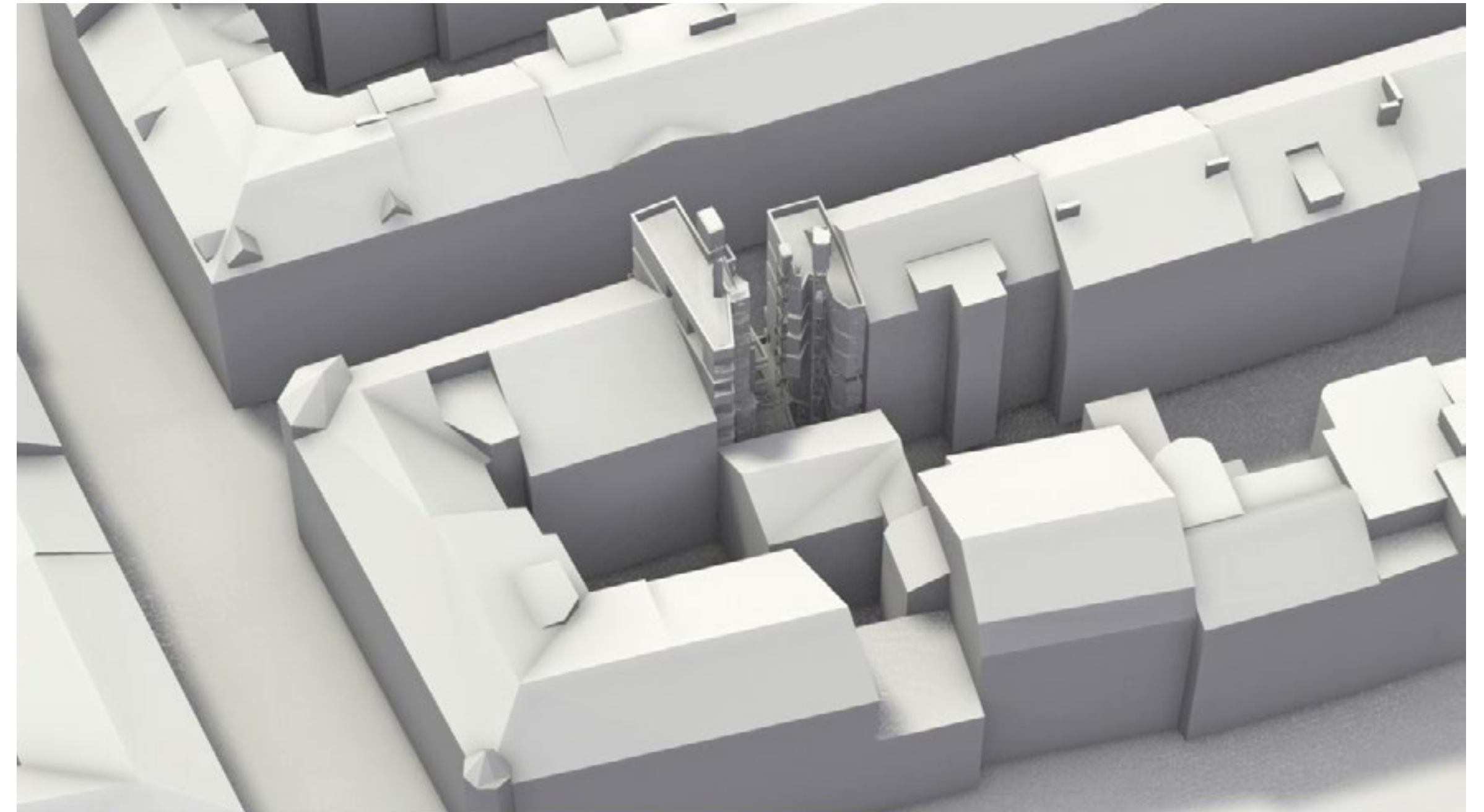


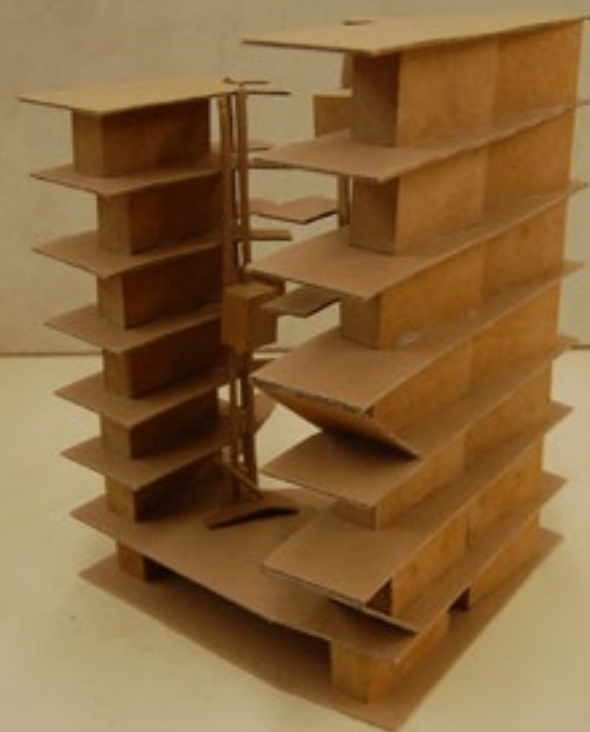
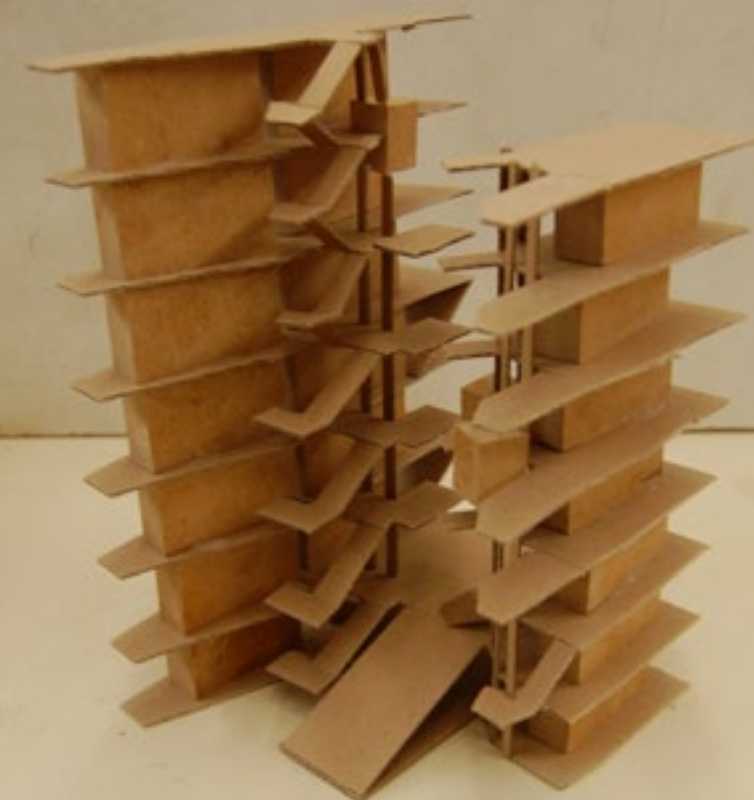
R E S E A R C H C E N T R E F O R A V U P R A G U E

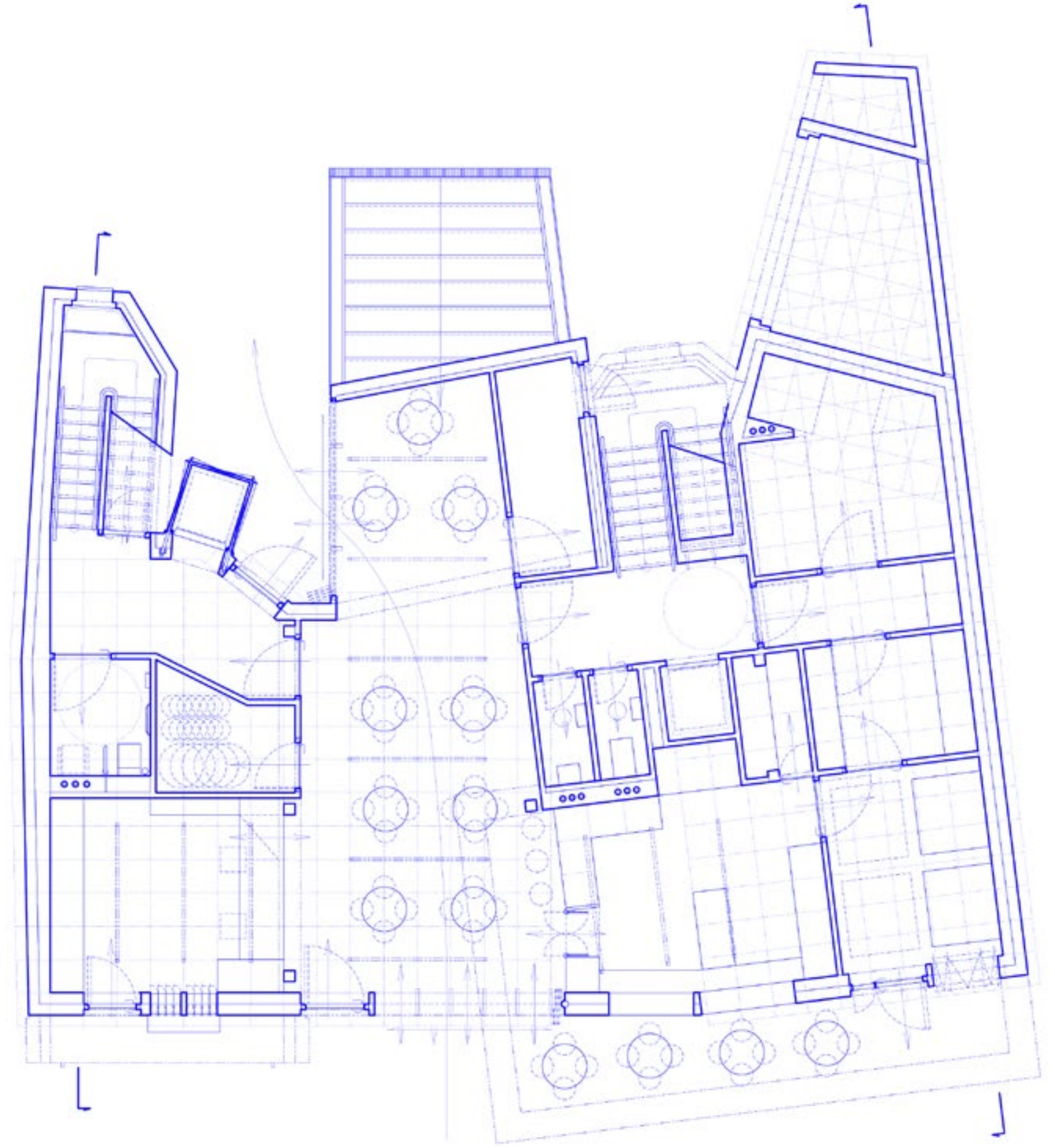
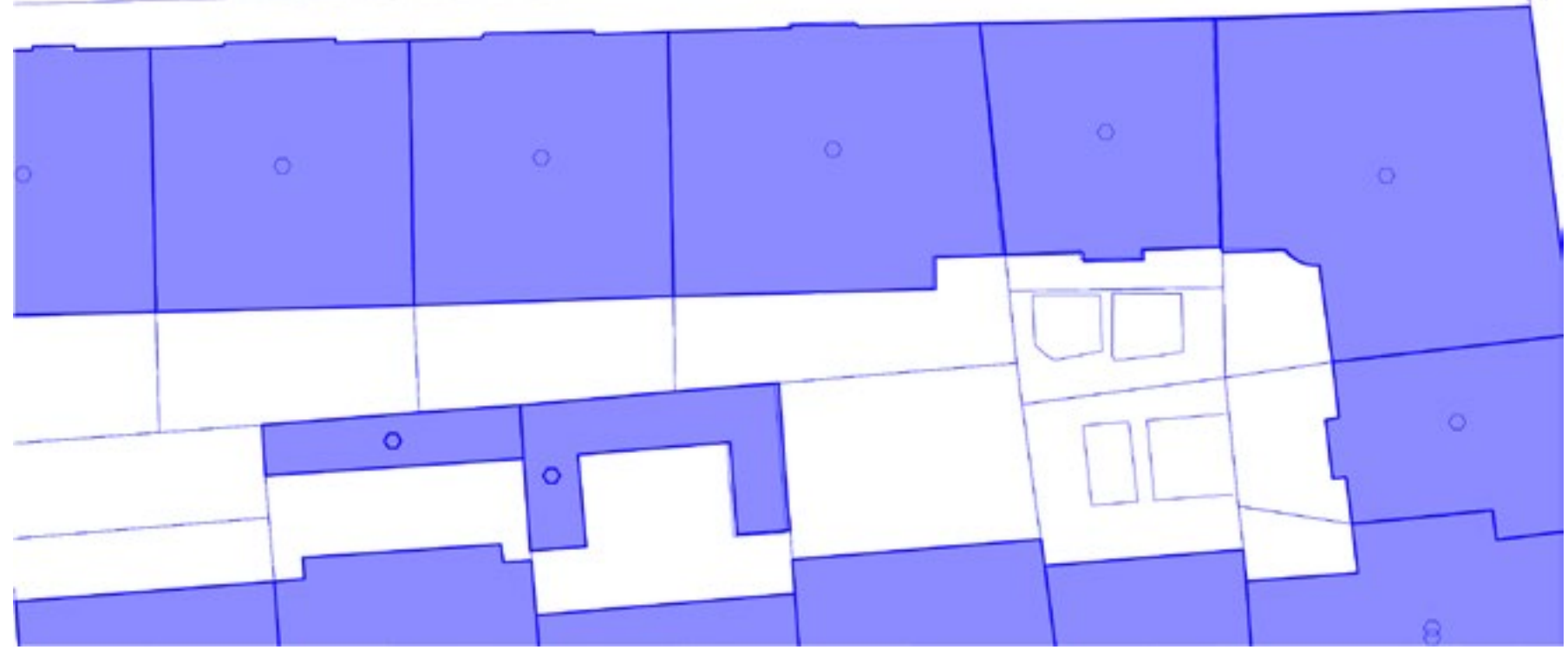
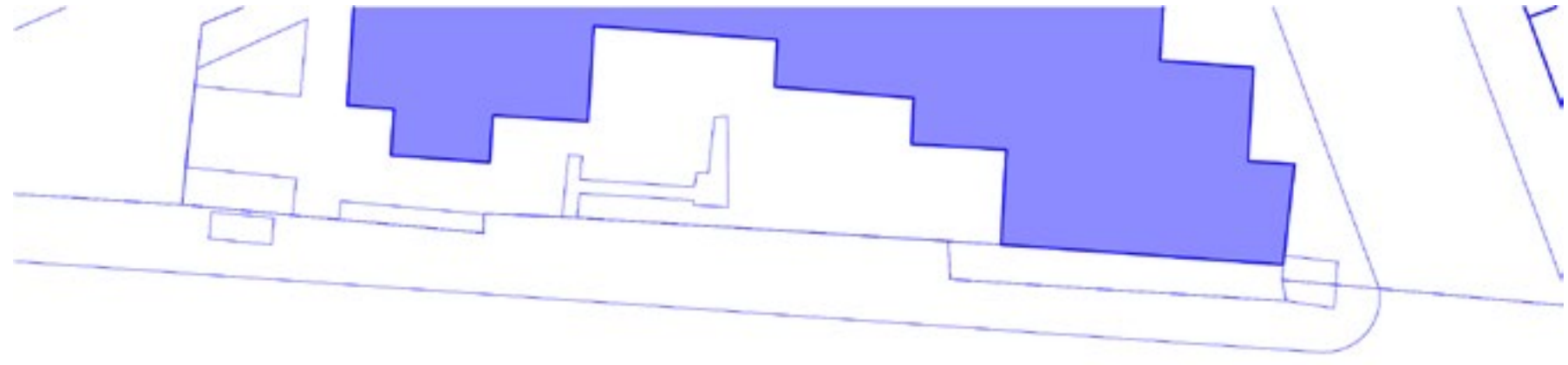
SCHOOL PROJECT - ACADEMY OF FINE ARTS, PRAGUE

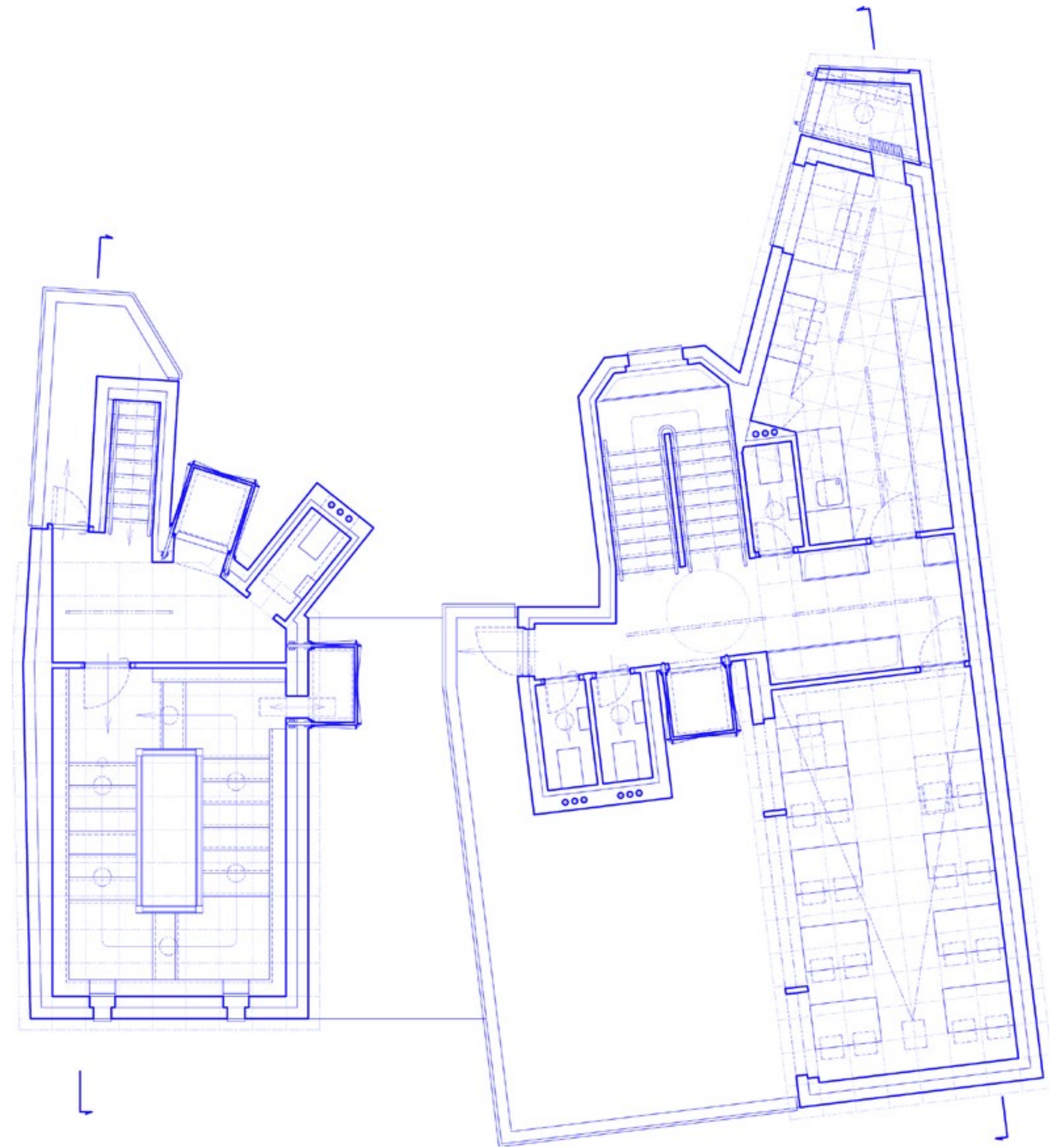
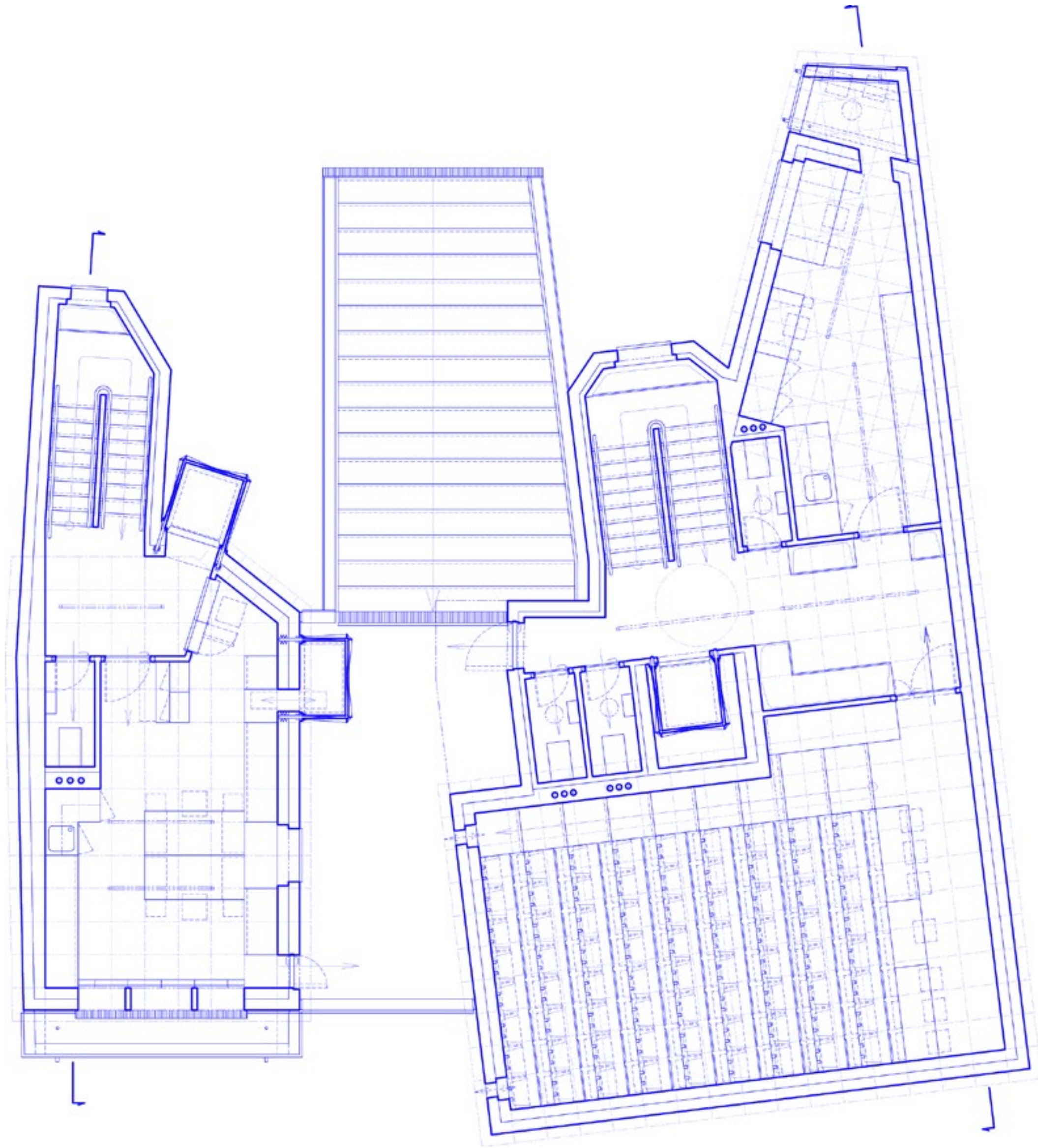
2014

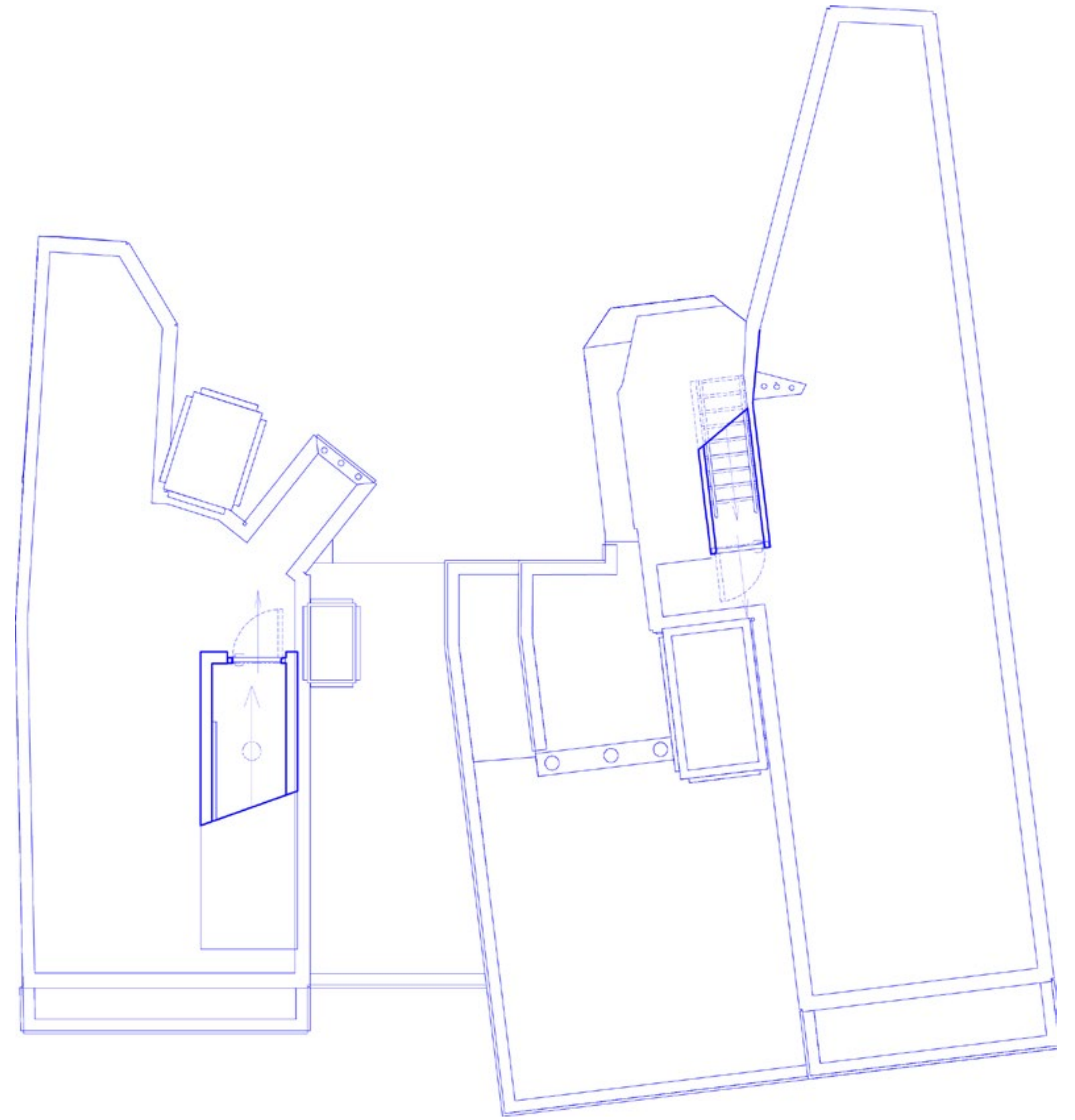
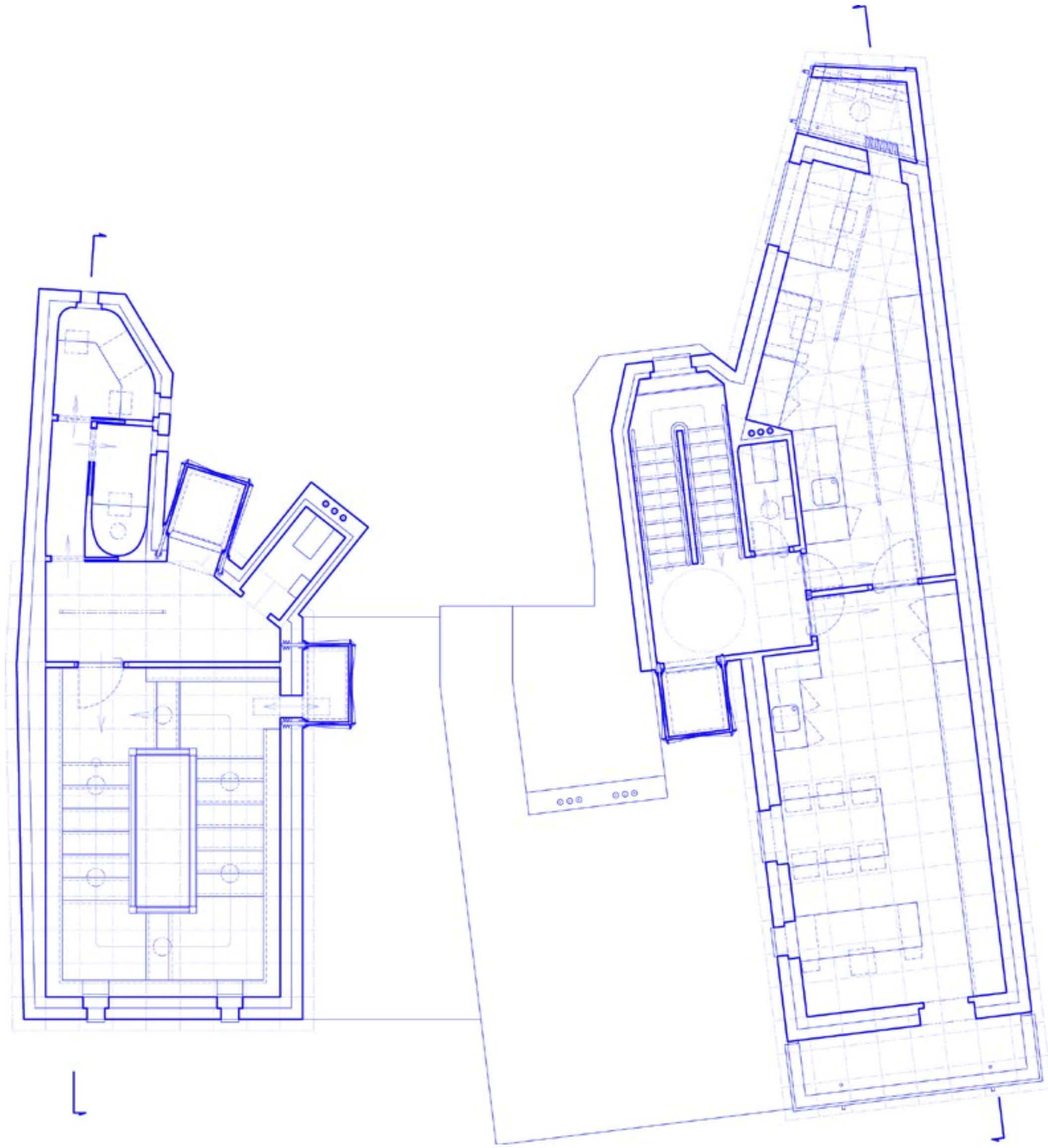
Research centre for Academy of fine arts in Prague. Designed for few students, offering bigger lecture halls, offices for proffesors, library, coffee and an apartment for visiting teachers.

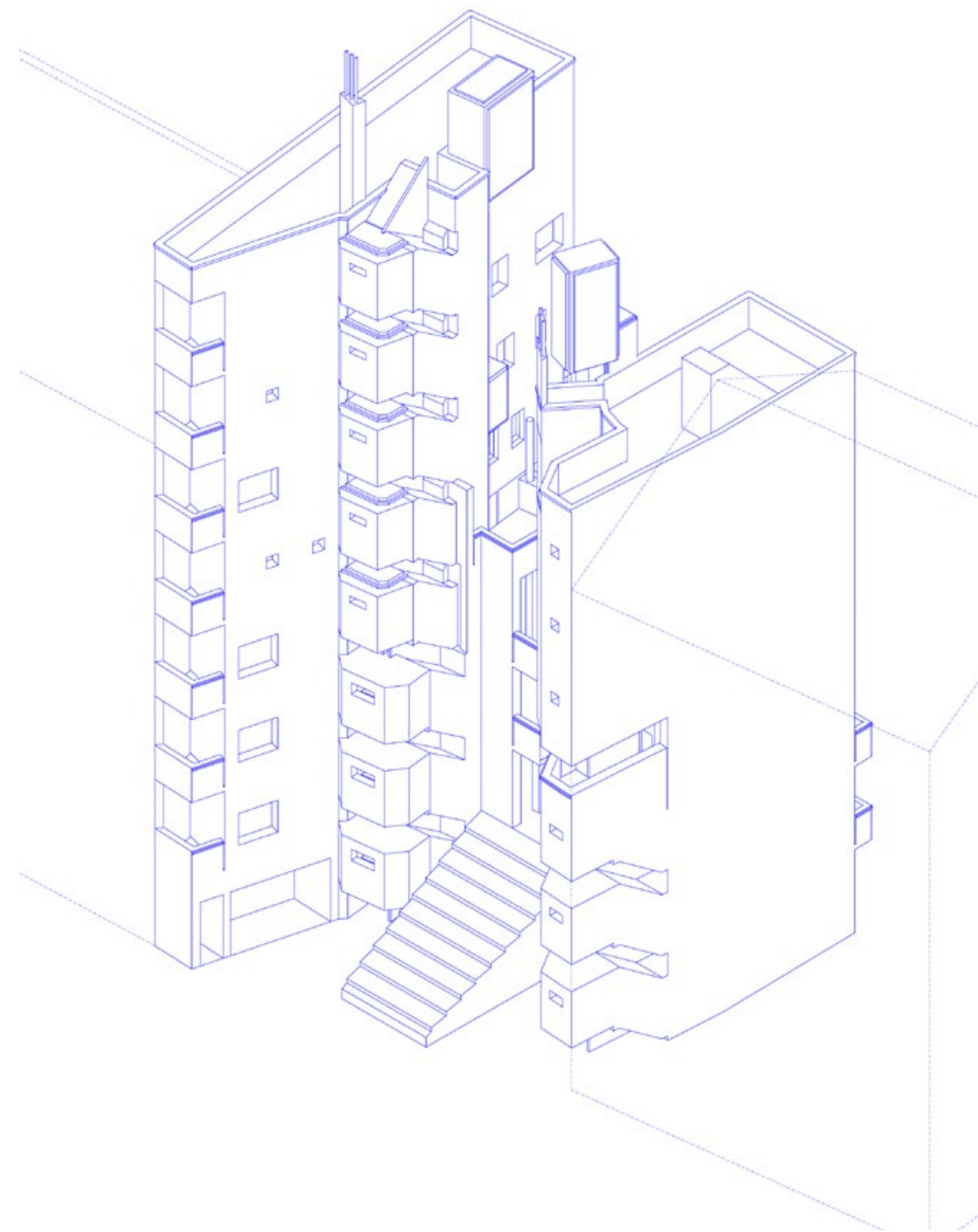
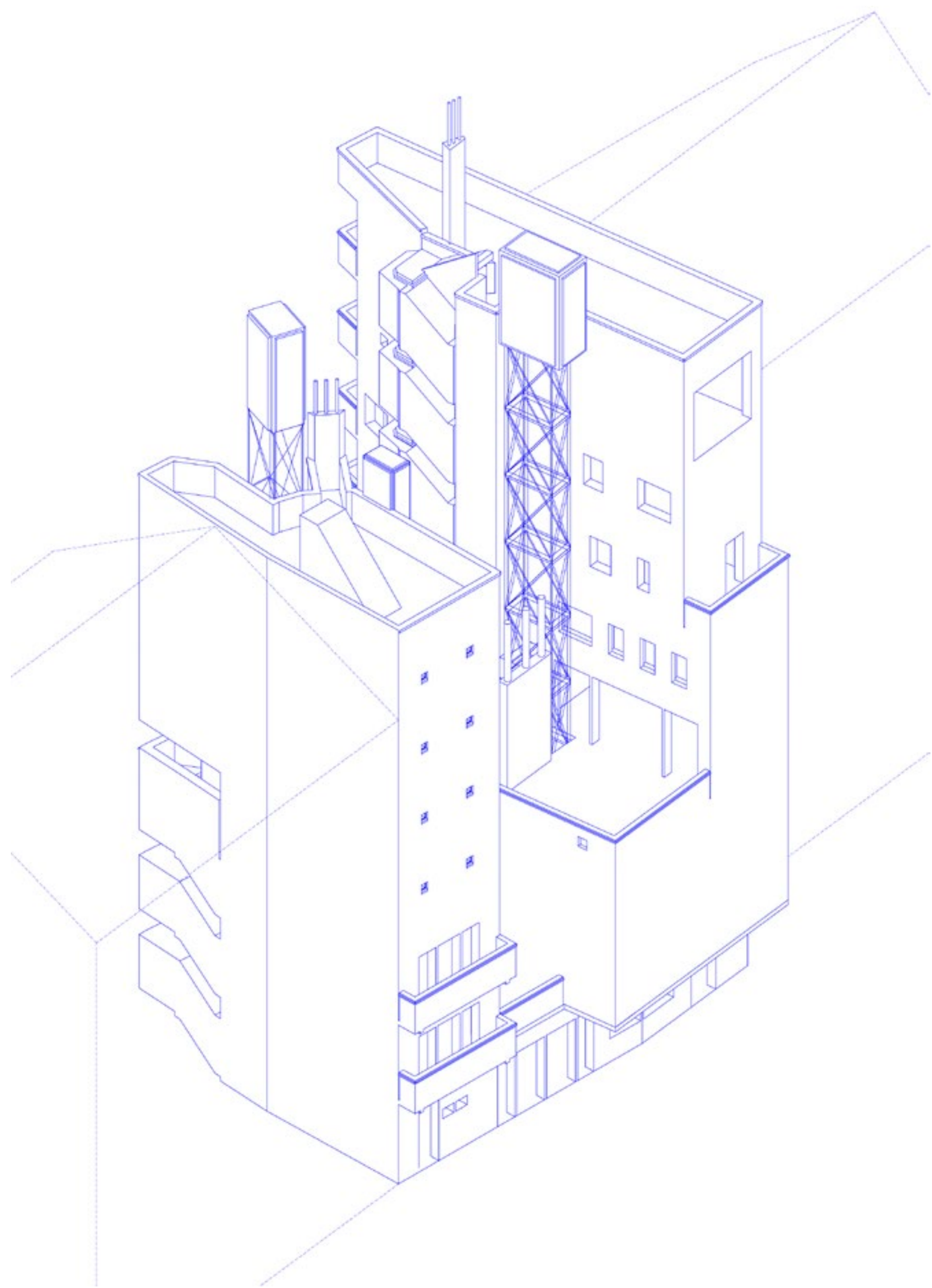


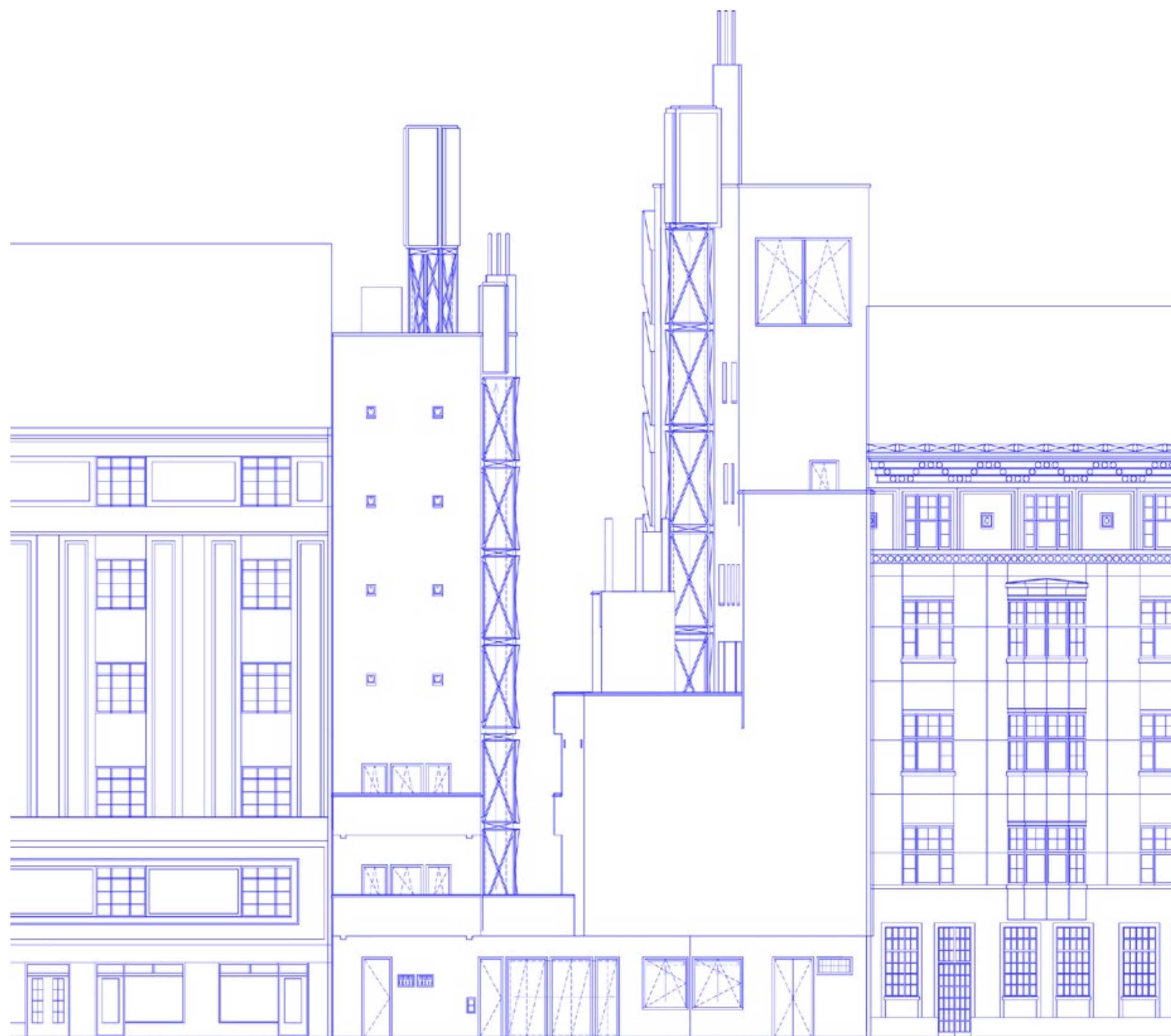
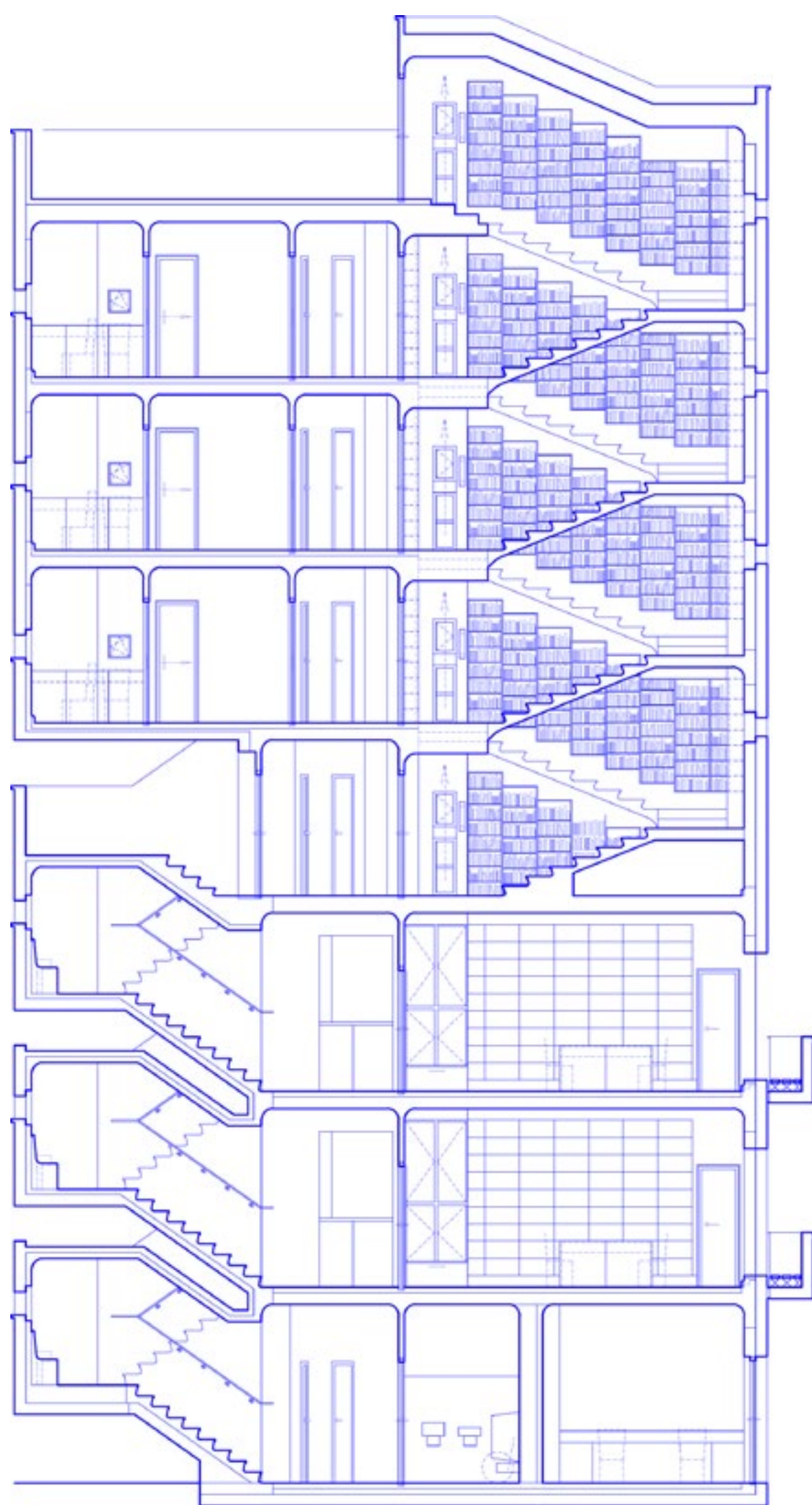










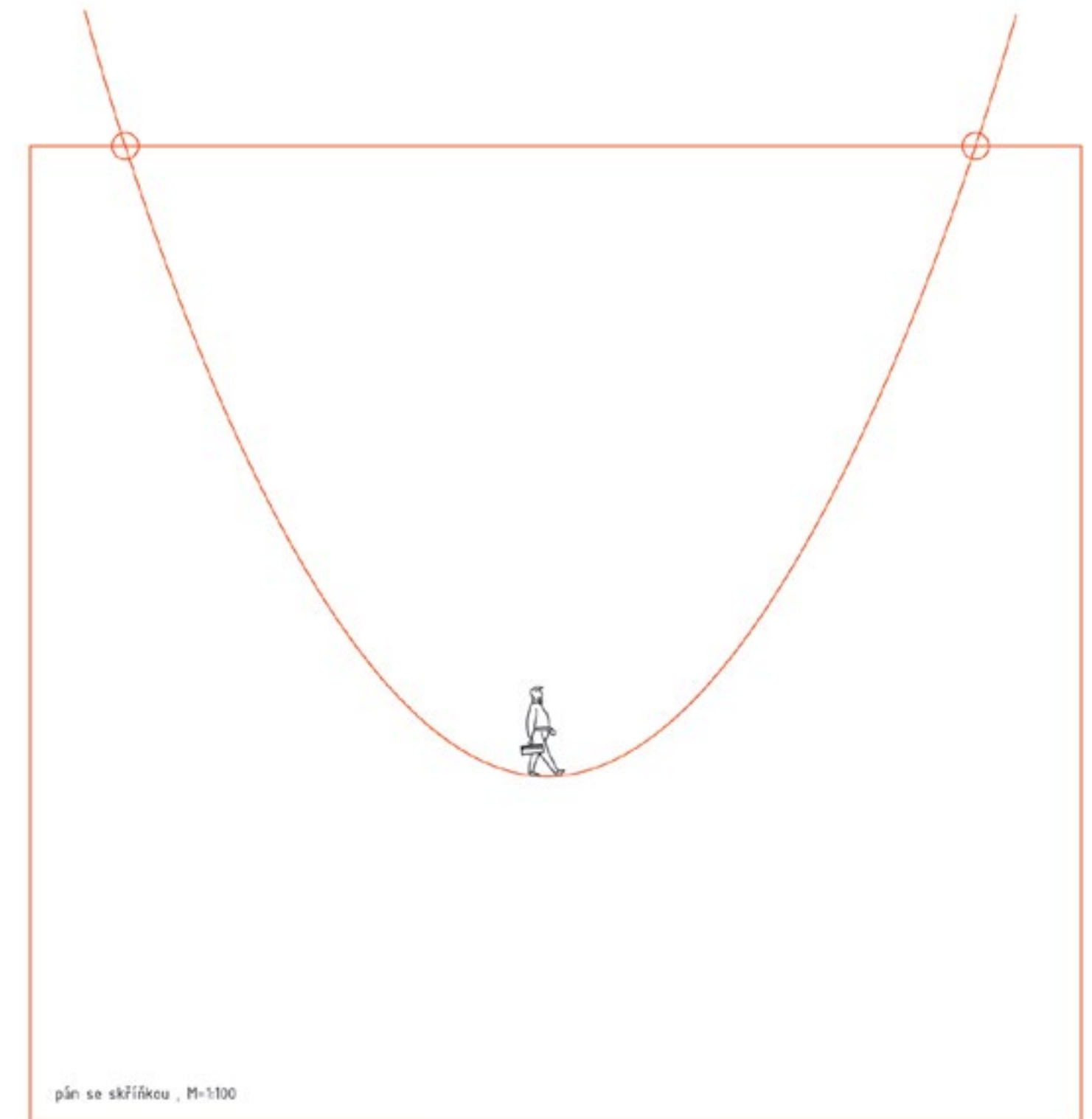
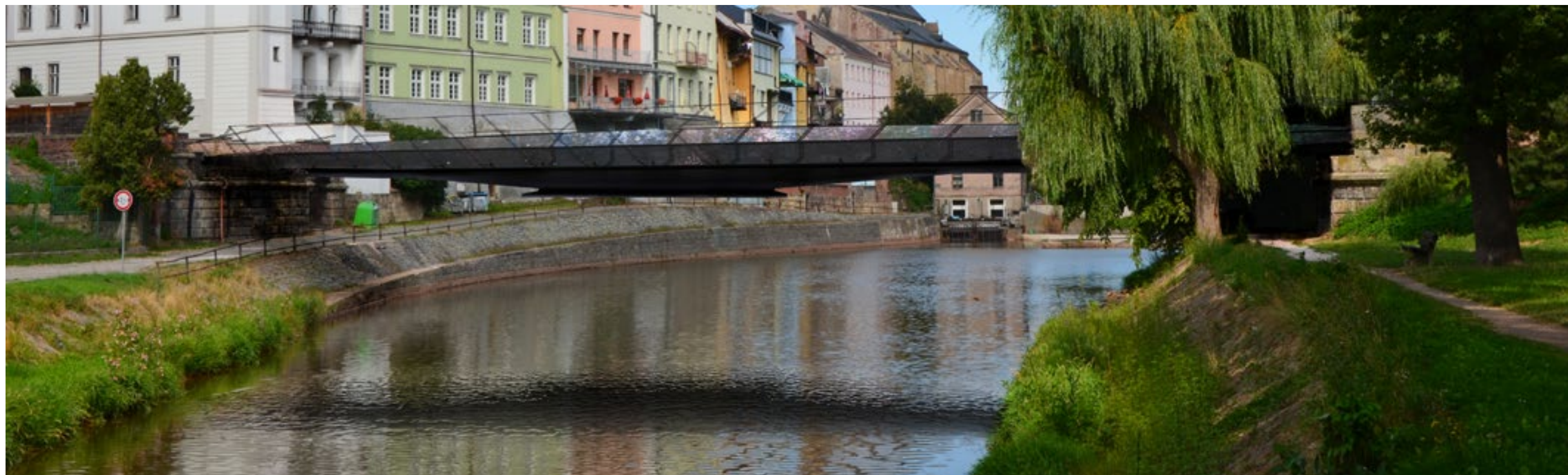


B R I D G E J A R O M Ě Ř

COMPETITION - CZECH REPUBLIC

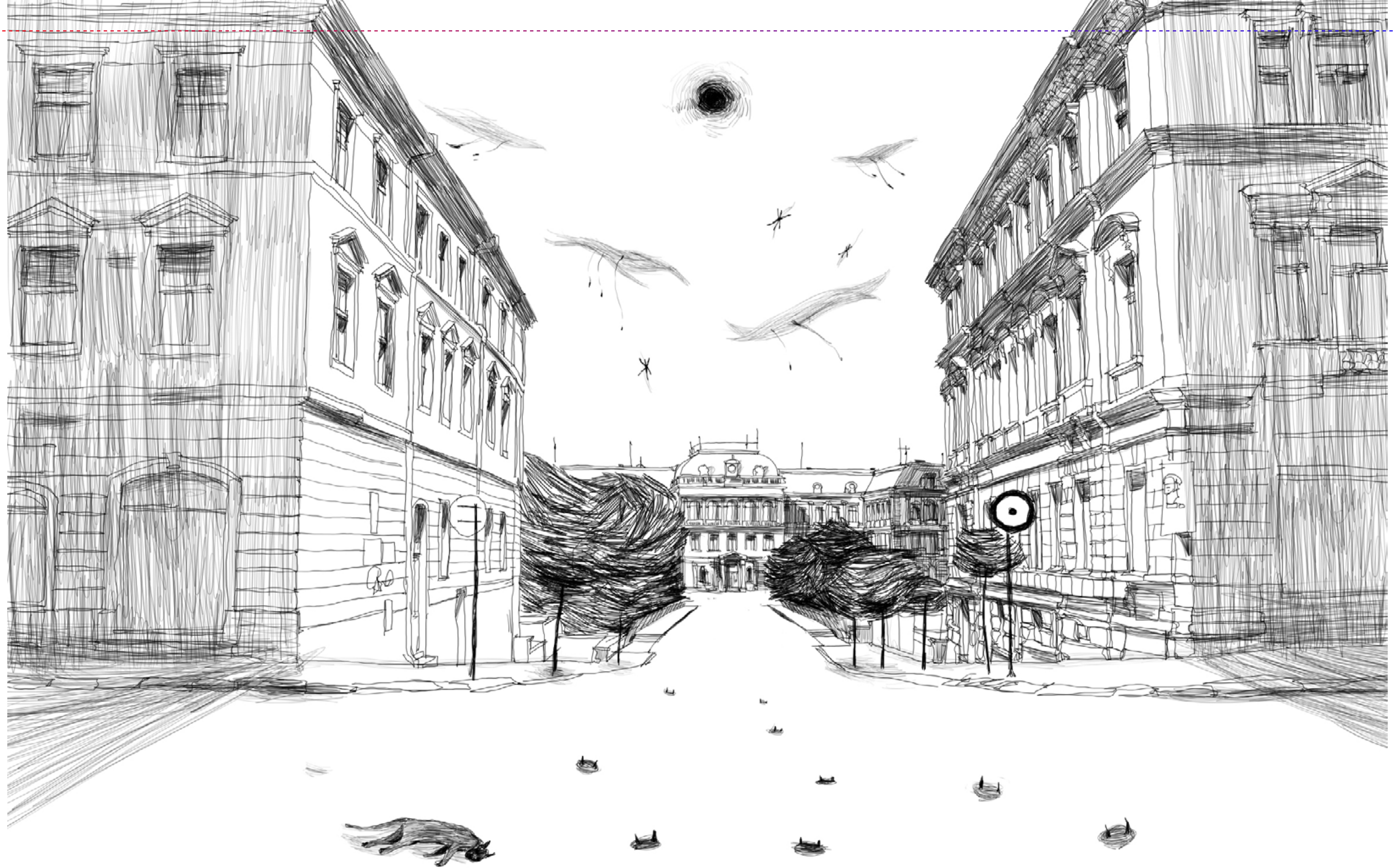
2013

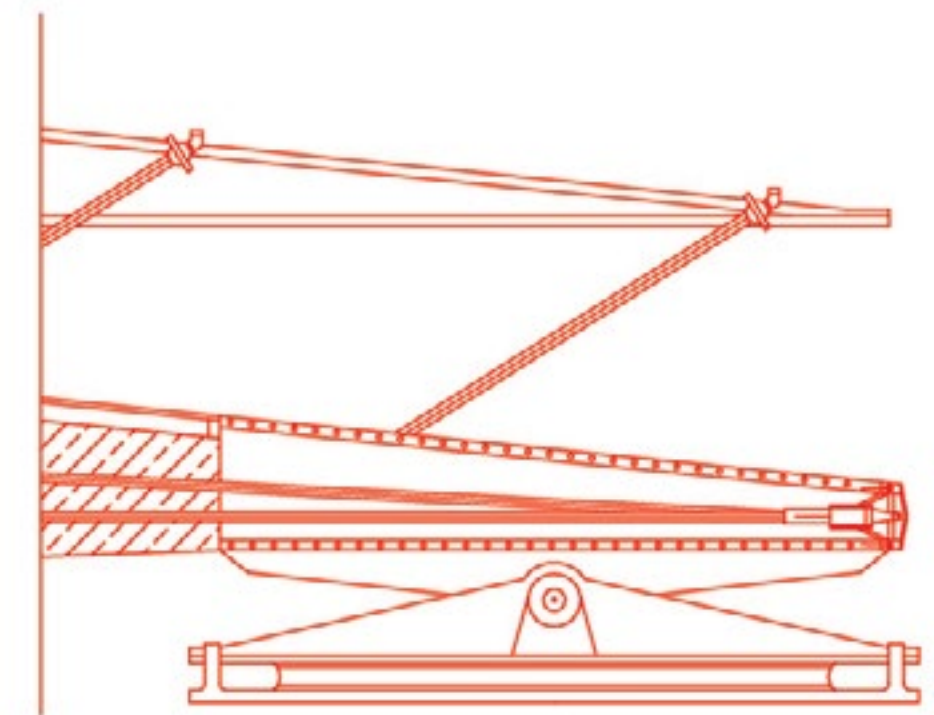
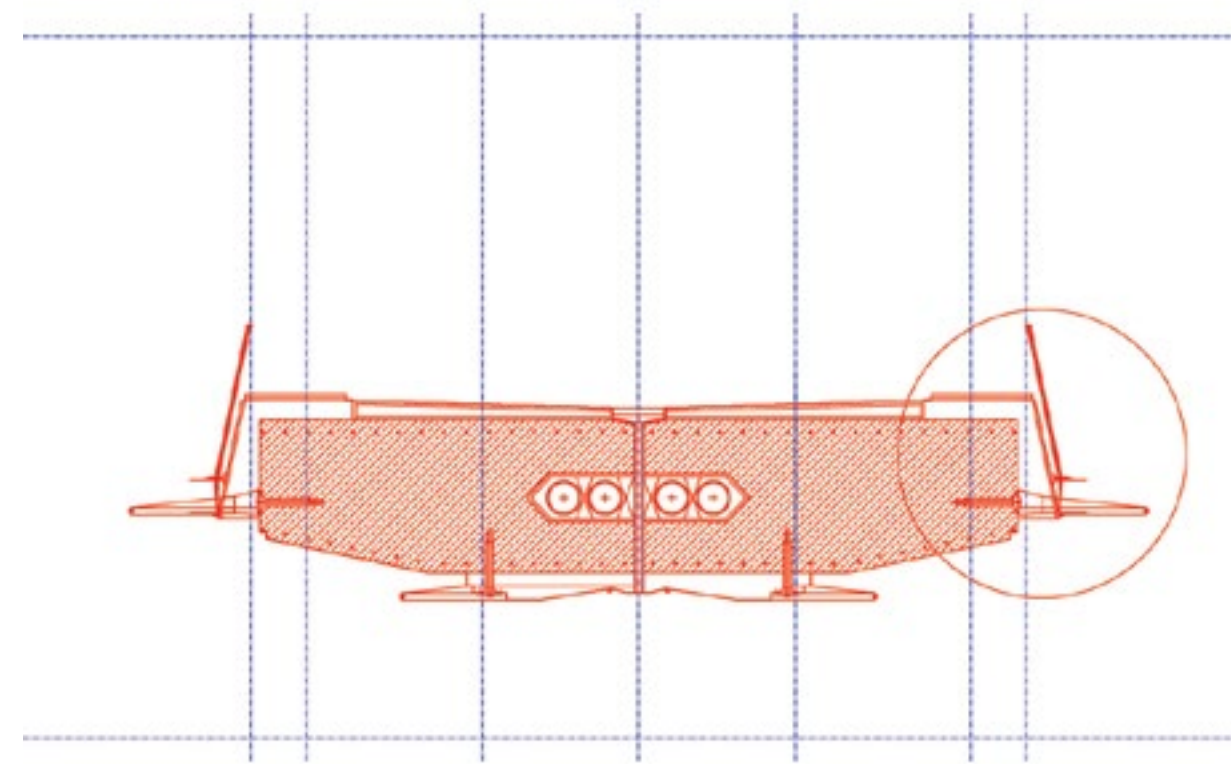
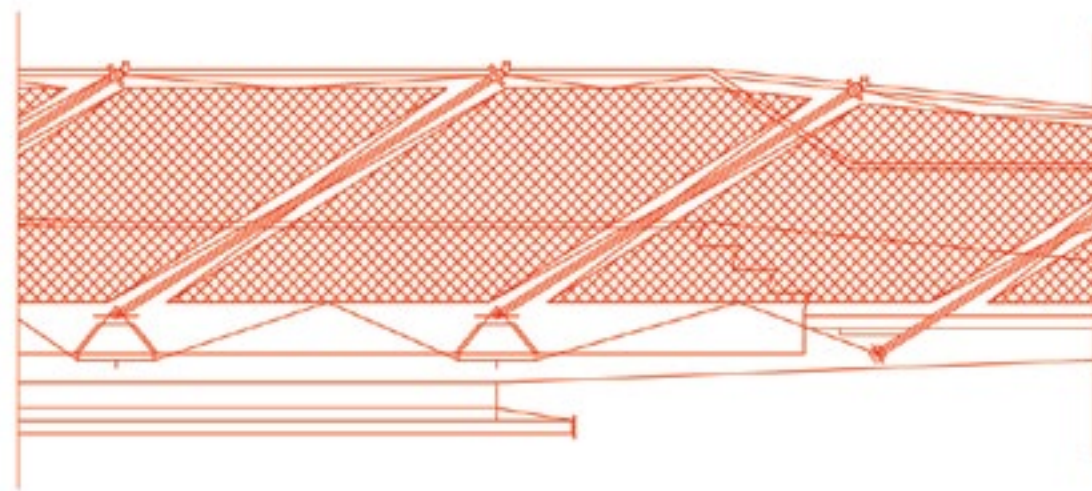
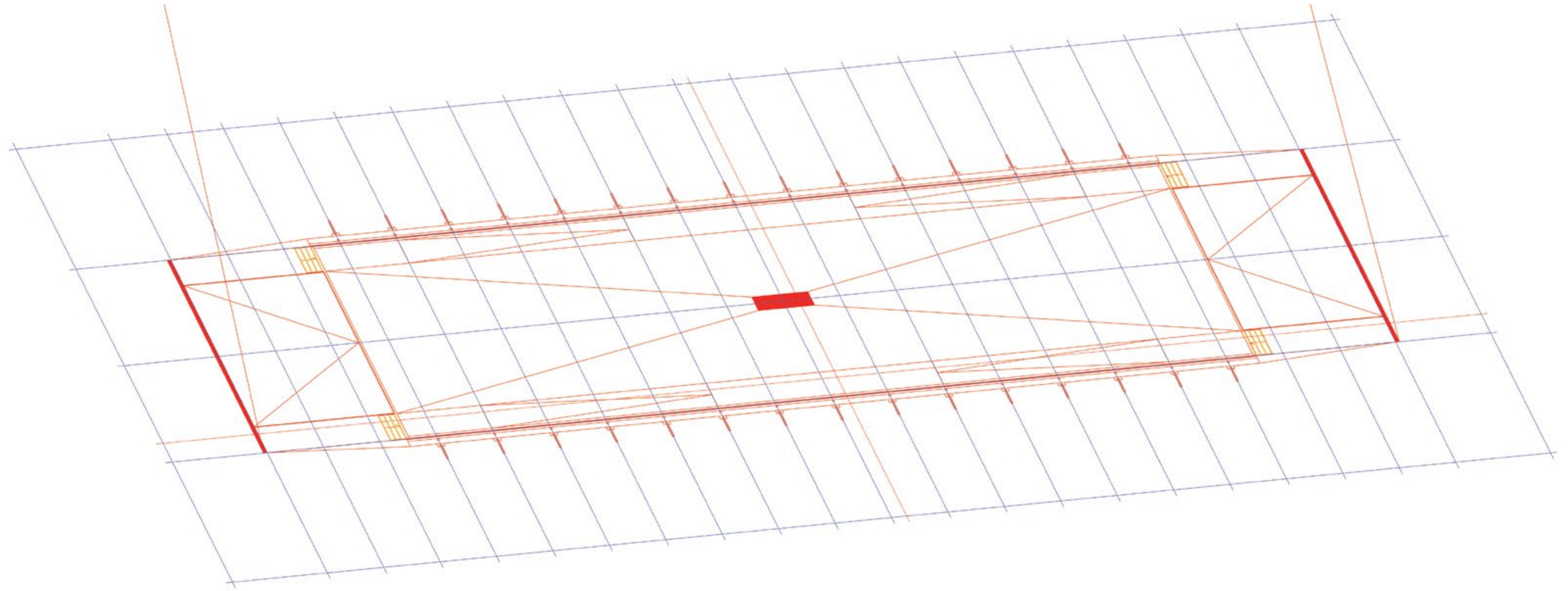
Design of a bridge in a city of Jaromeř.

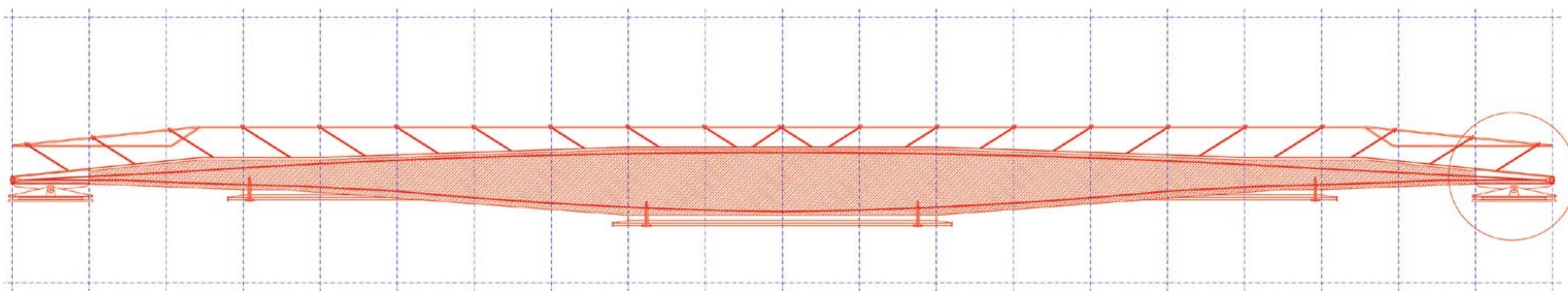
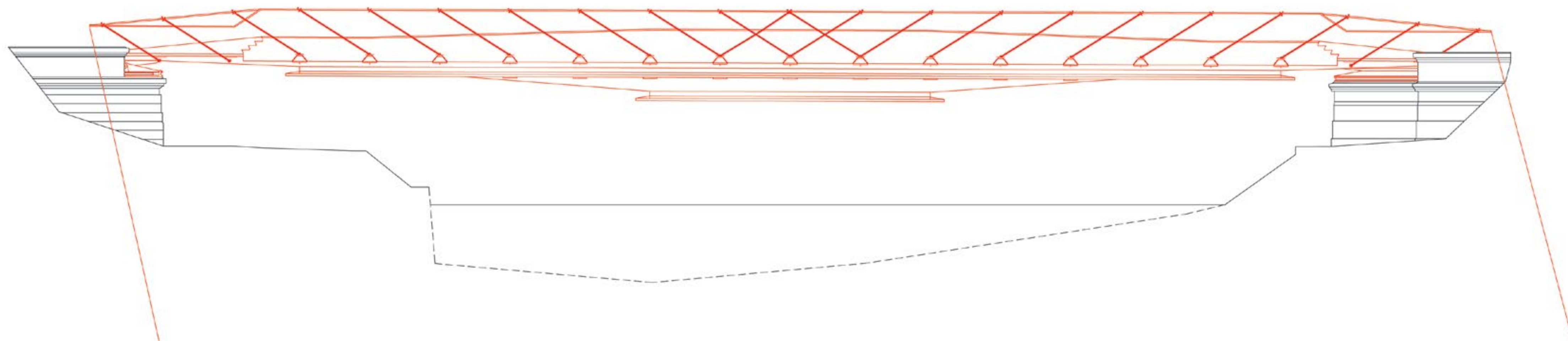


Bridge Jaroměř
2013









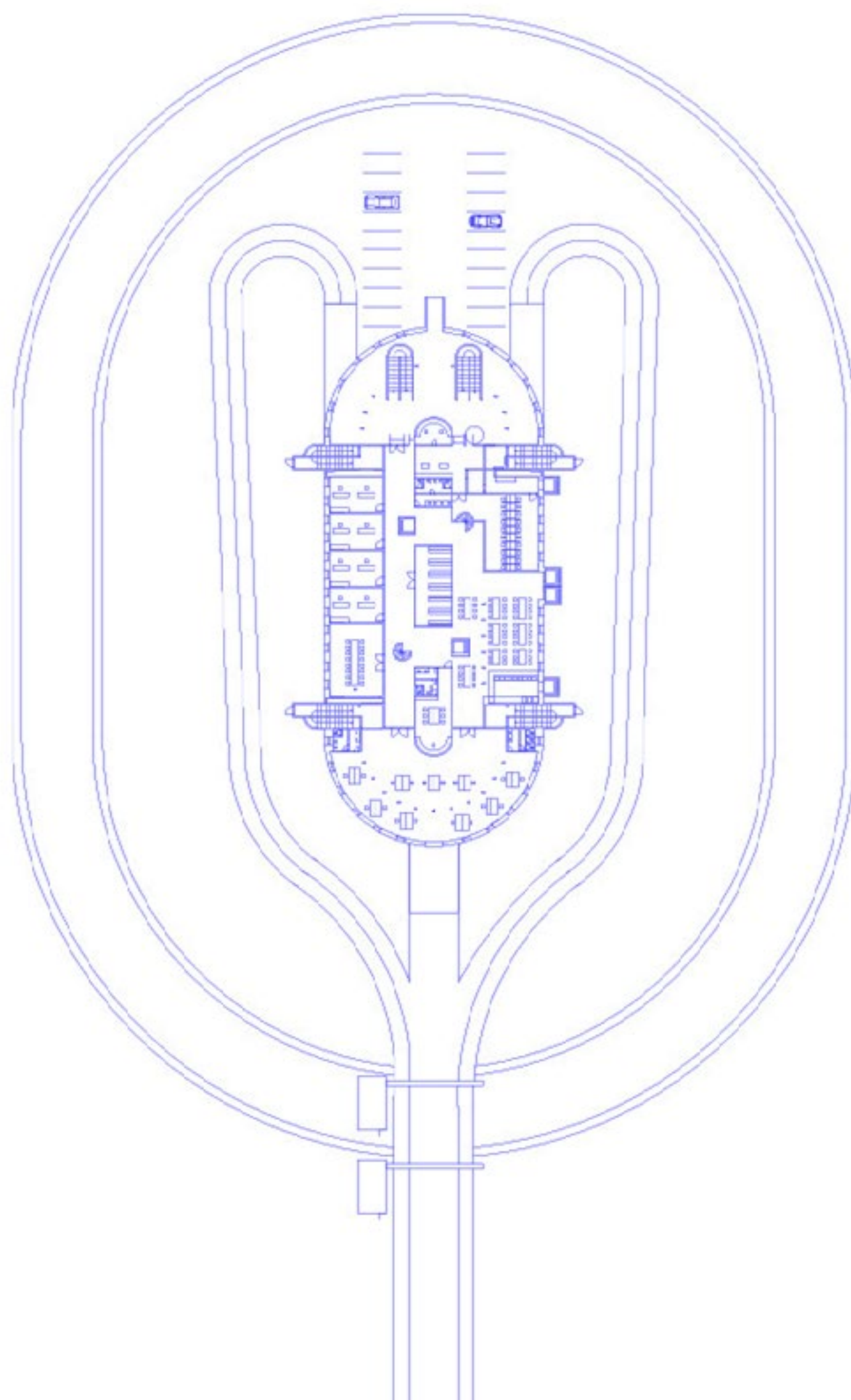
P R I S O N

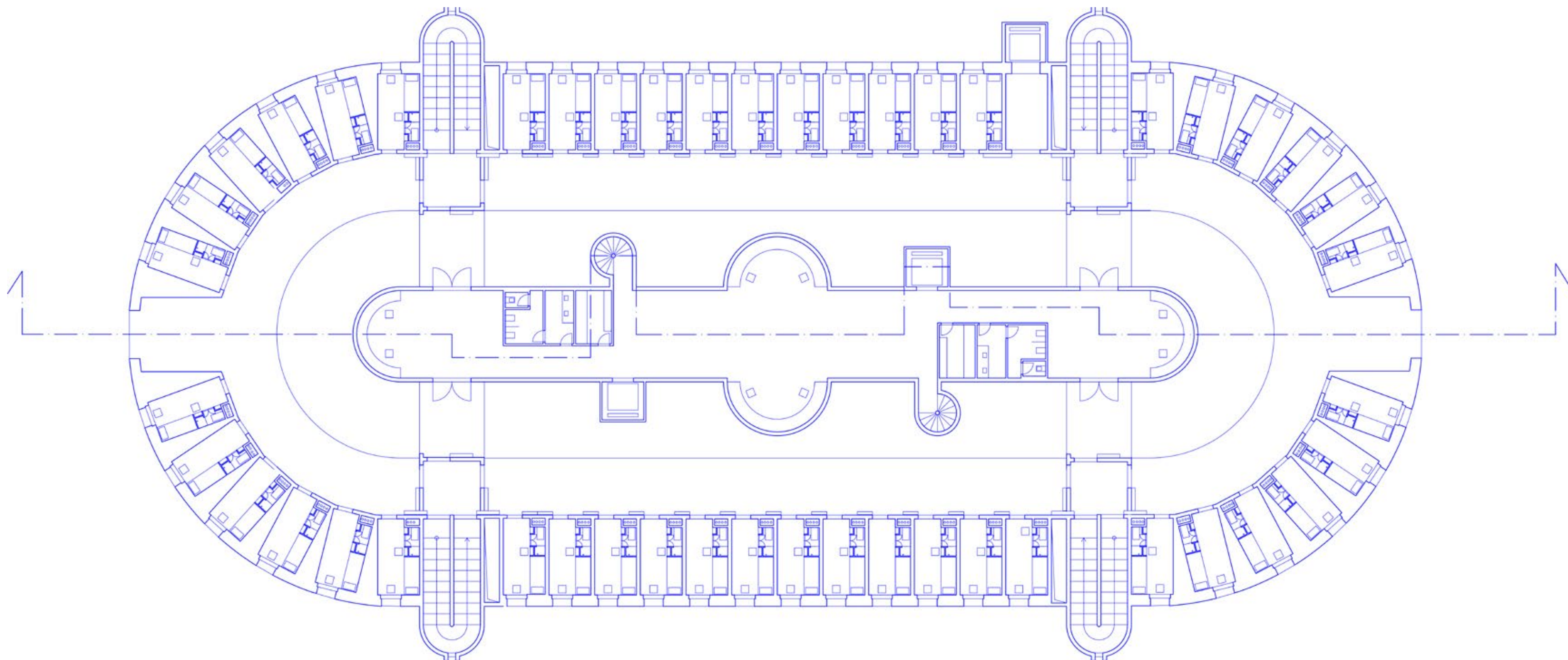
DIPLOMA PROJECT - ACADEMY OF APPLIED ARTS PRAGUE

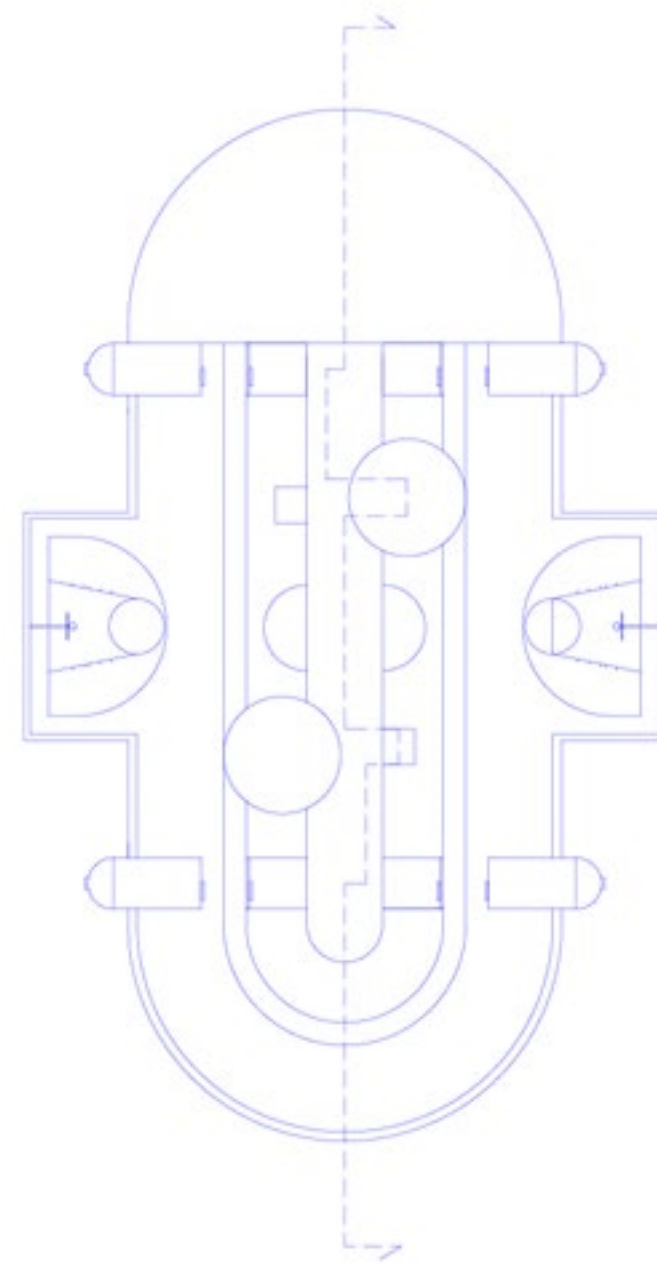
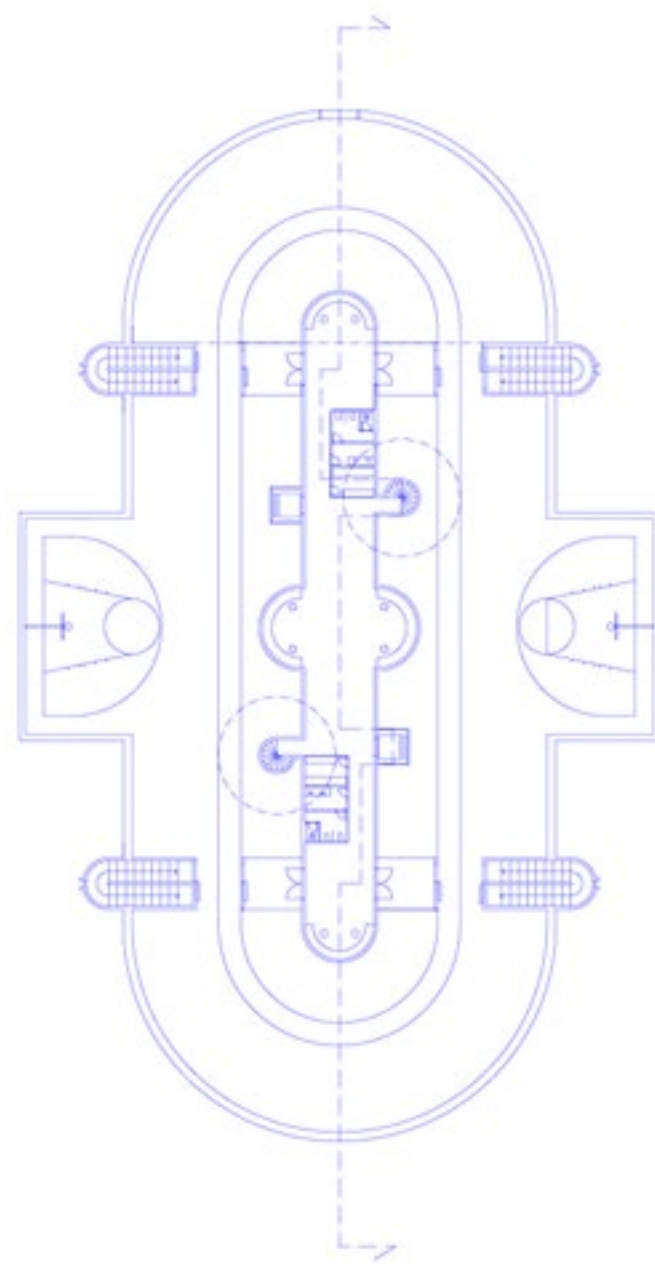
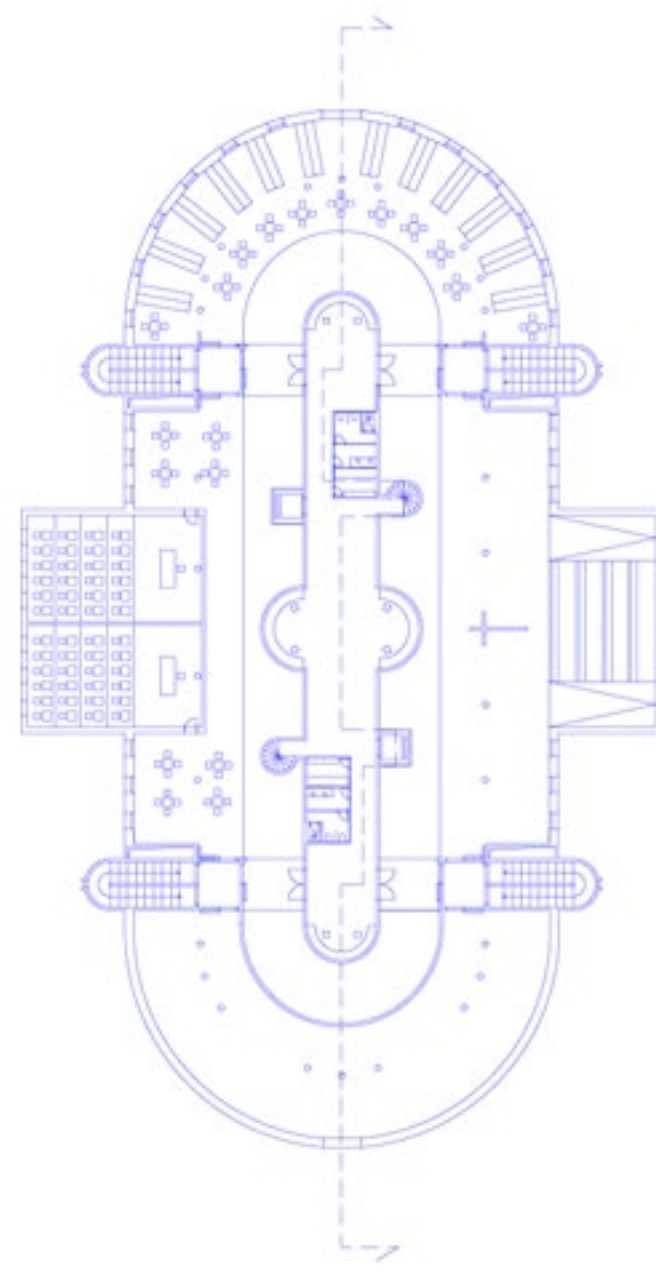
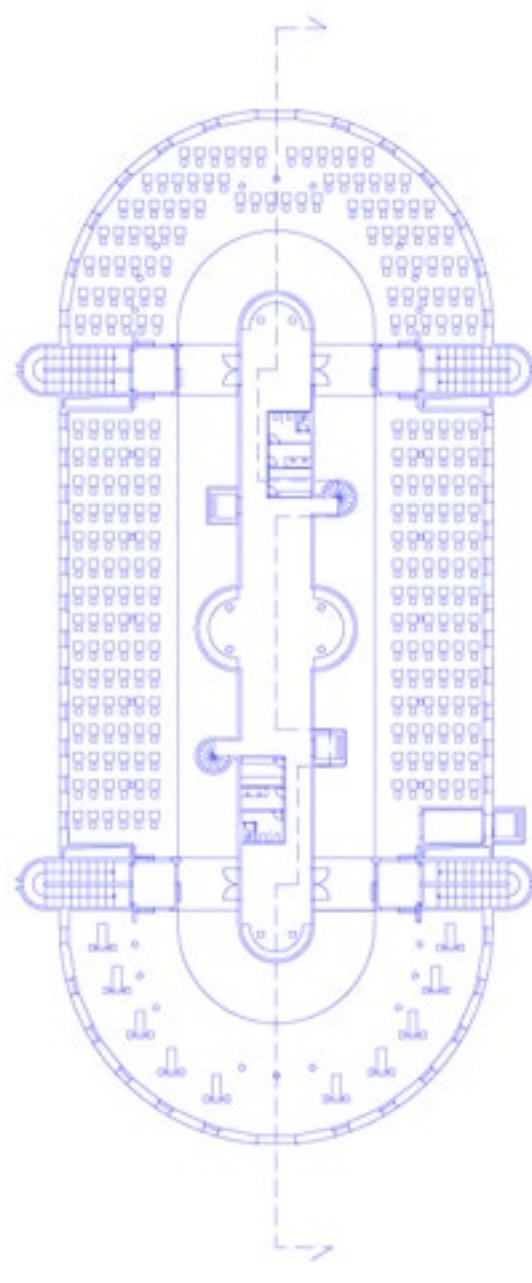
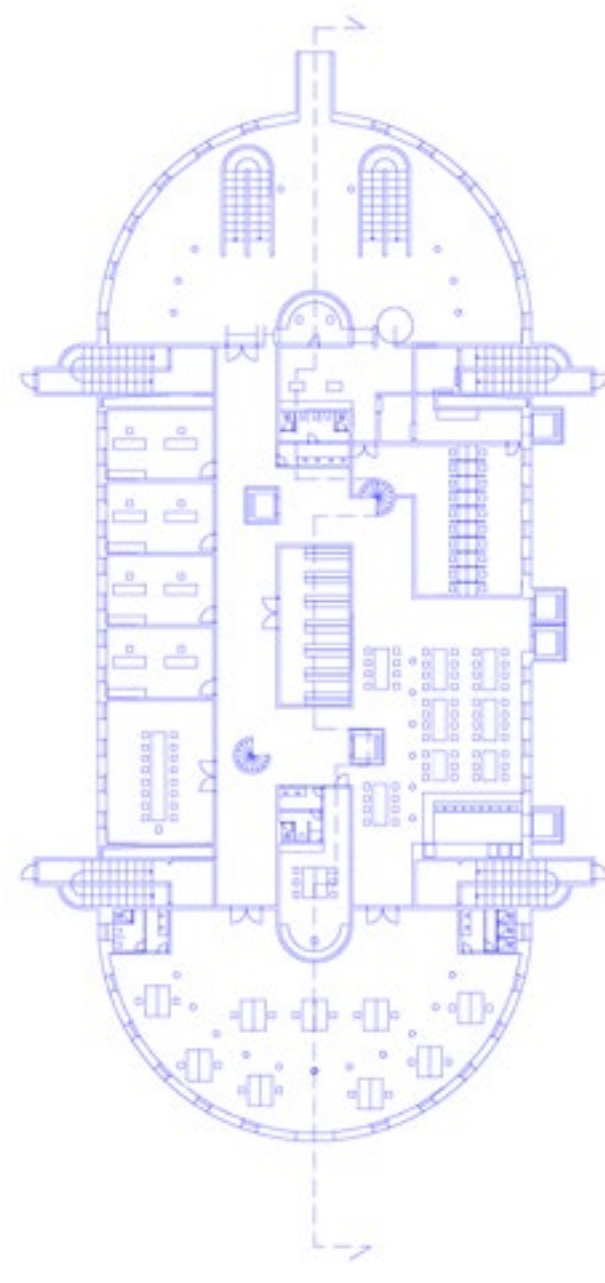
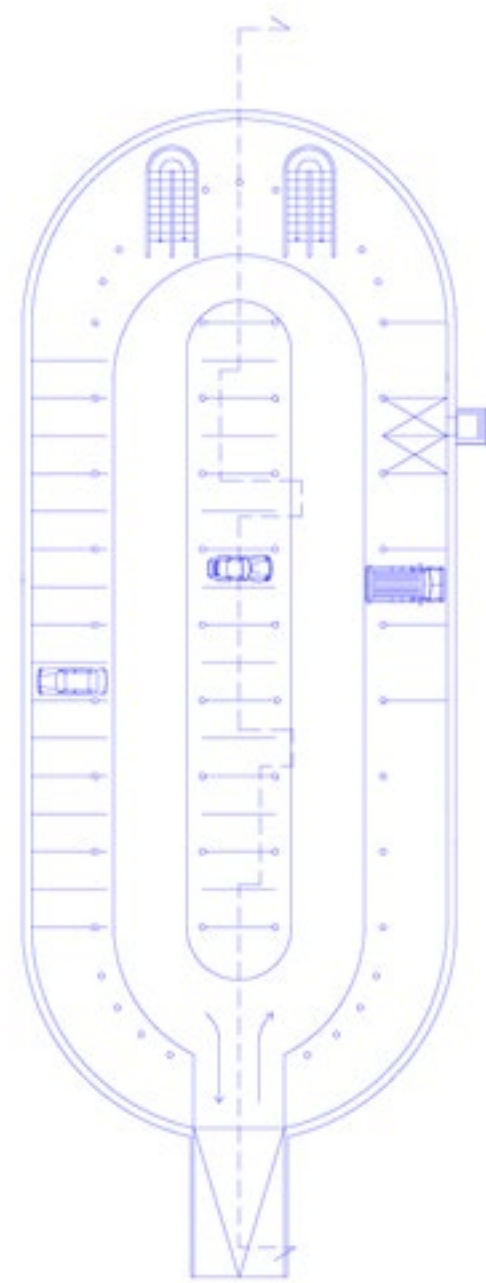
2012

Speculative architecture project, dealing with the relationship between prisoner and wardens.









O B O R A M A S T E R P L A N

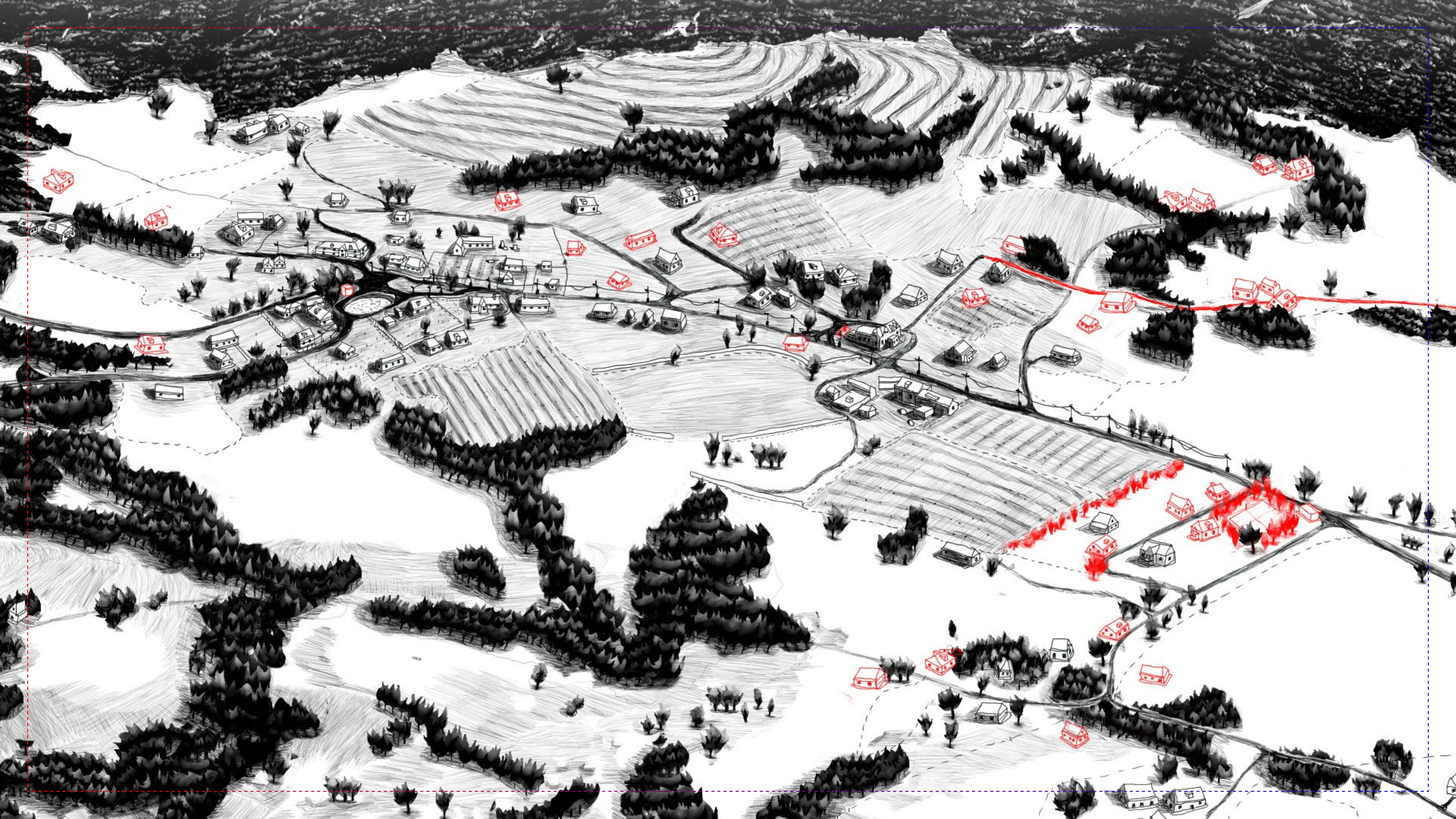
FREELANCE PROJECT - SYNEK - VLACH ARCHITETI, RE:ARCHITEKTI

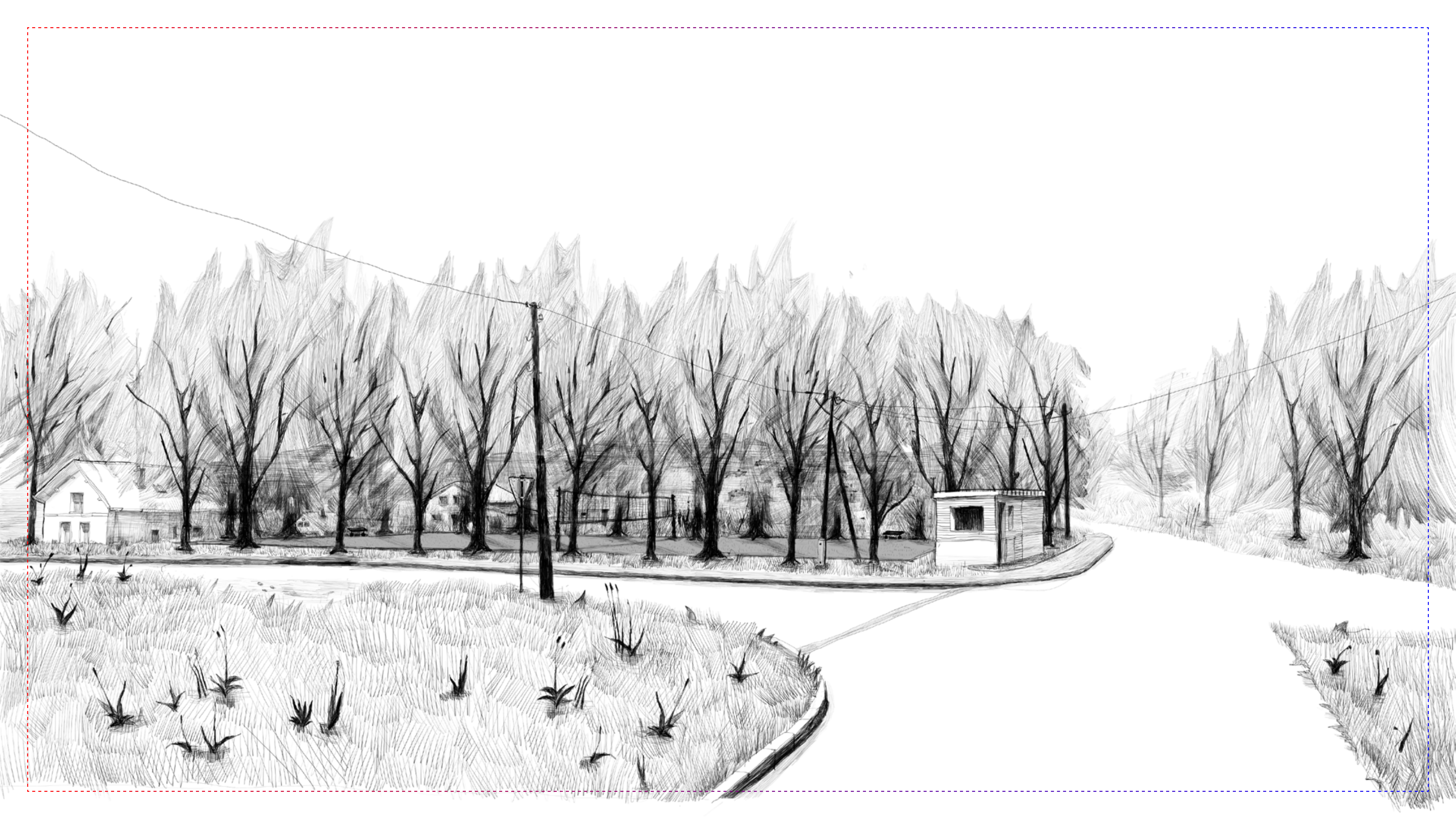
2013

I did a few hand drawings and graphic design of a portfolio for a small architectre firm in czech republic.











A P A R T M E N T H O U S E P R A G U E

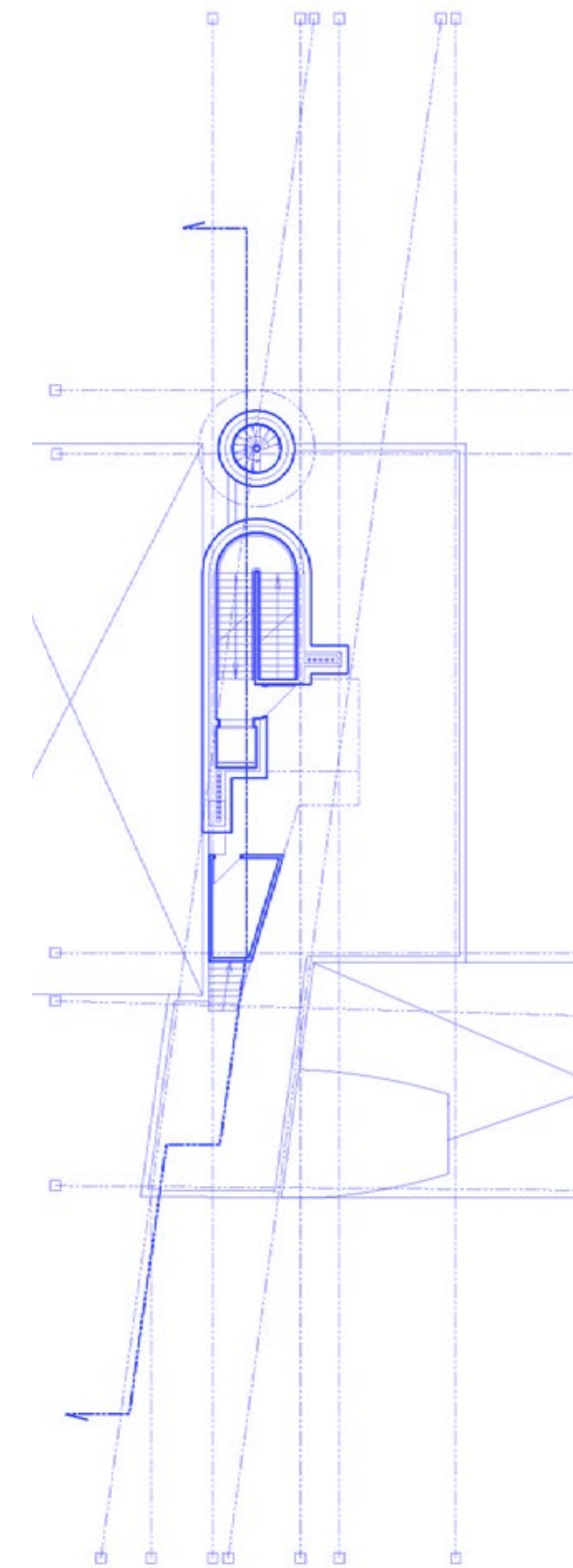
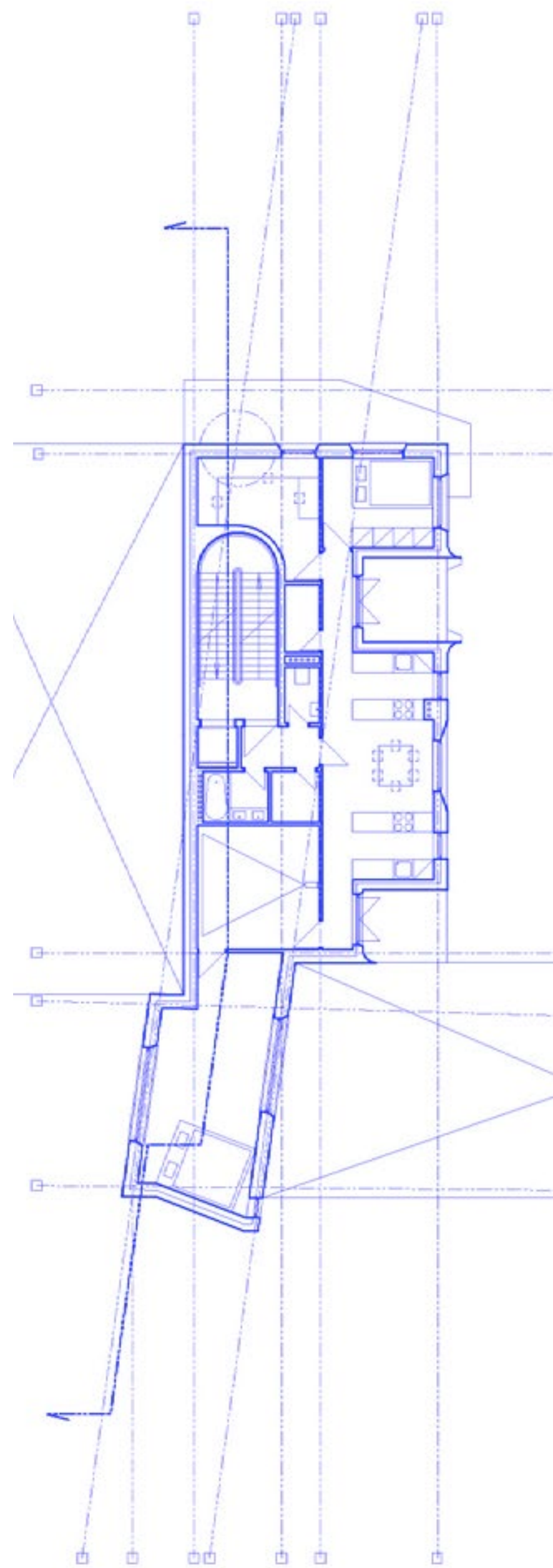
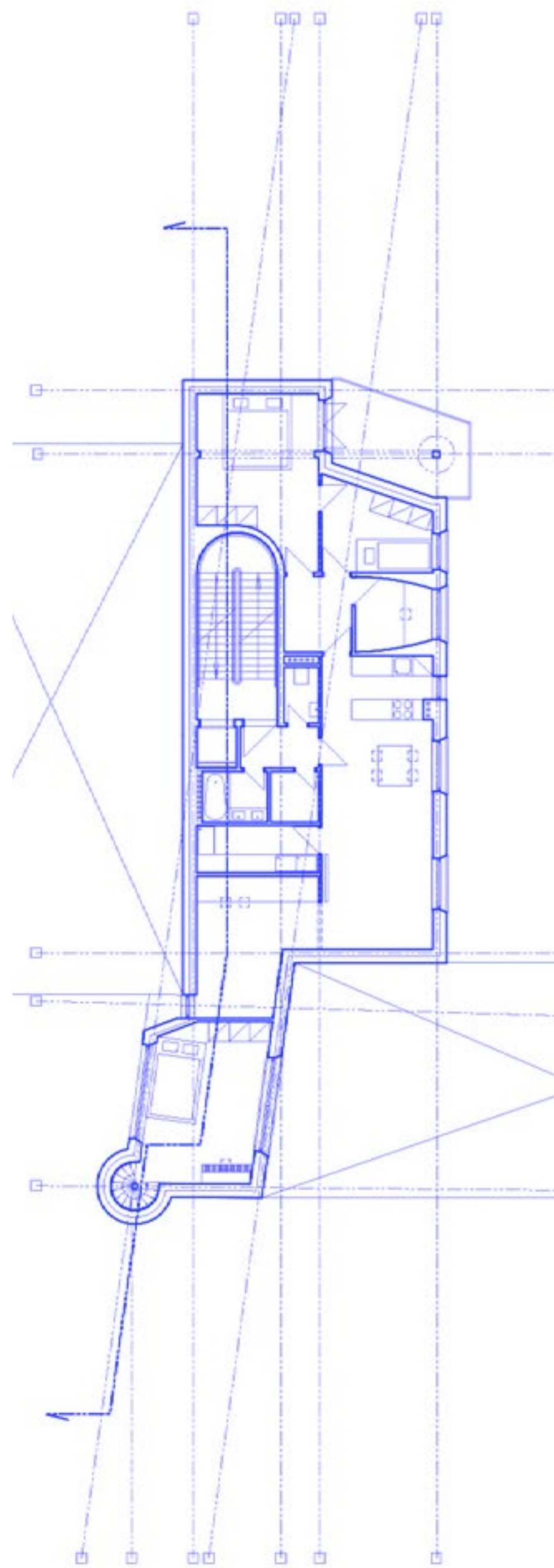
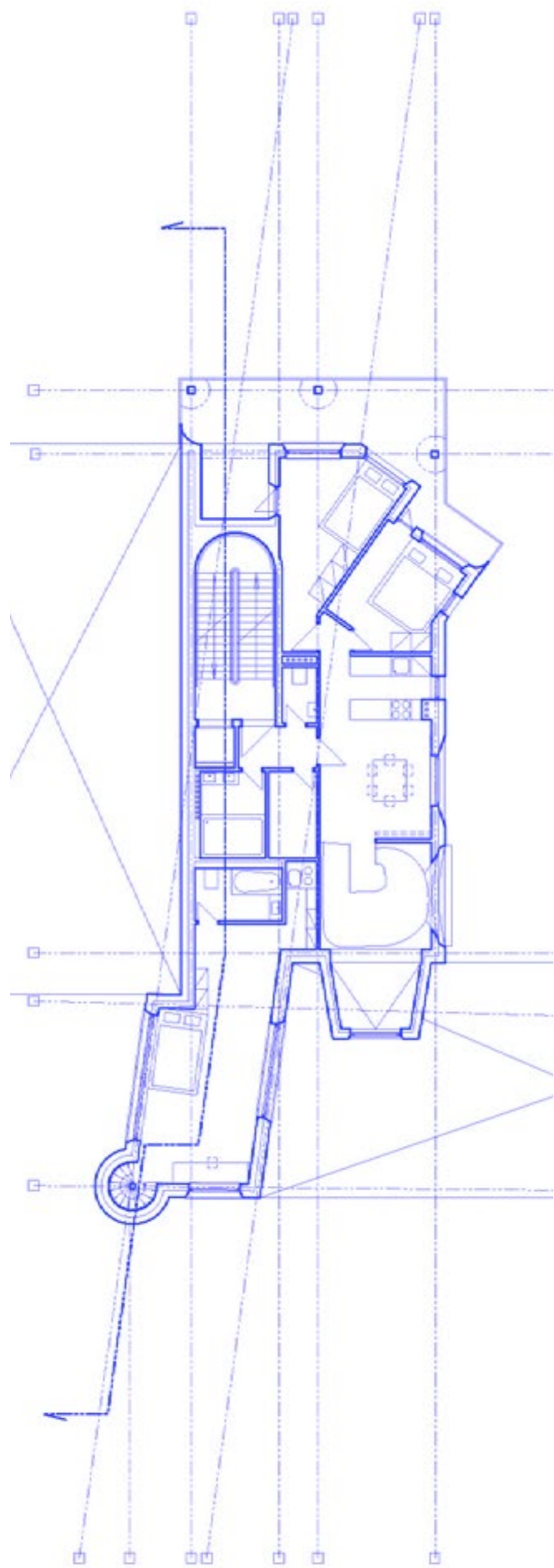
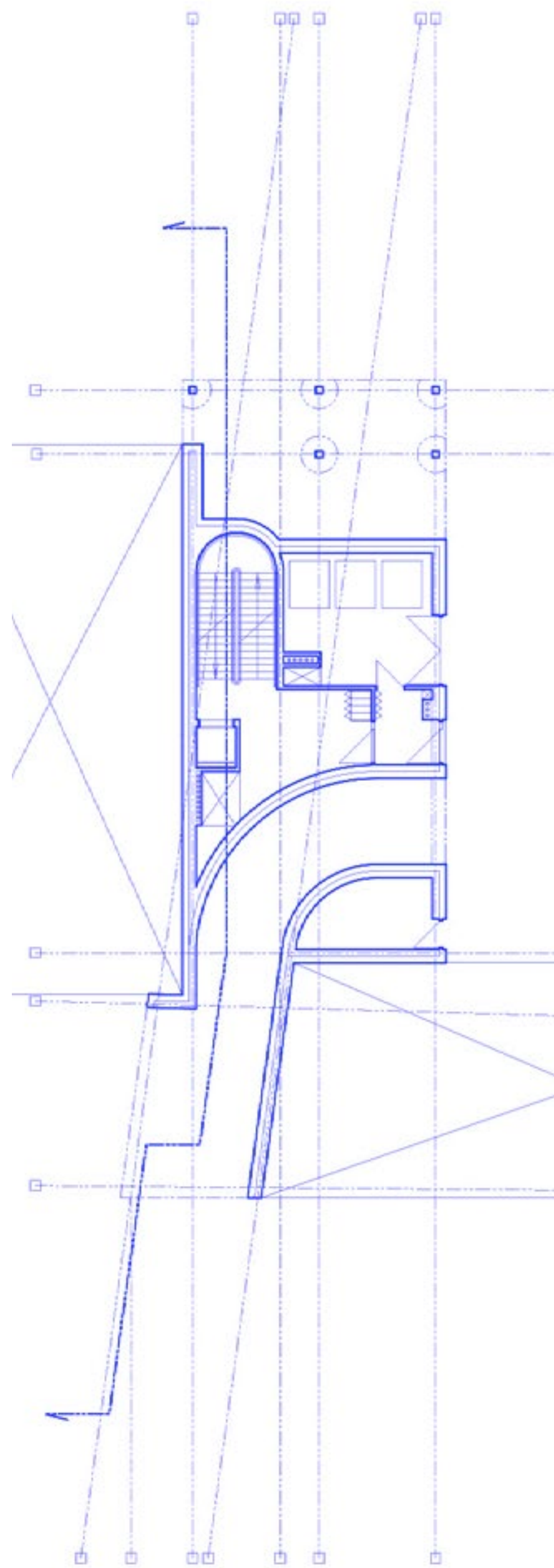
SEMESTER PROJECT - ACADEMY OF APPLIED ARTS, PRAGUE

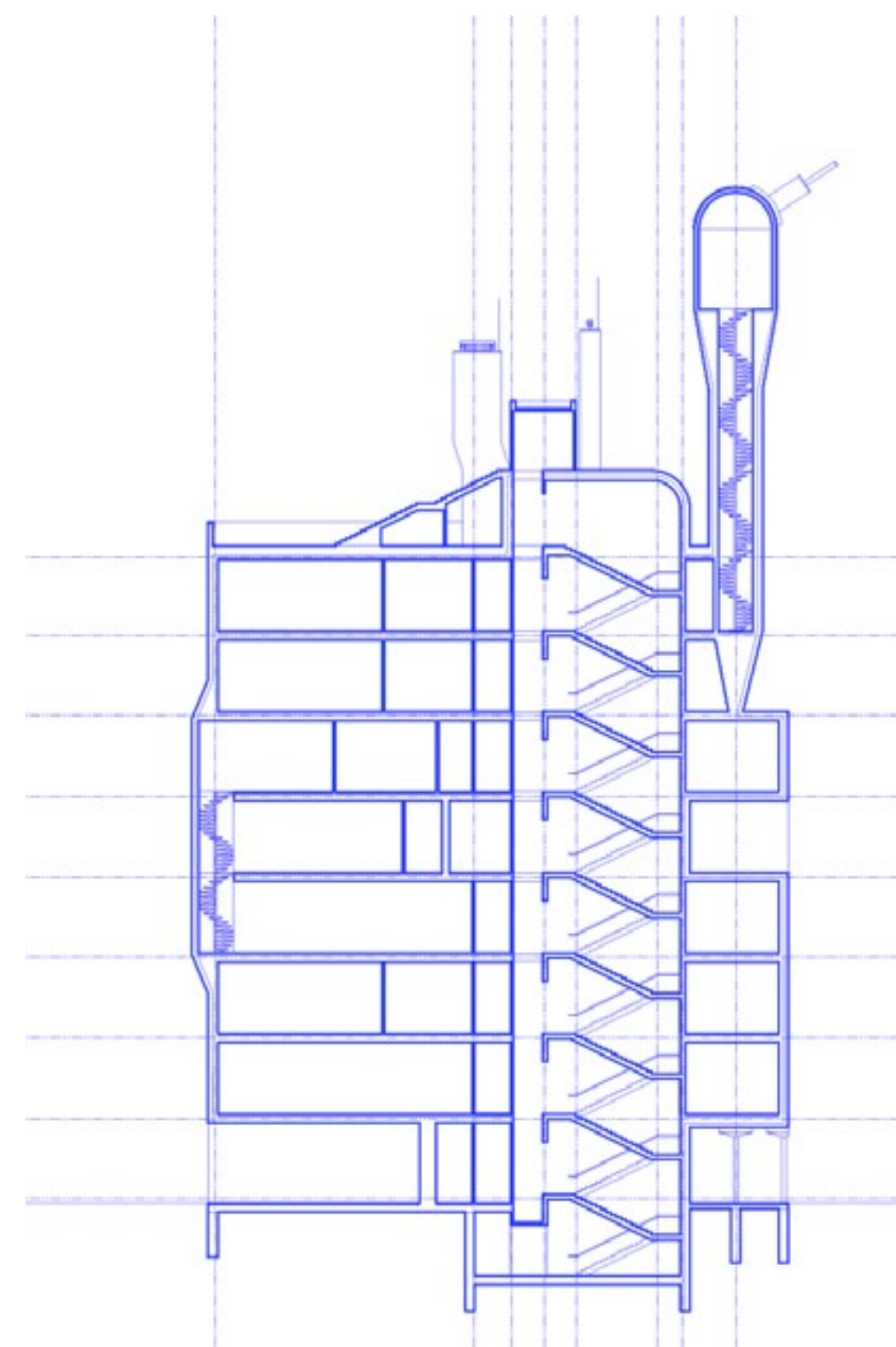
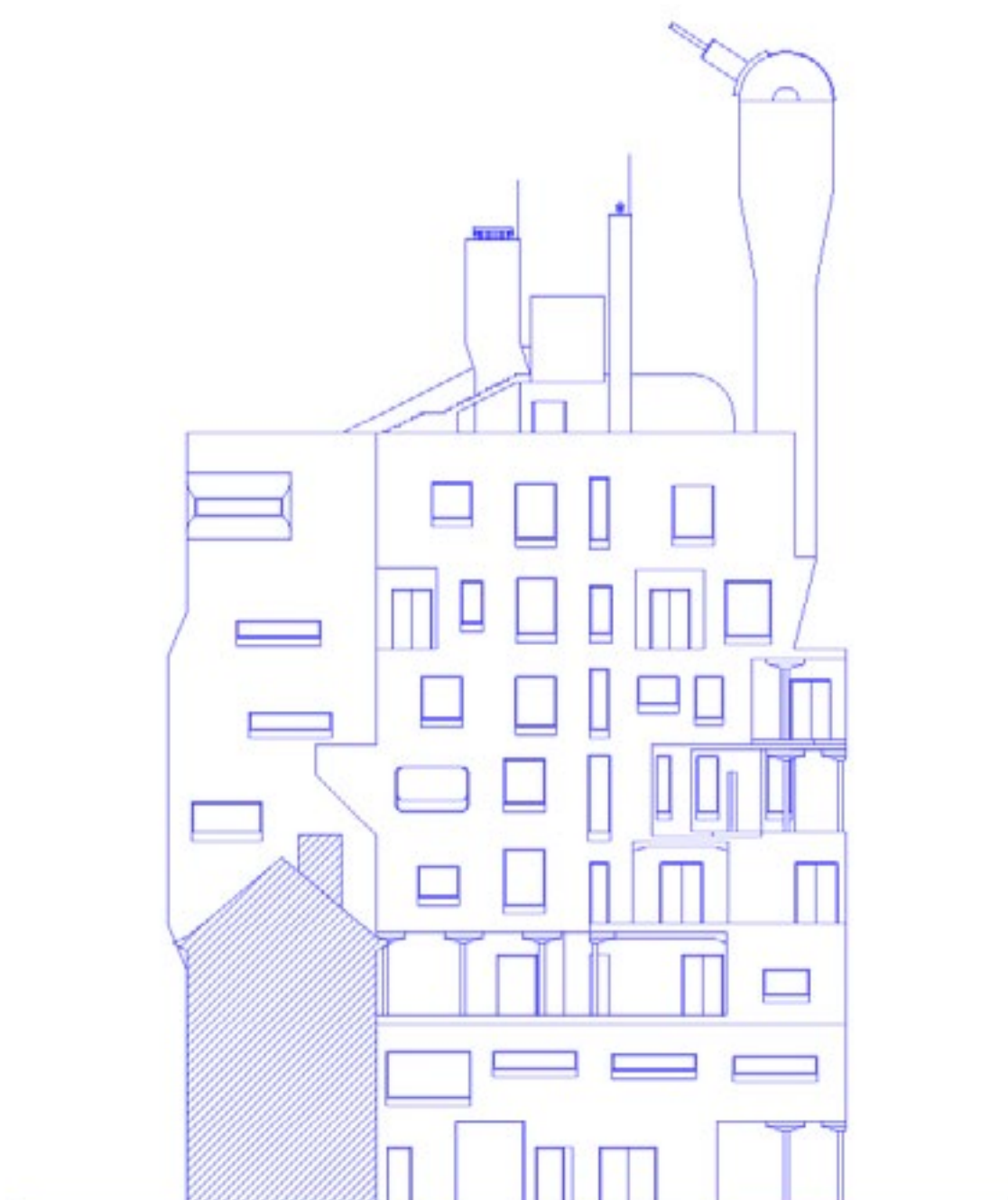
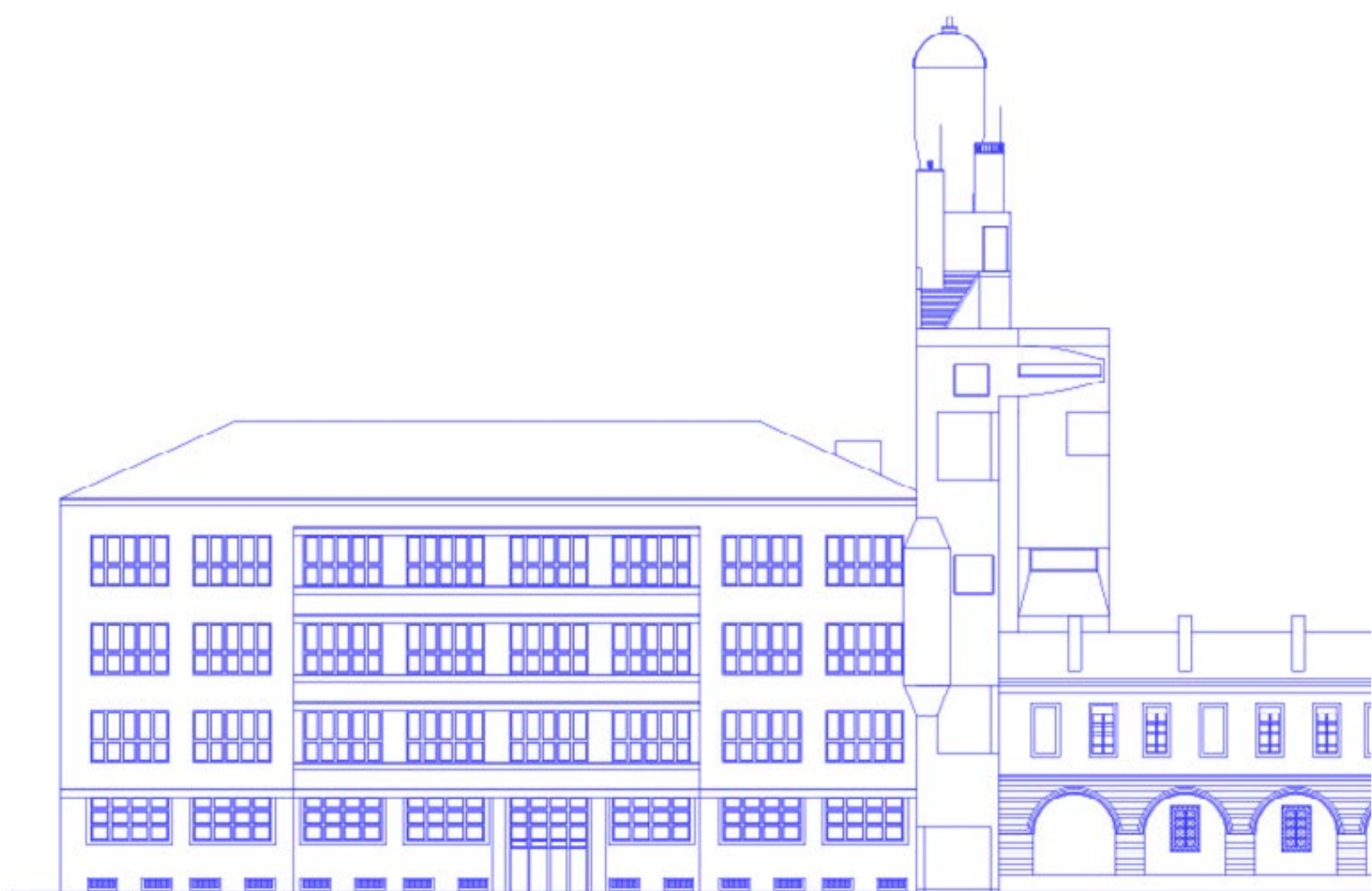
2013

Designing in a small and very difficult parcel (chosen and found by me) in the hearth of Prague.
An proposal to test a limits of building in a very dense urban area











J A N P A L A C H M E M O R I A L

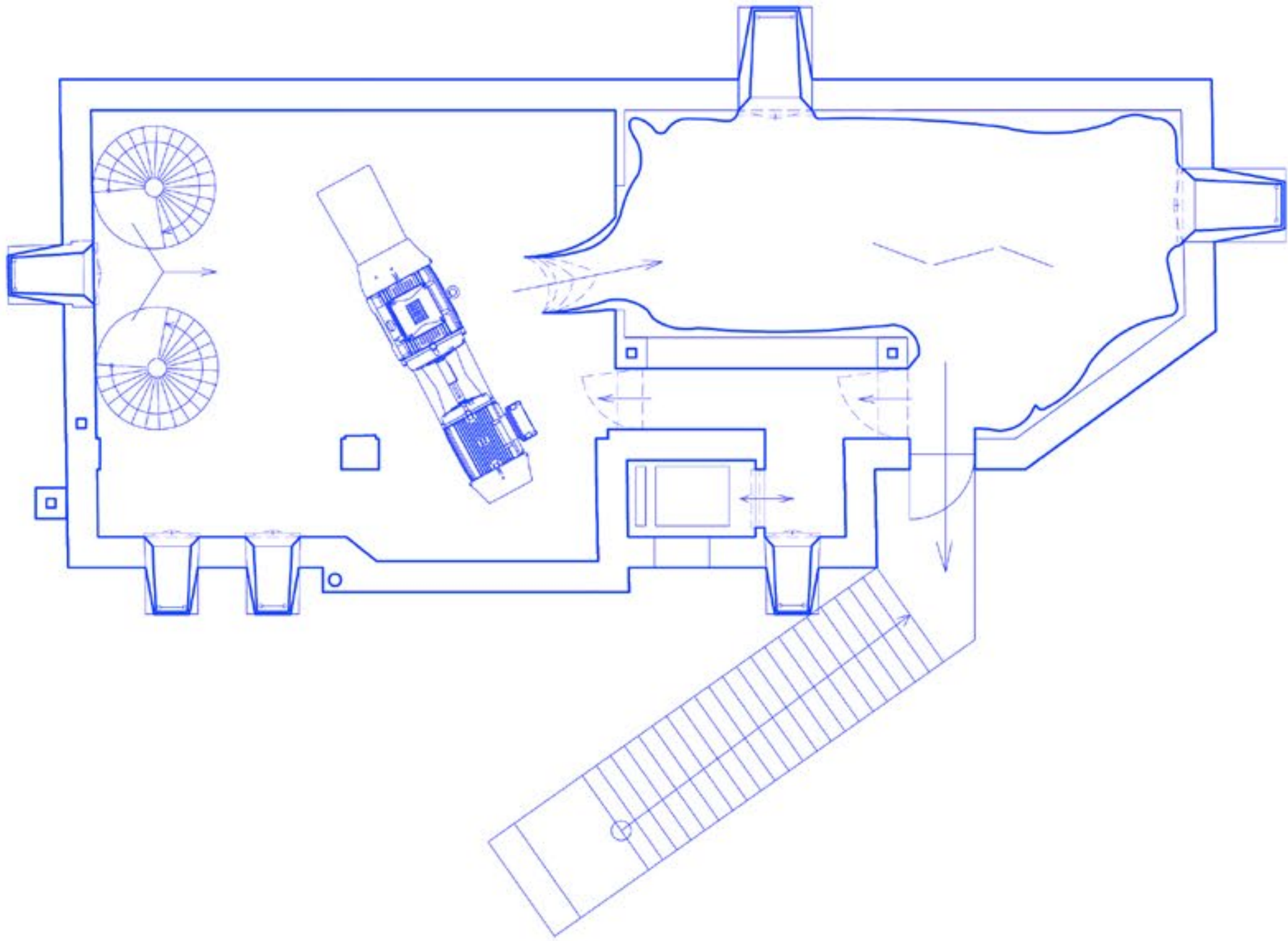
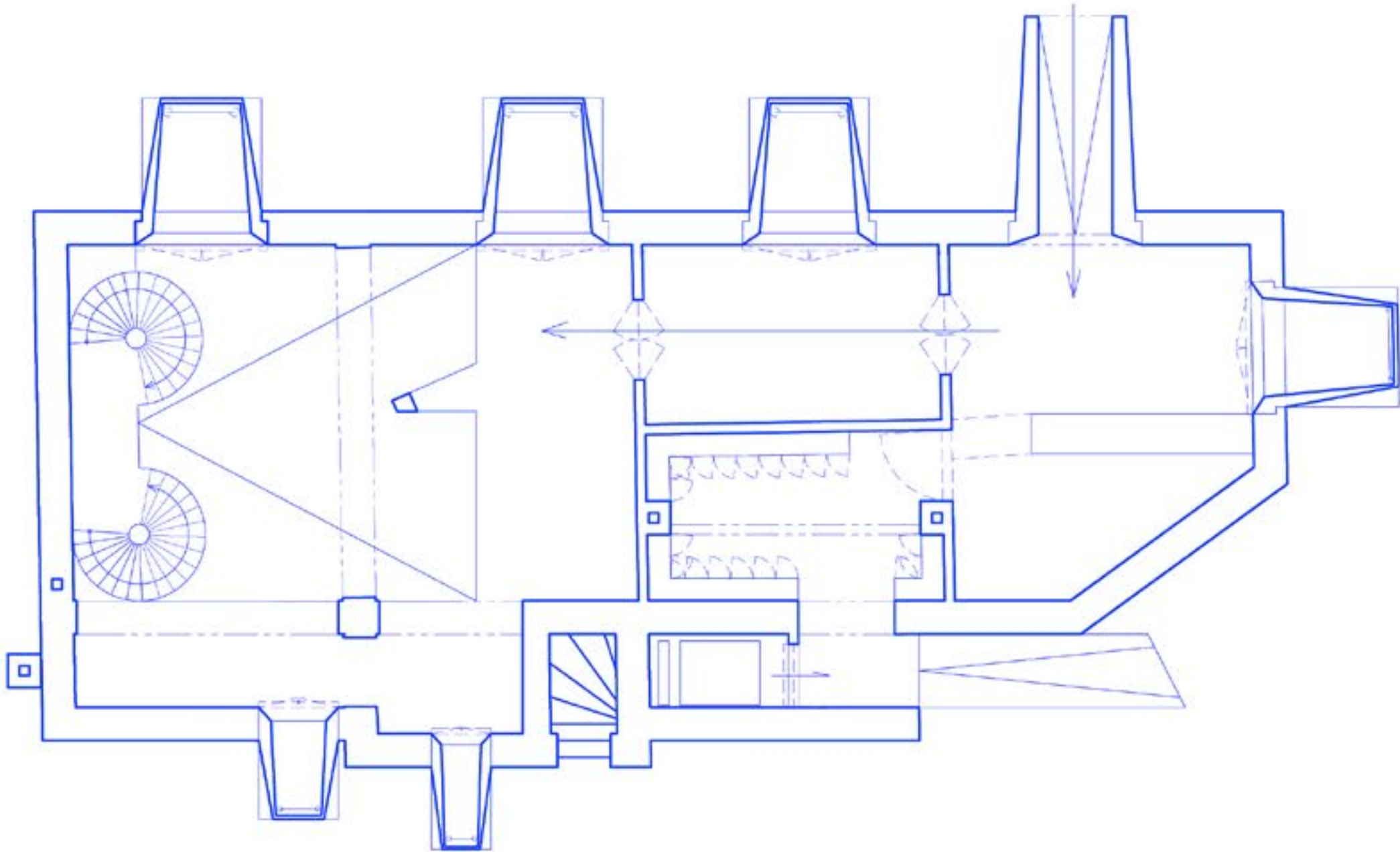
COMPETITION - CZECH REPUBLIC

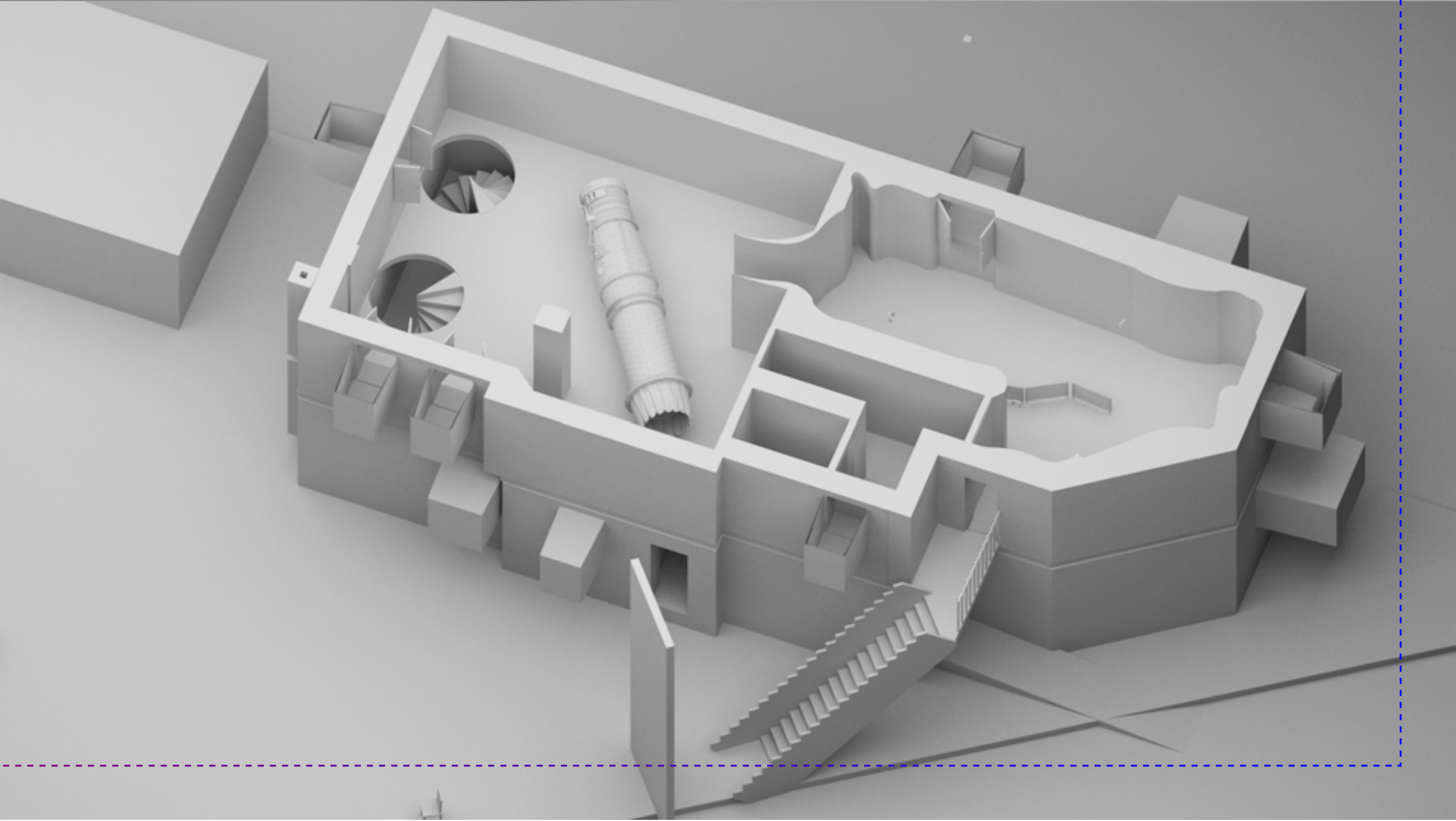
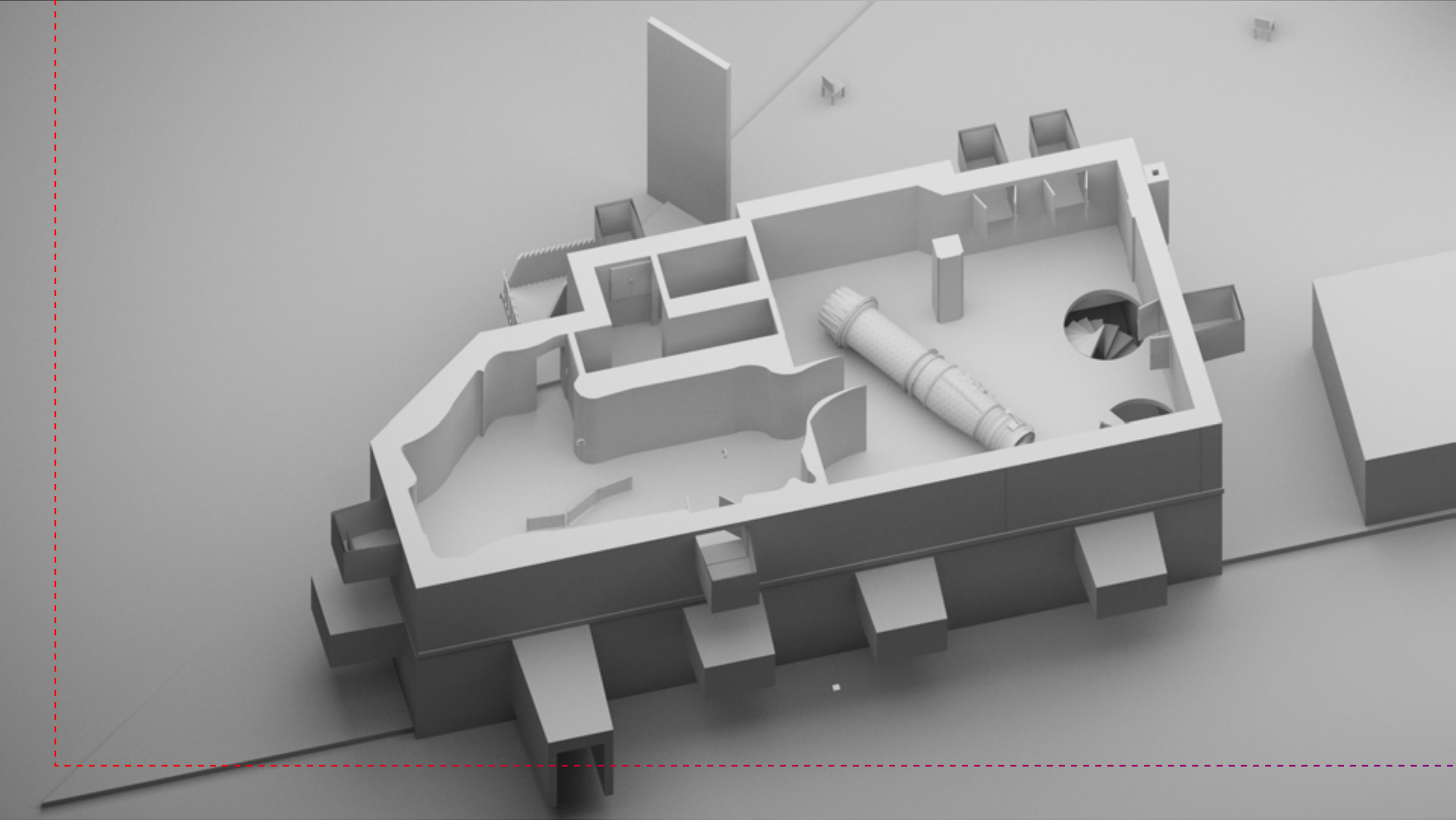
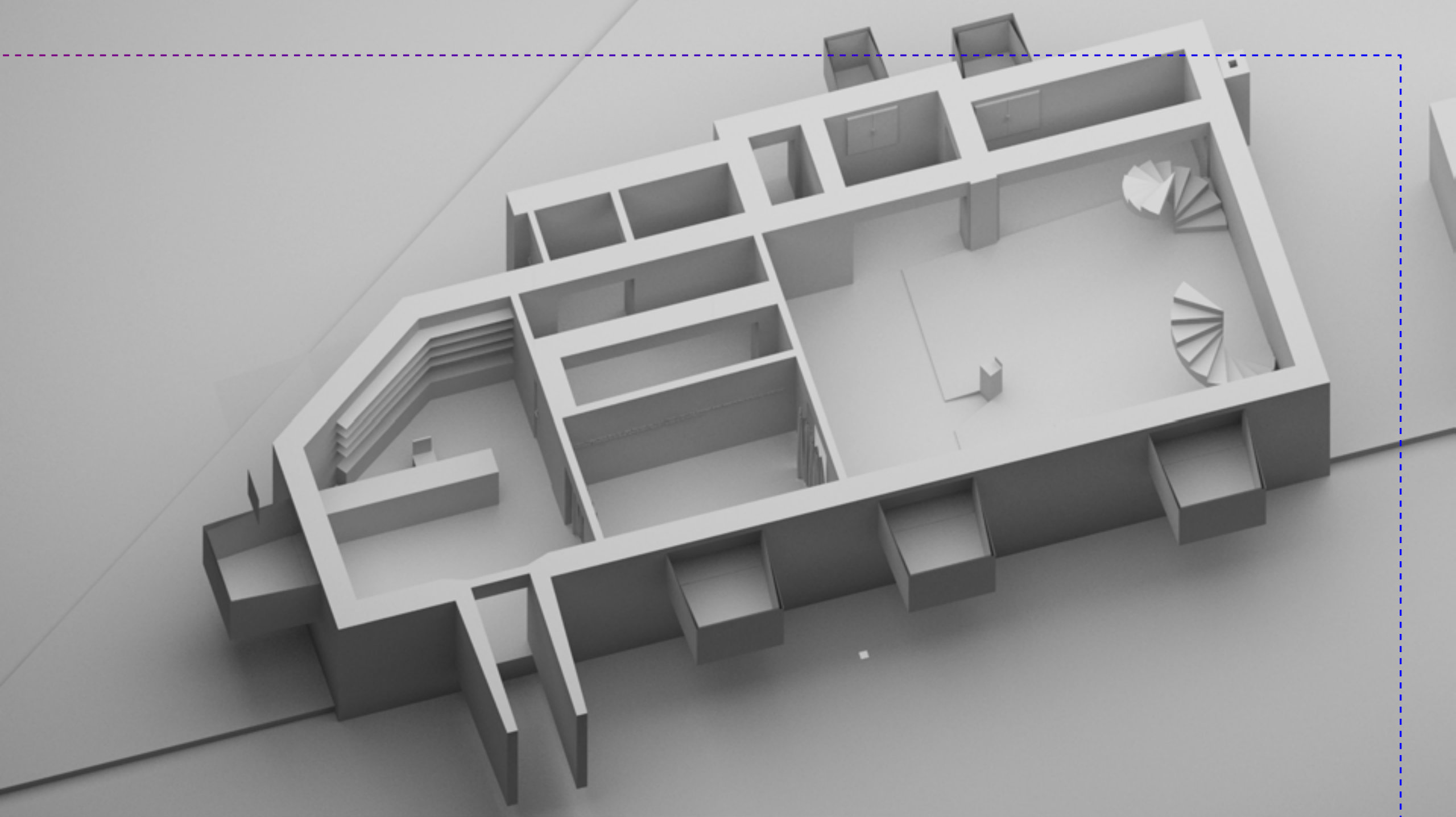
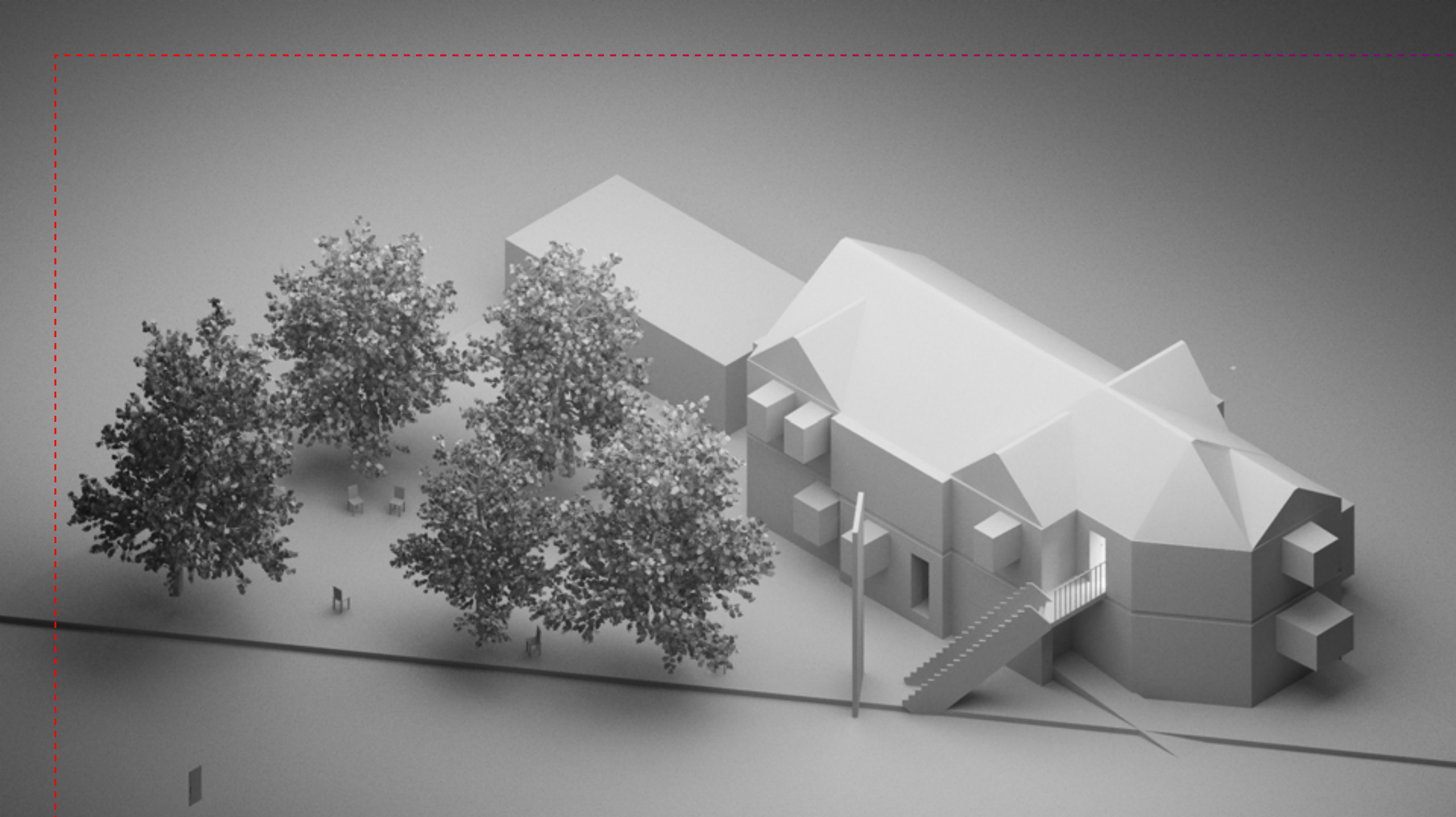
2016

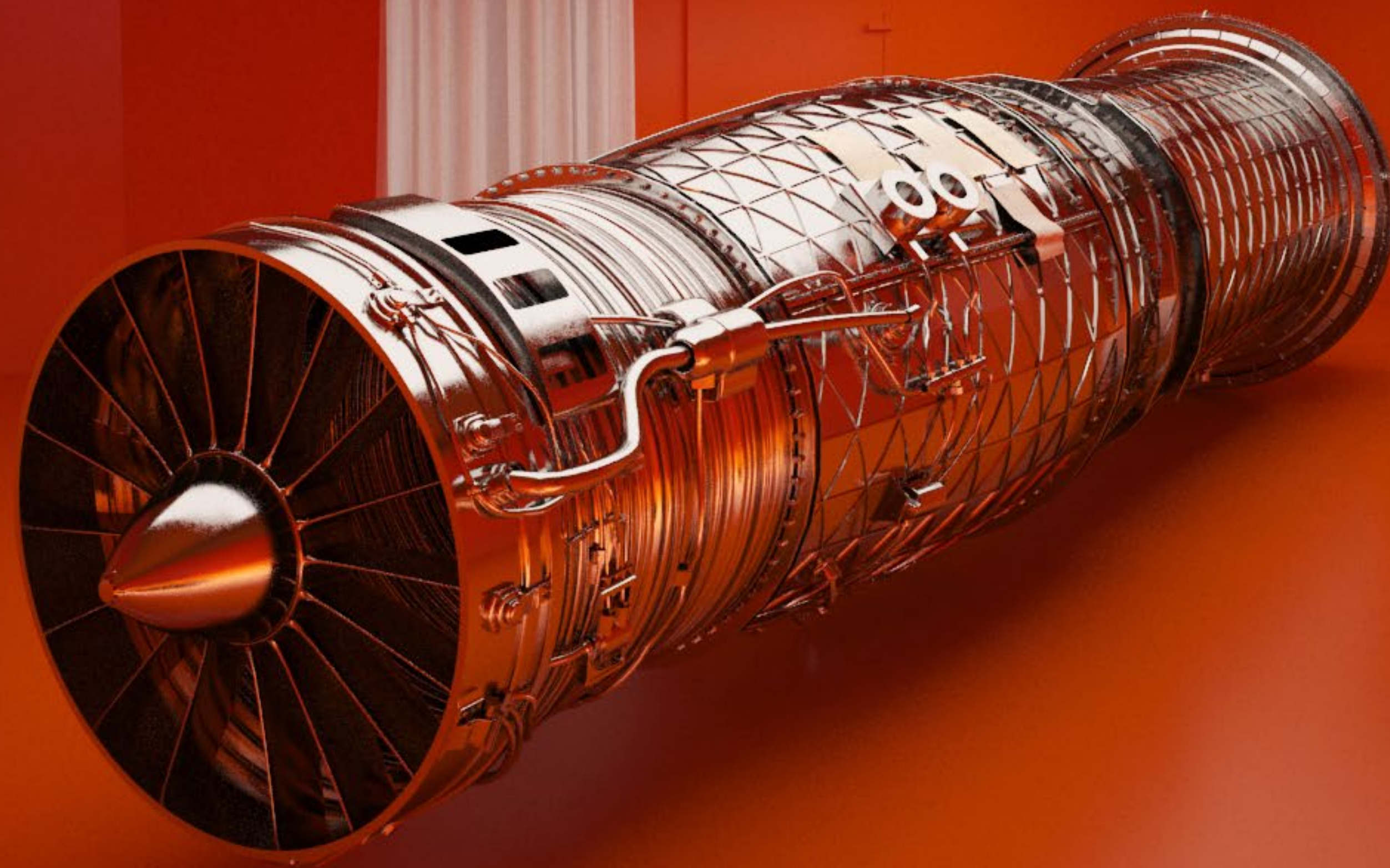
A proposal to transform a birth house of a student Jan Palach, who set himself on fire to protest against the rule of communist party in Czech republic.



Jan Palach Memorial
2016







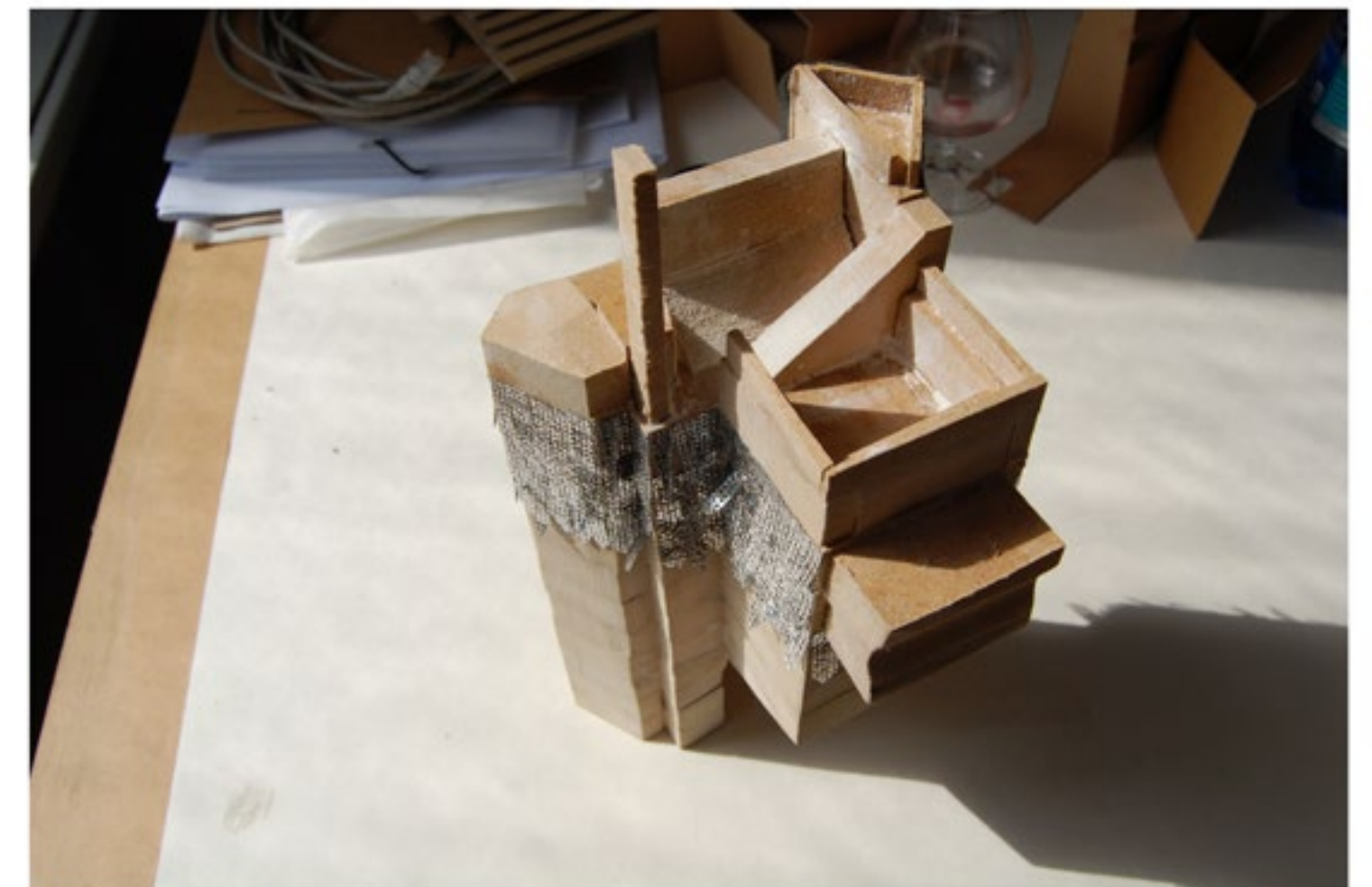


T H E N E W P R A G U E C L U B

SEMESTER PROJECT - ACADEMY OF FINE ARTS, PRAGUE

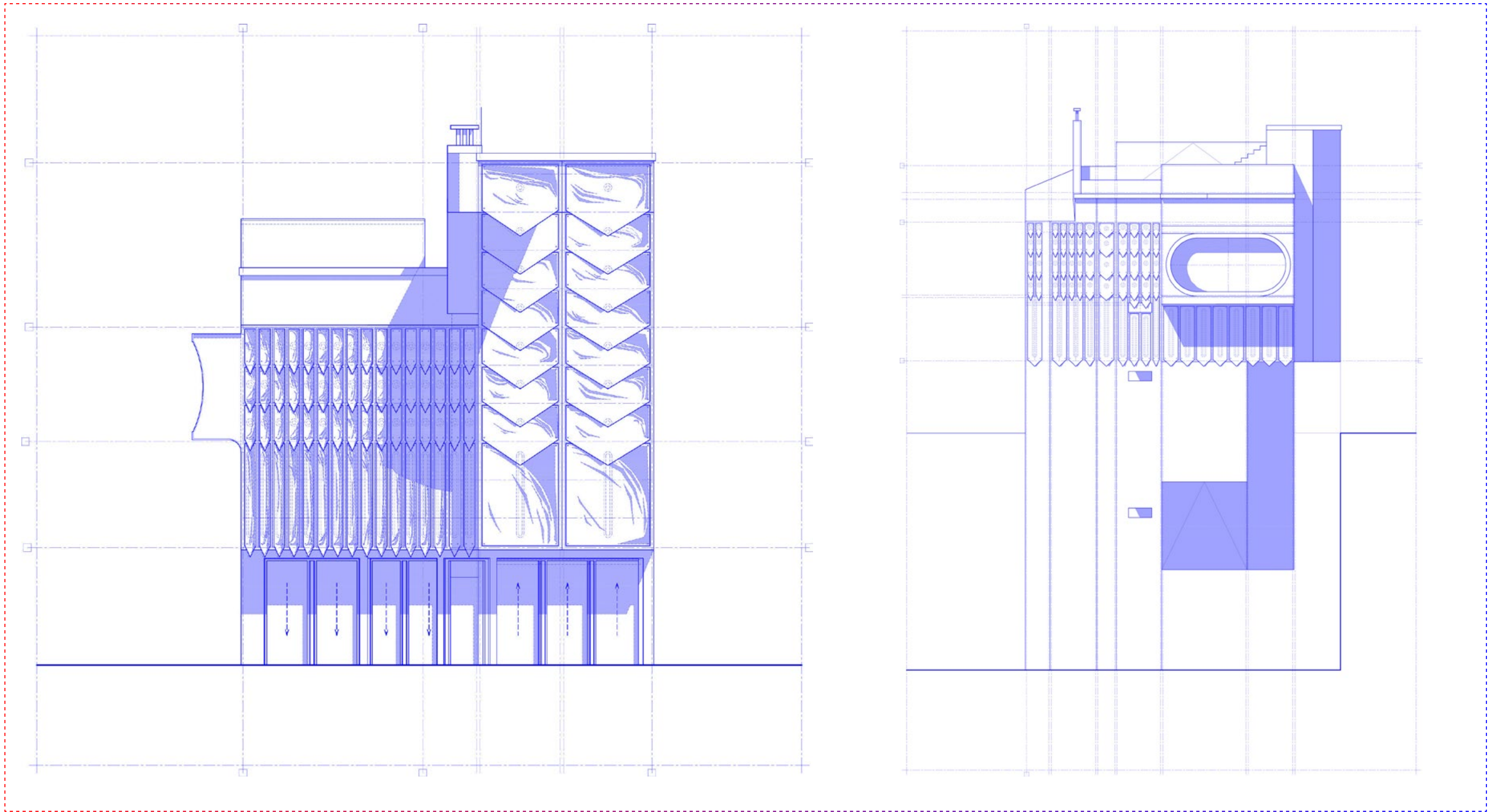
2017

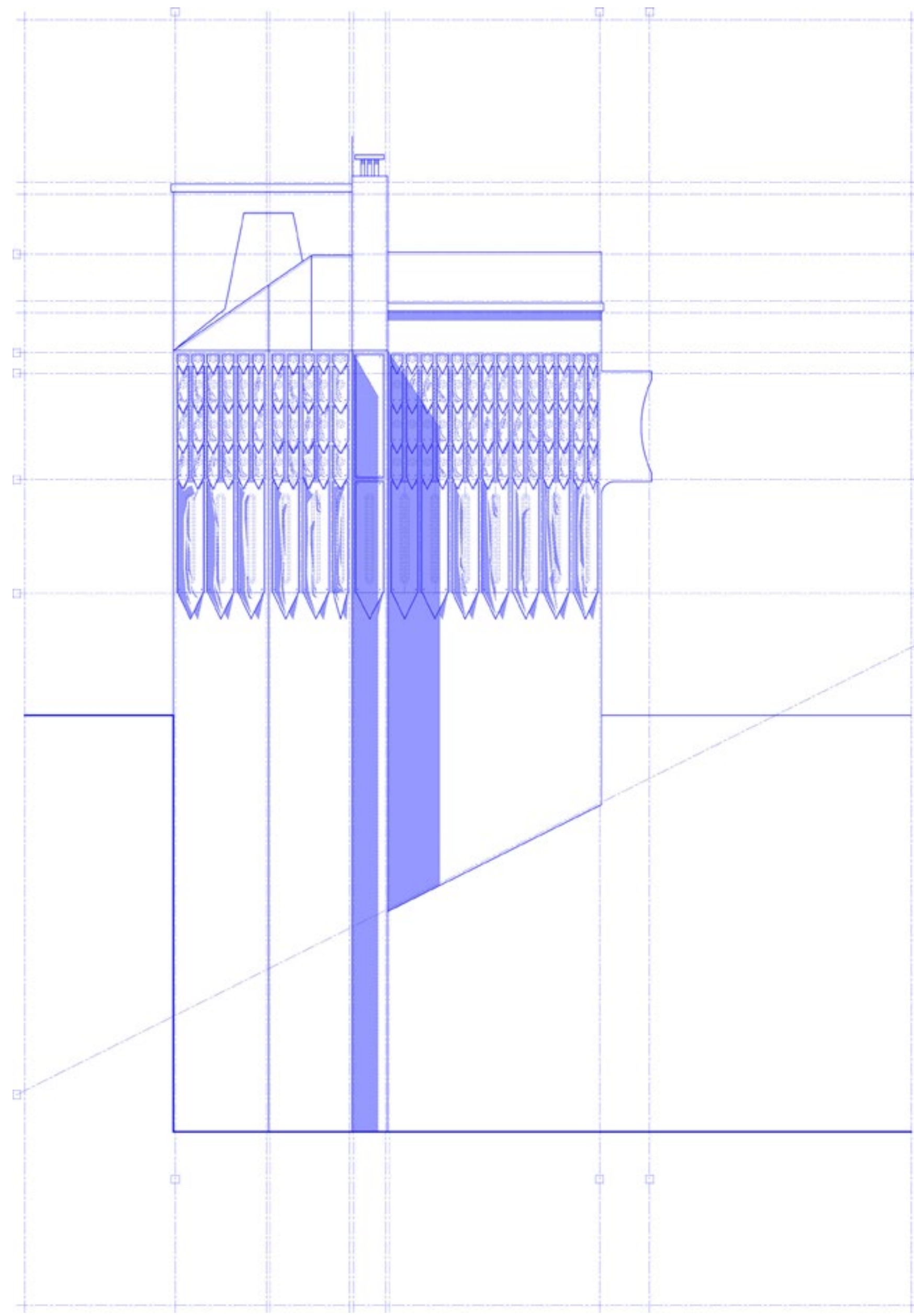
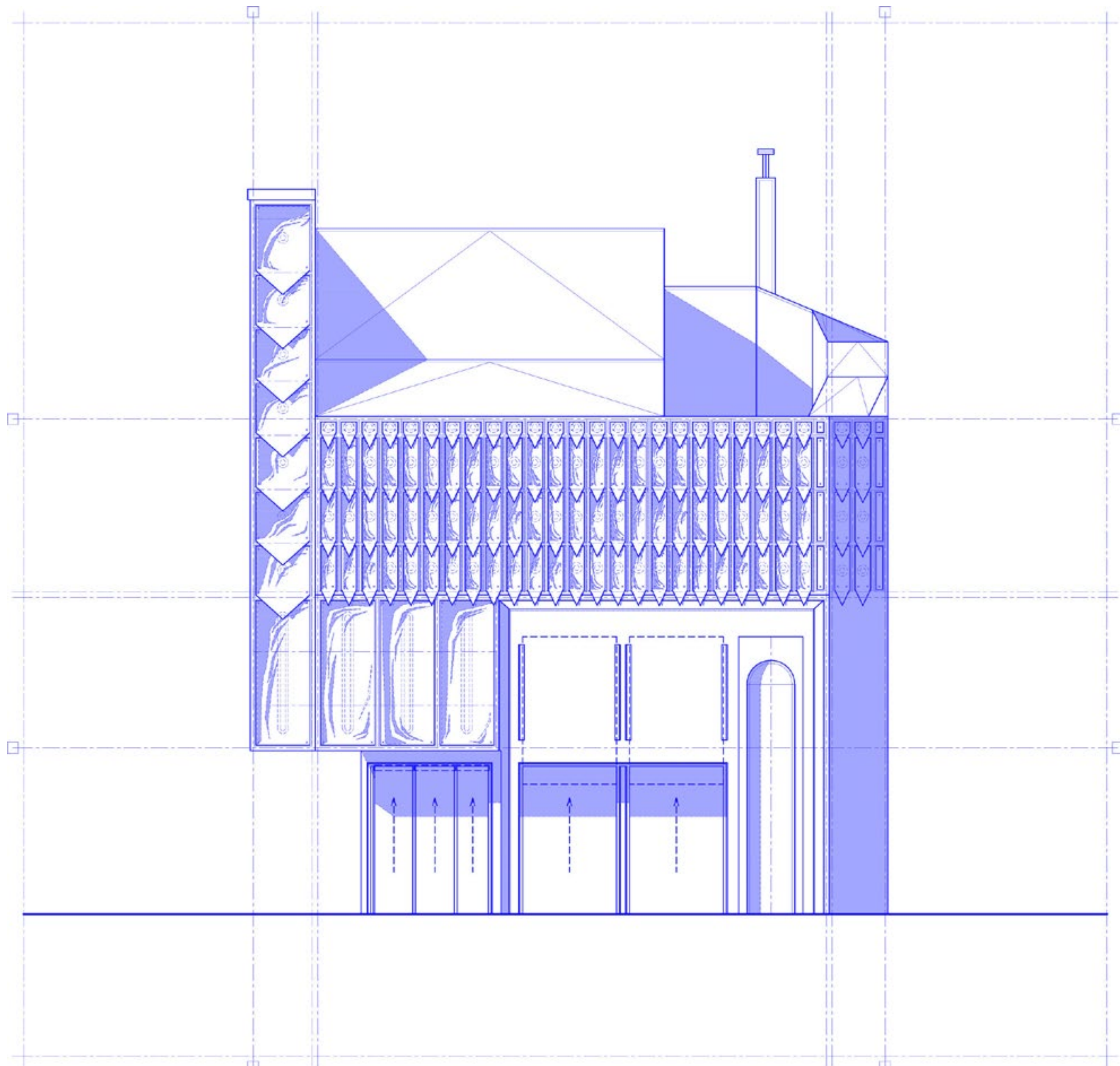
A project for a hypothetical group of people, proposing new ideas for city of Prague. To balance the powers and propose an alternative for existing club (Old Prague Club), which is located on the opposite part of the oldest bridge in Prague.

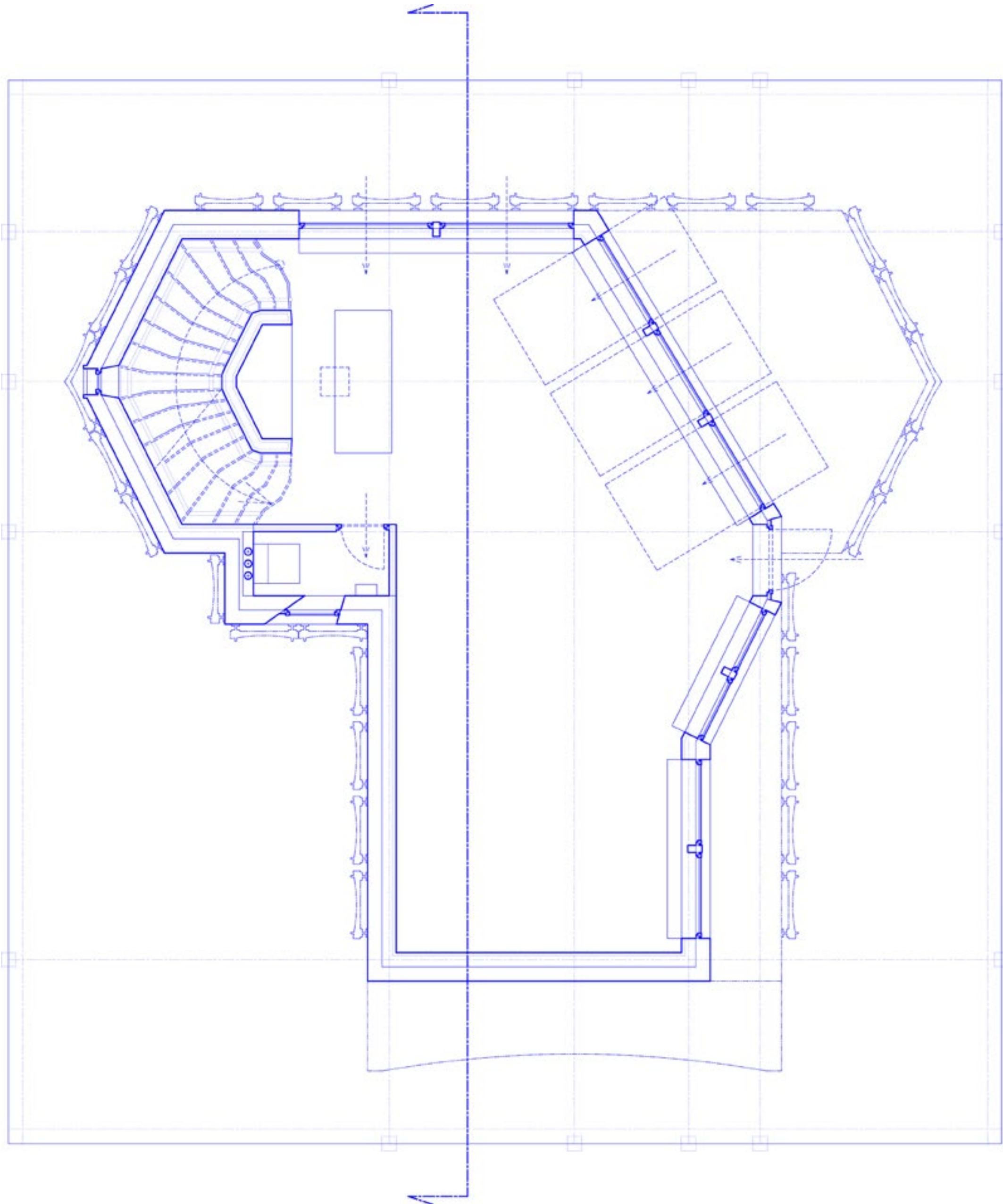
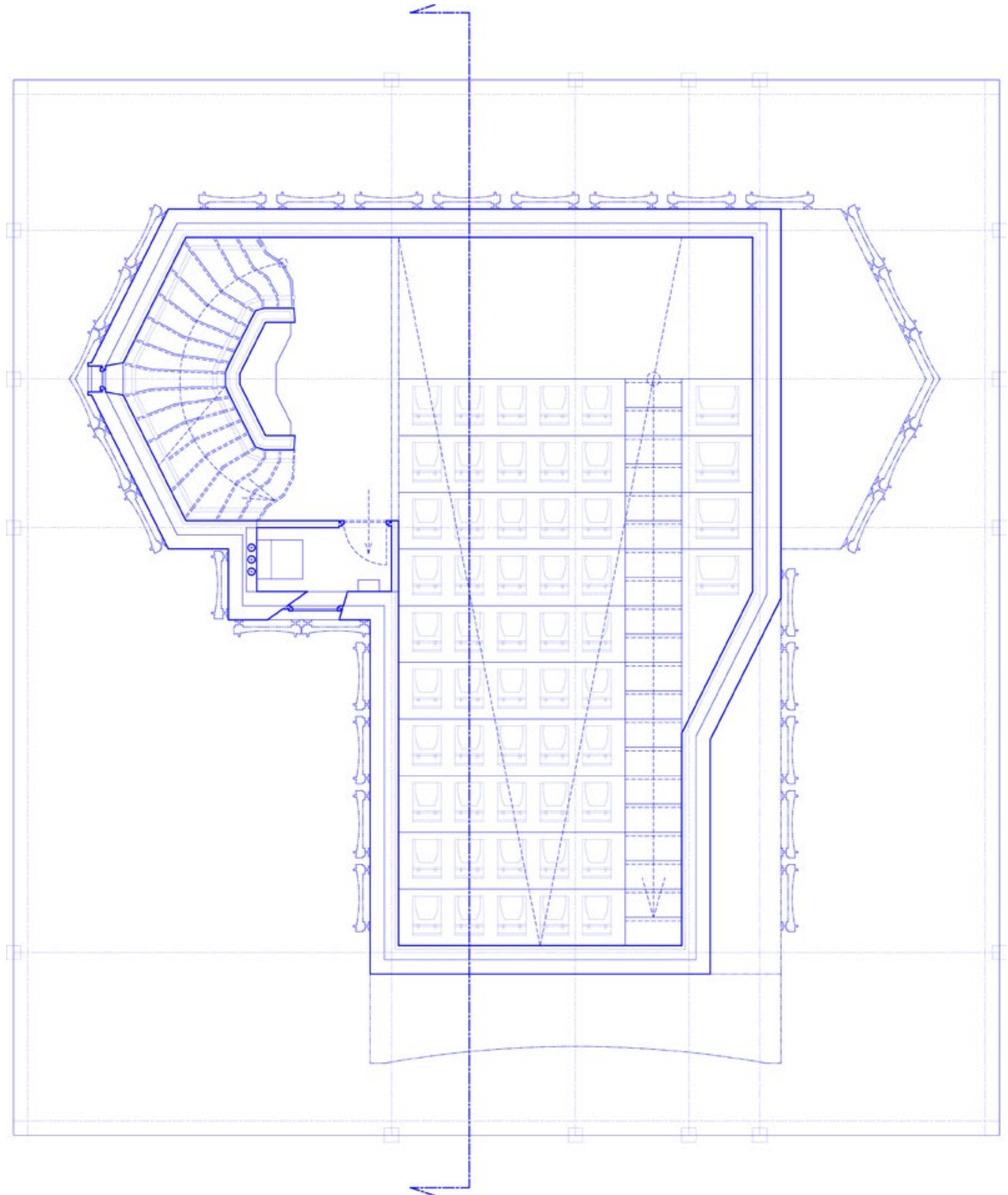


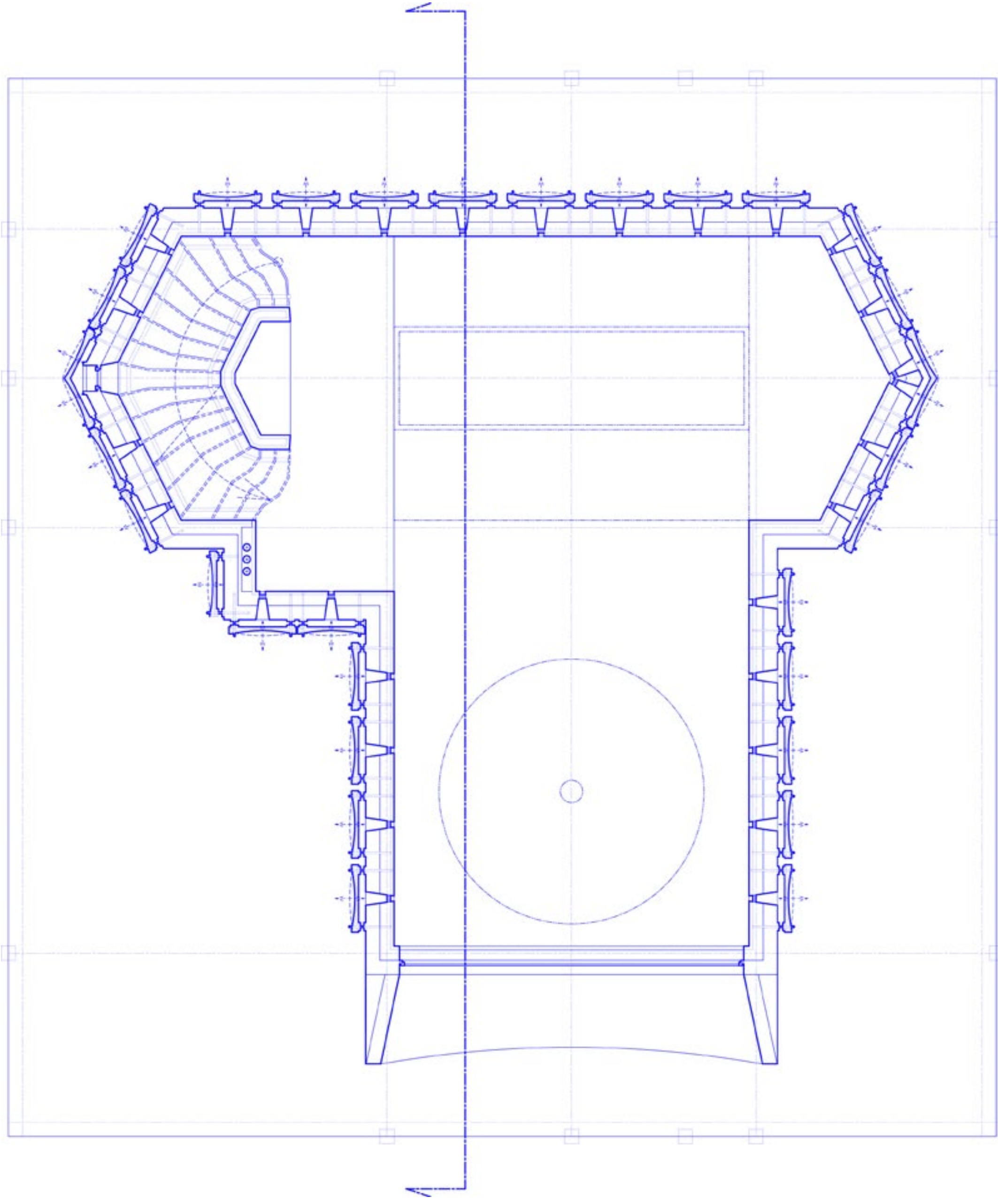
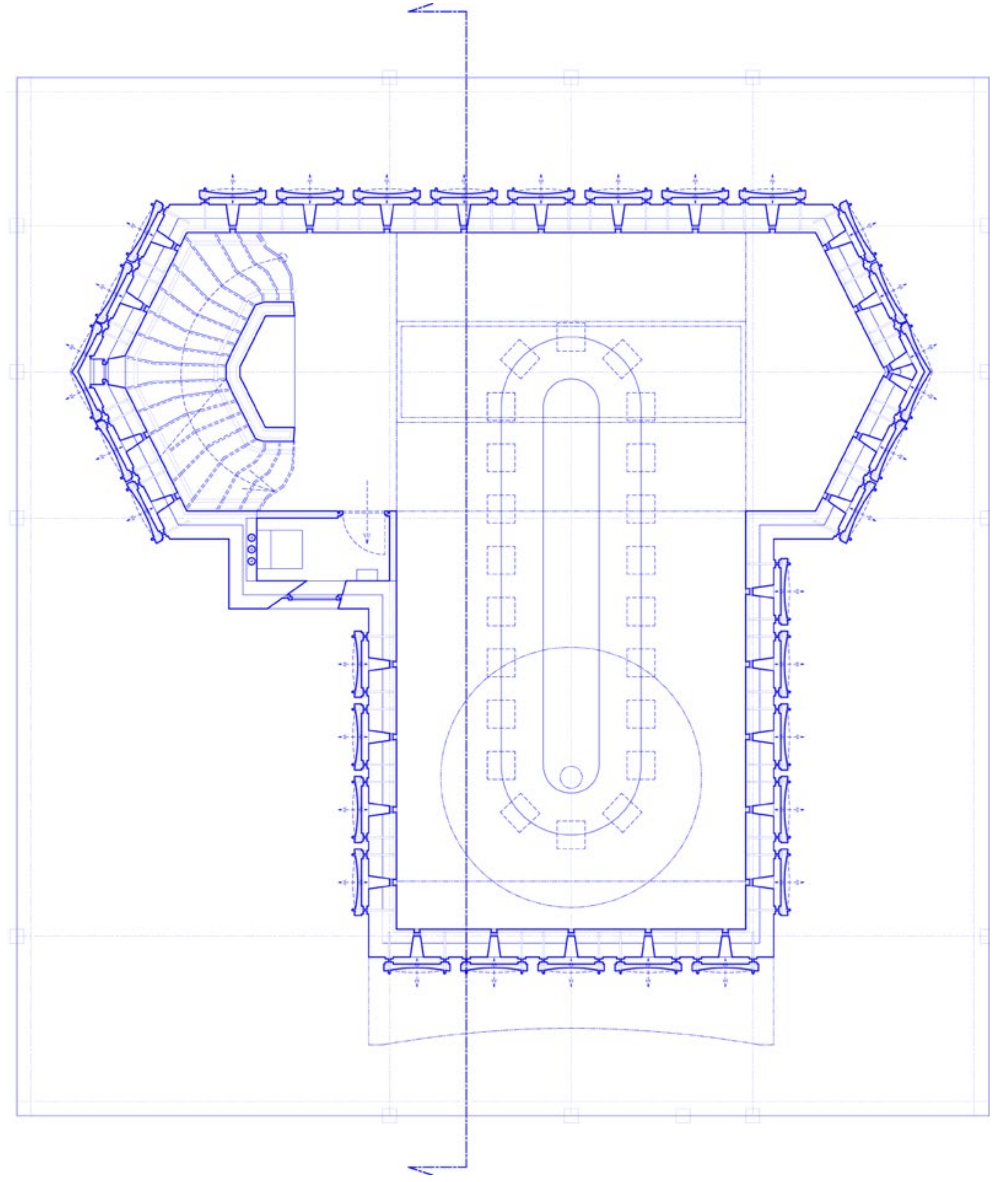










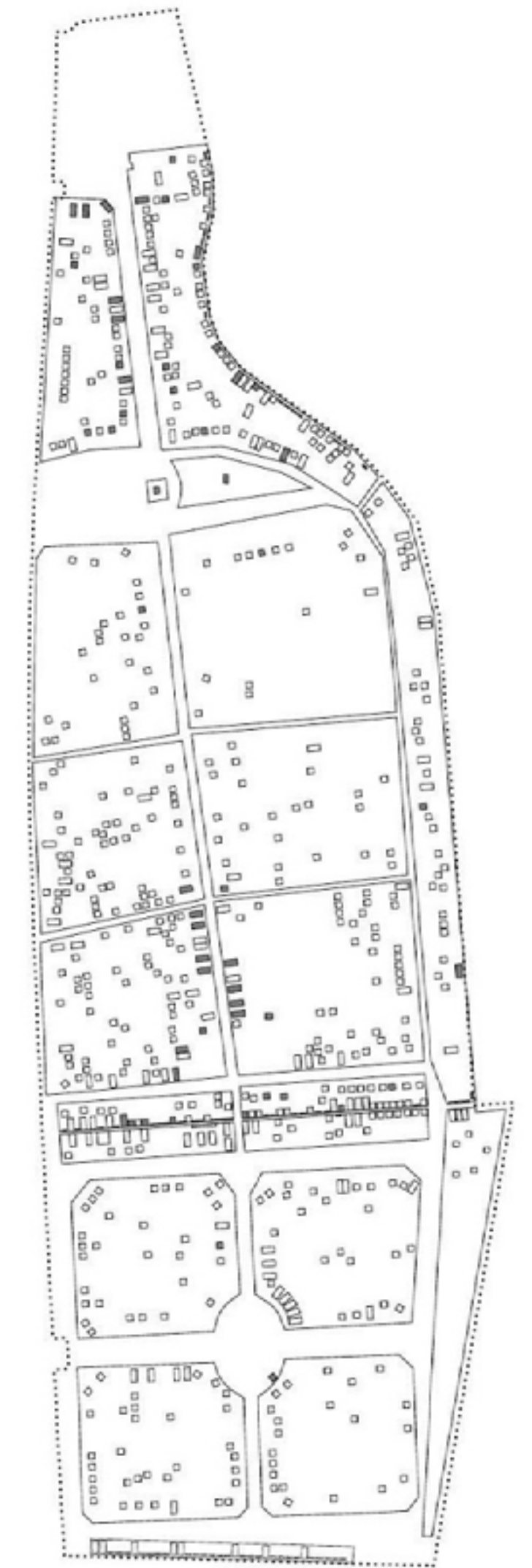


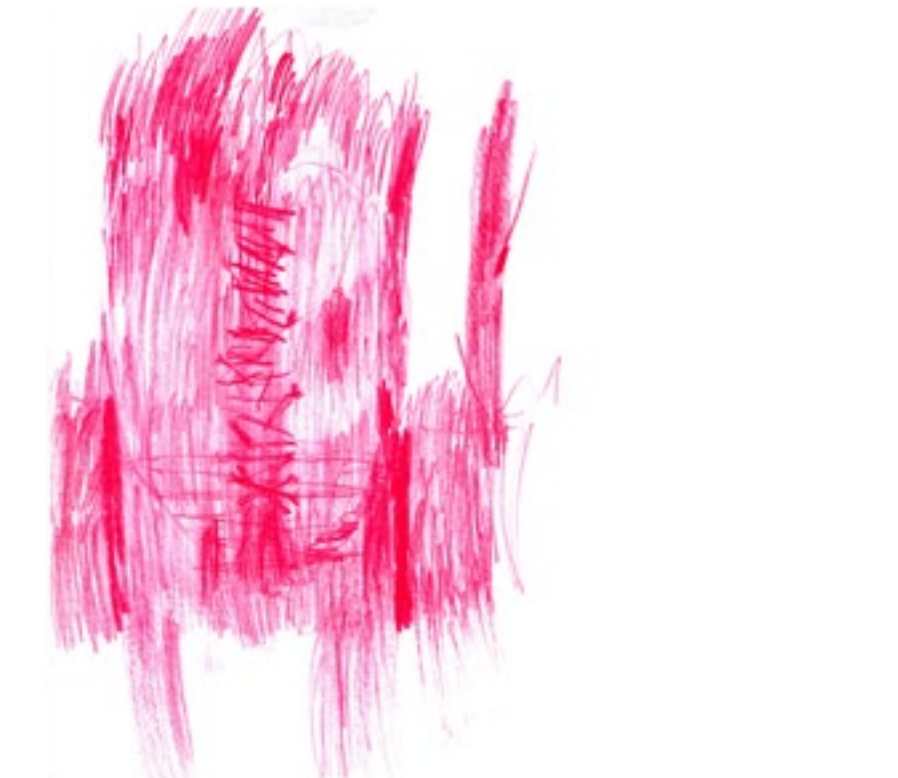
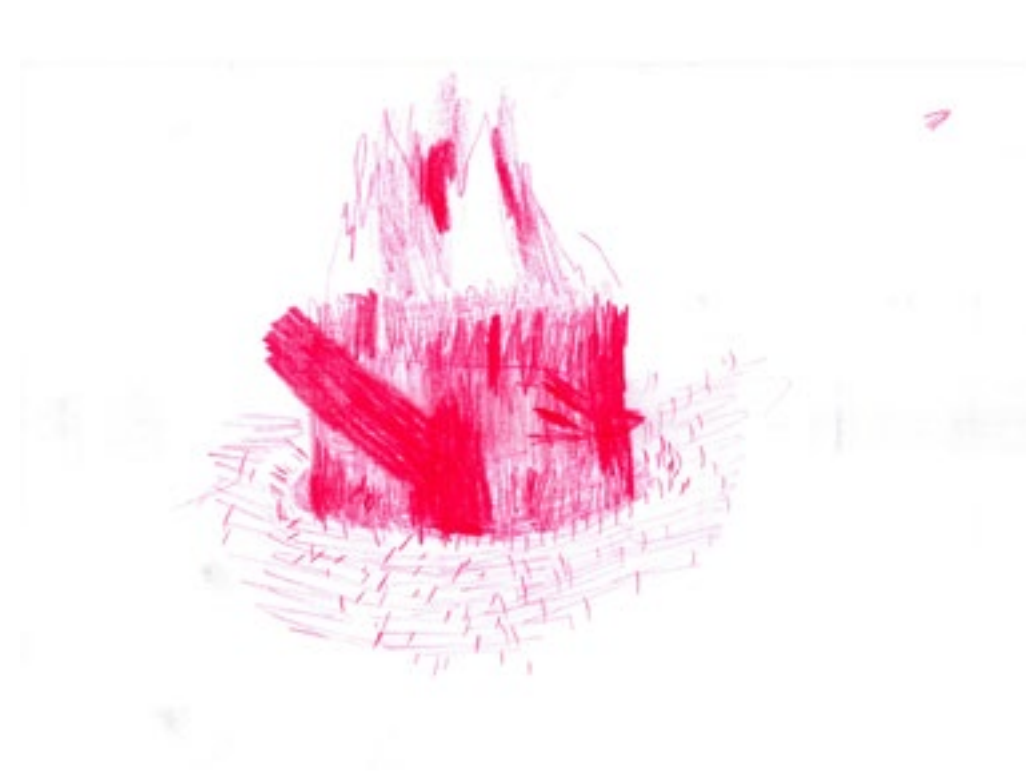
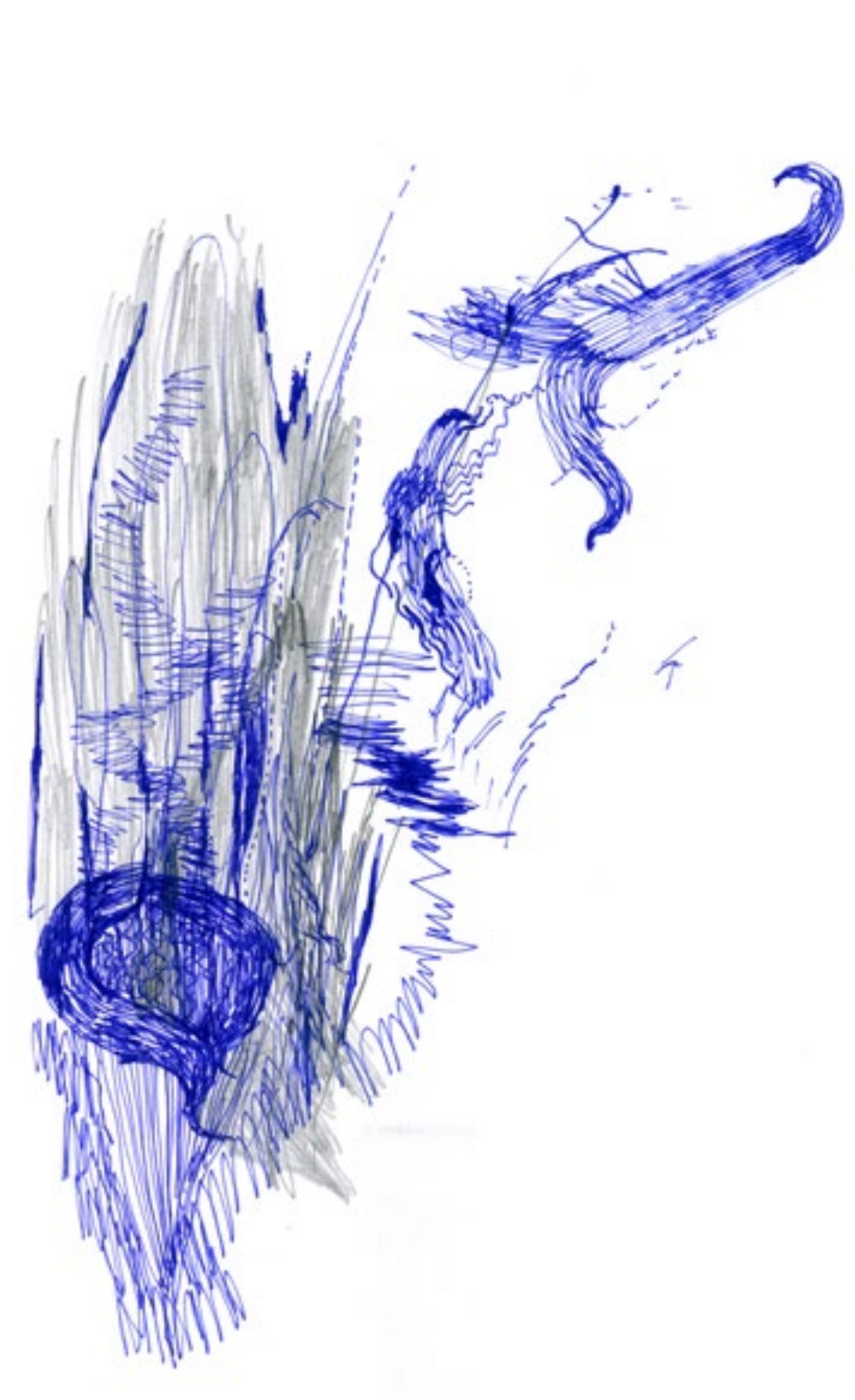
T H E T O W E R O F S I L E N C E

SEMESTER PROJECT - ACADEMY OF FINE ARTS, PRAGUE

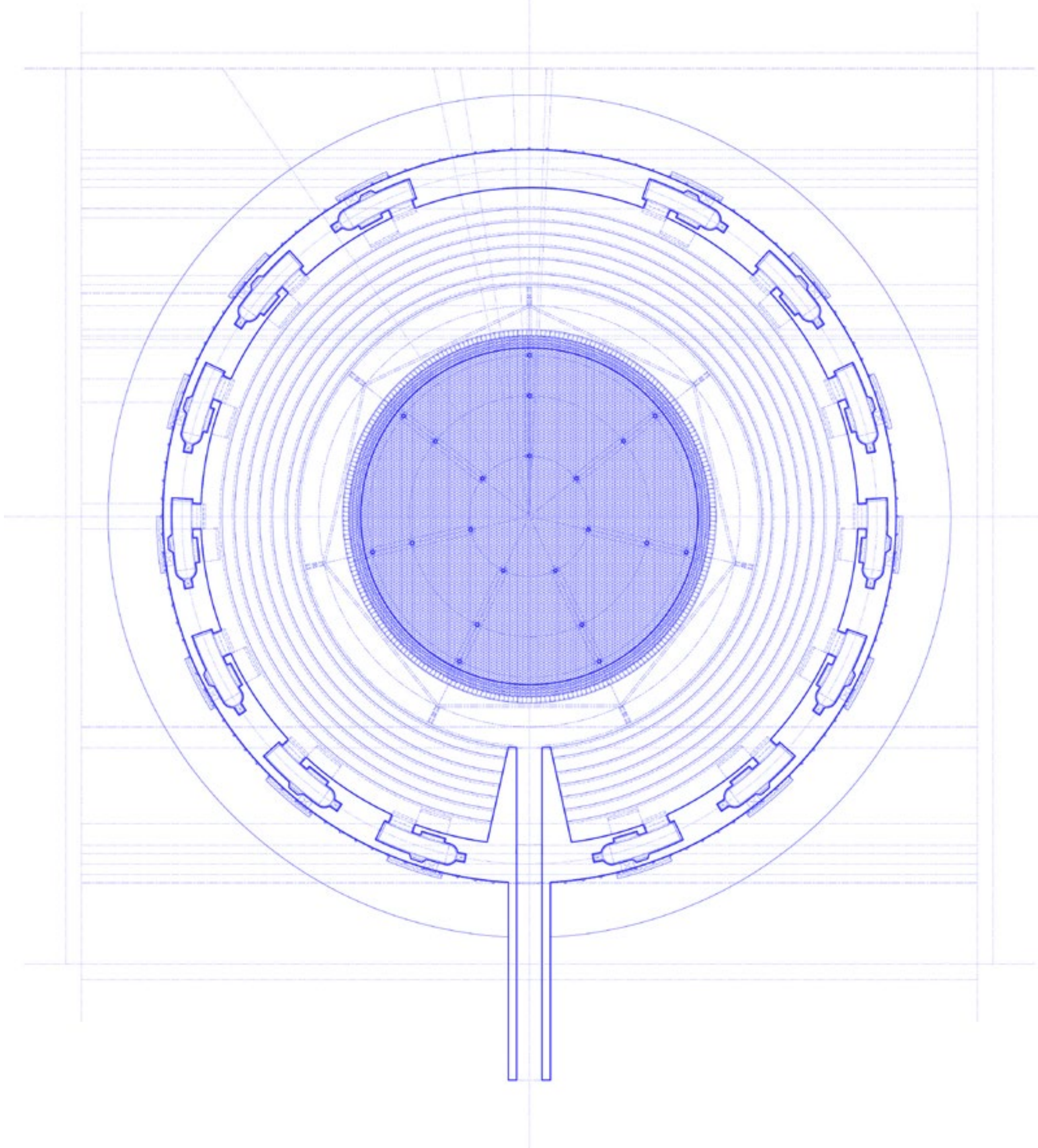
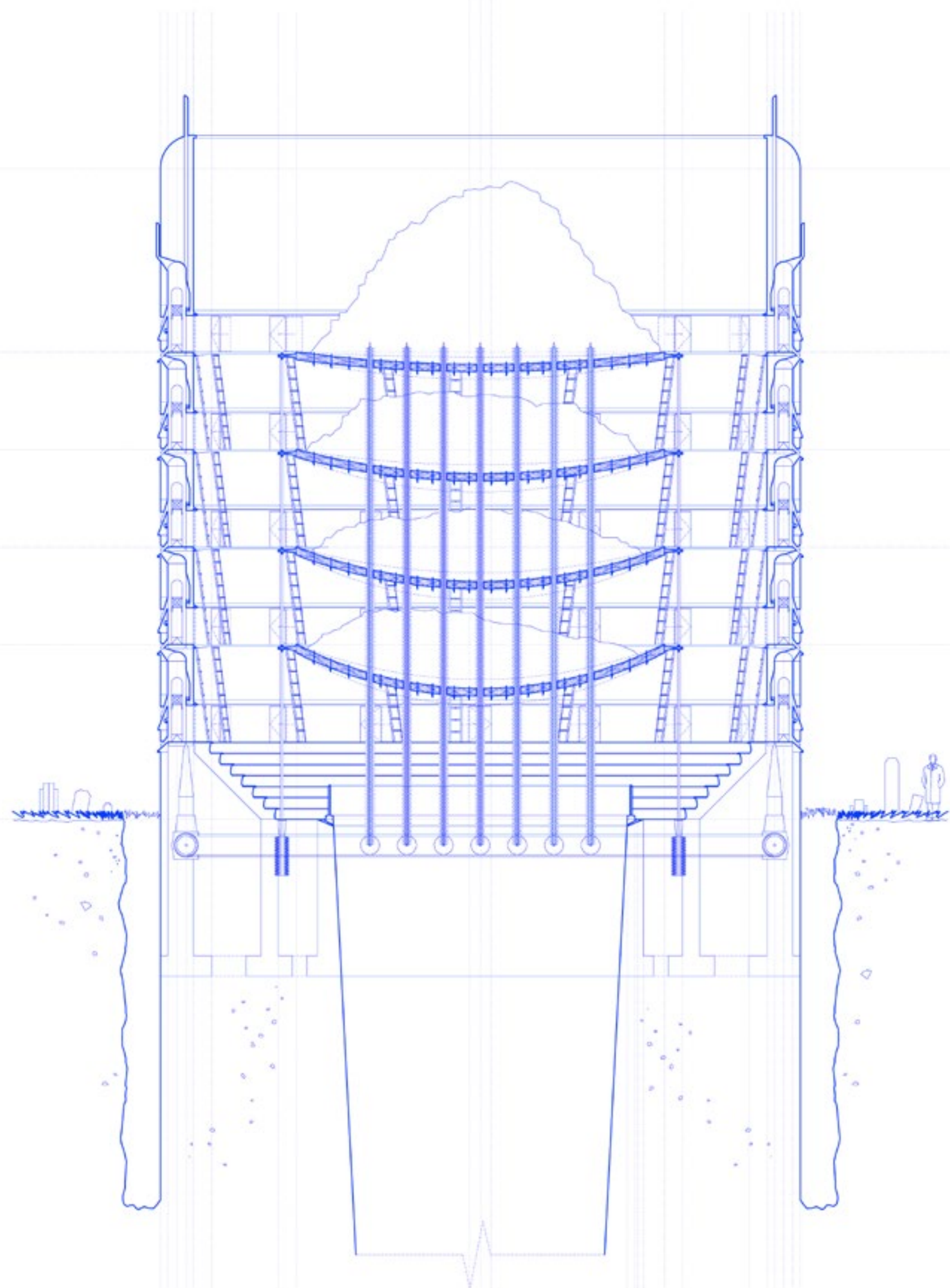
2015

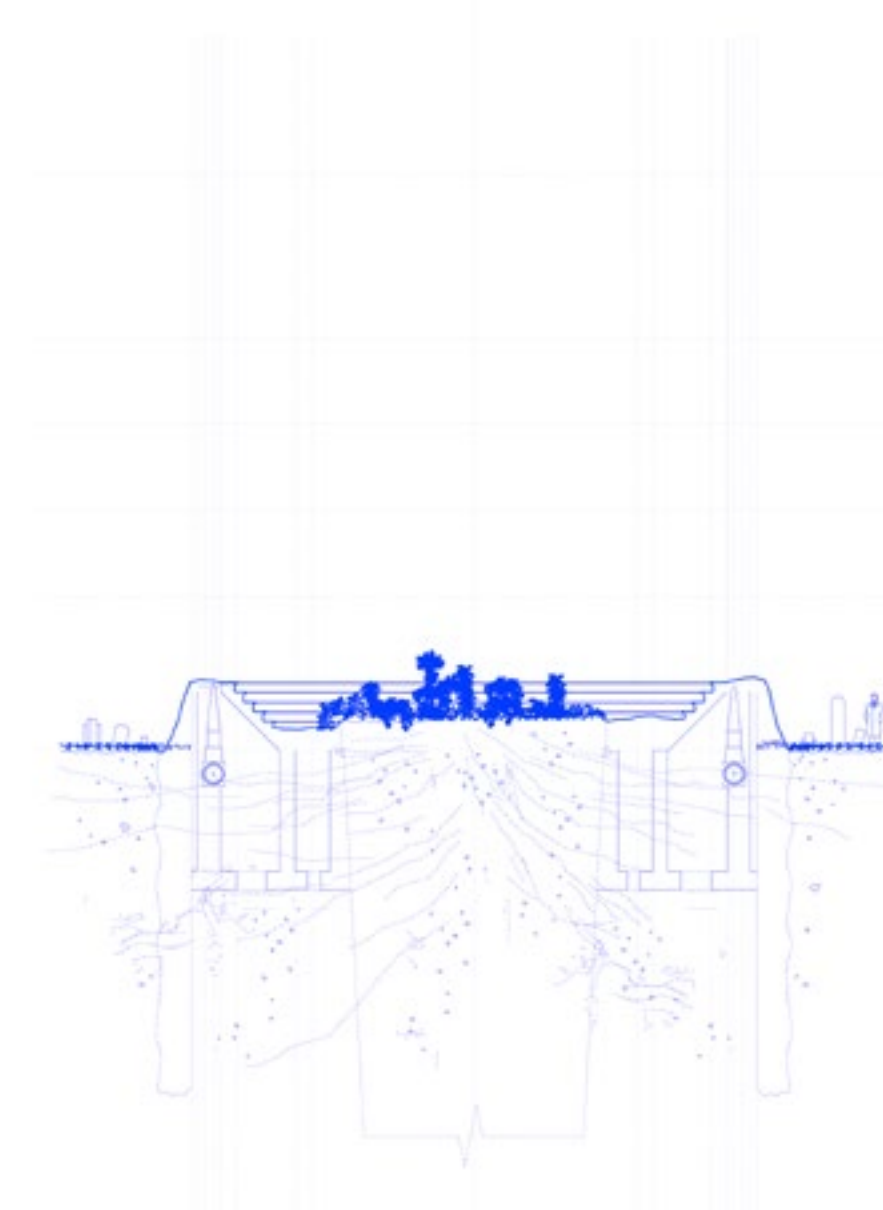
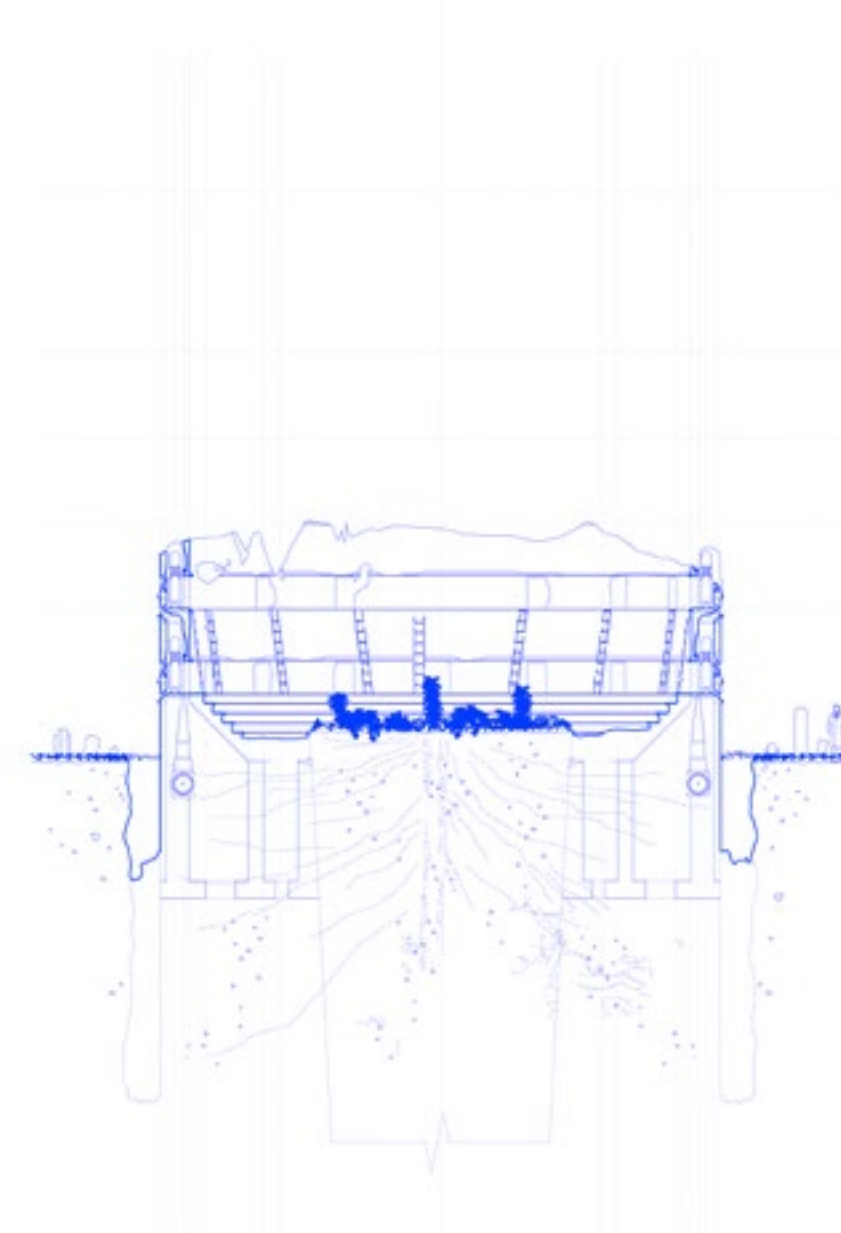
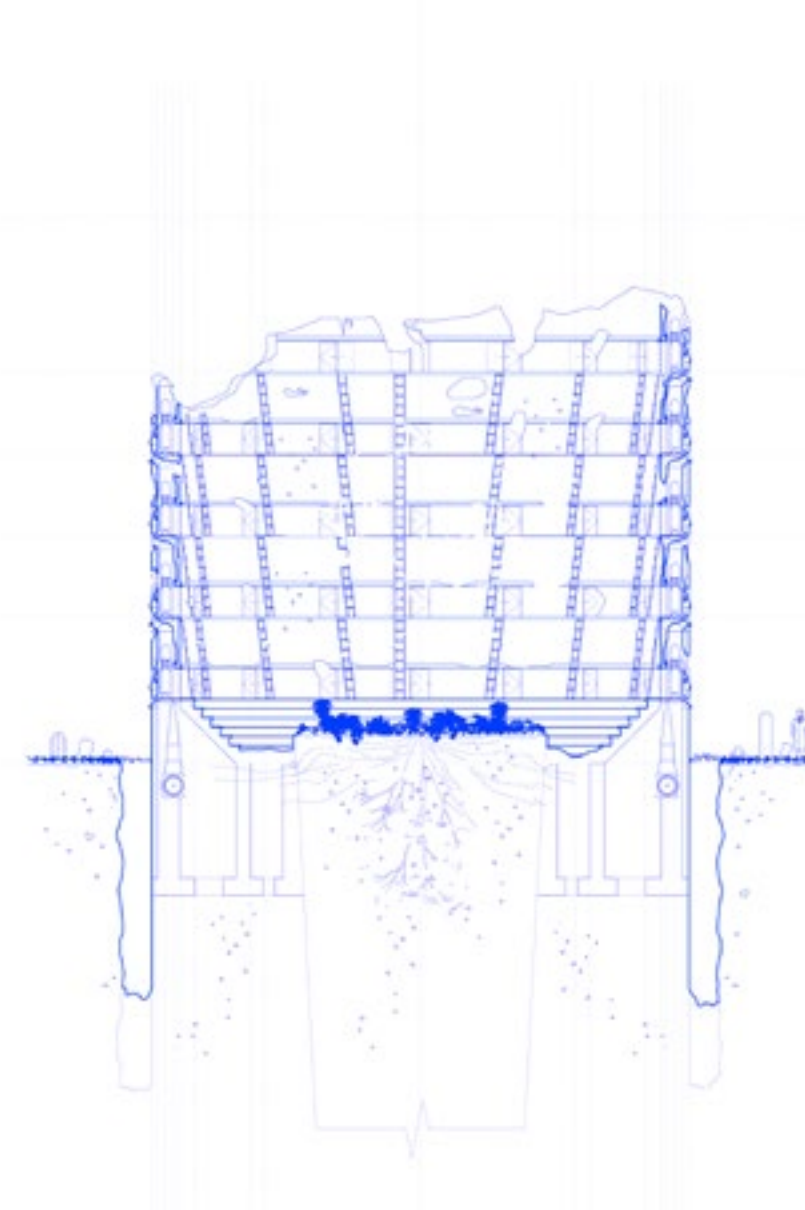
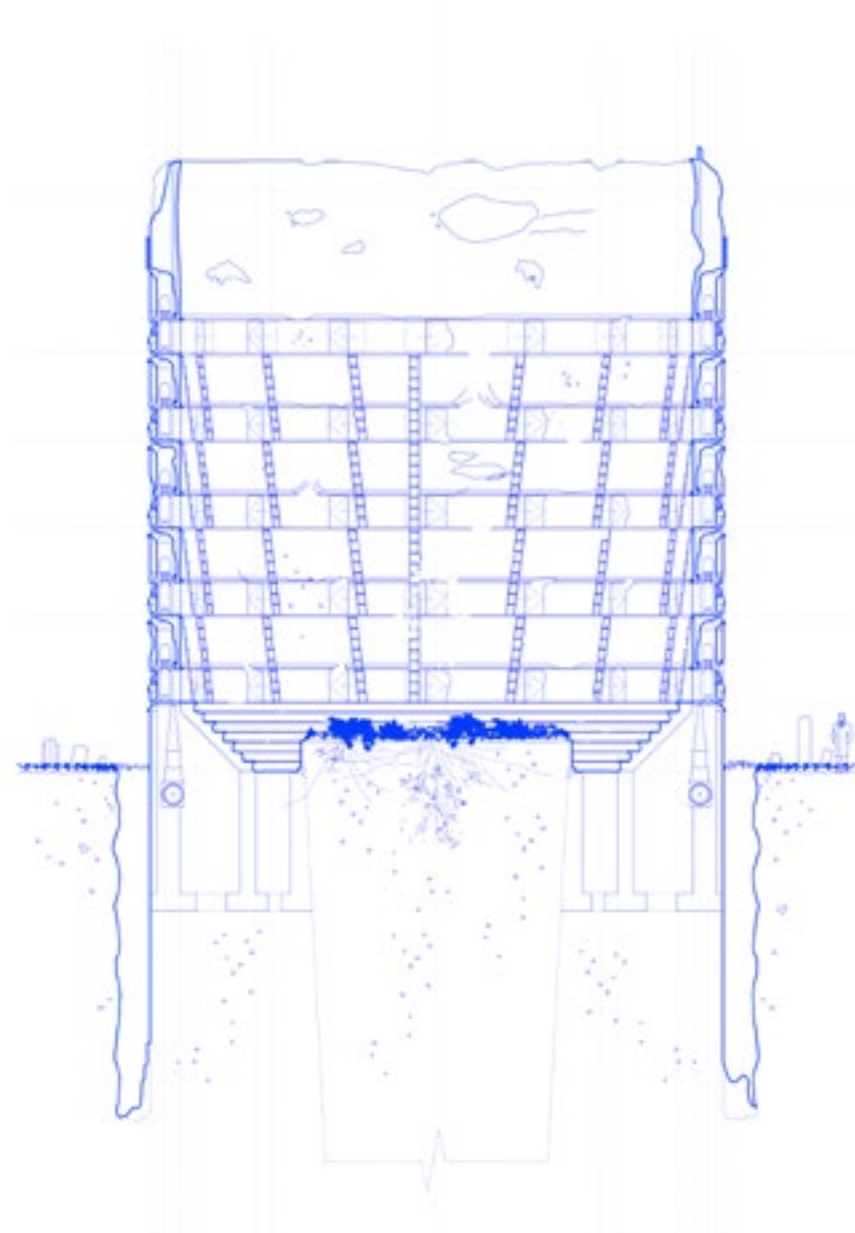
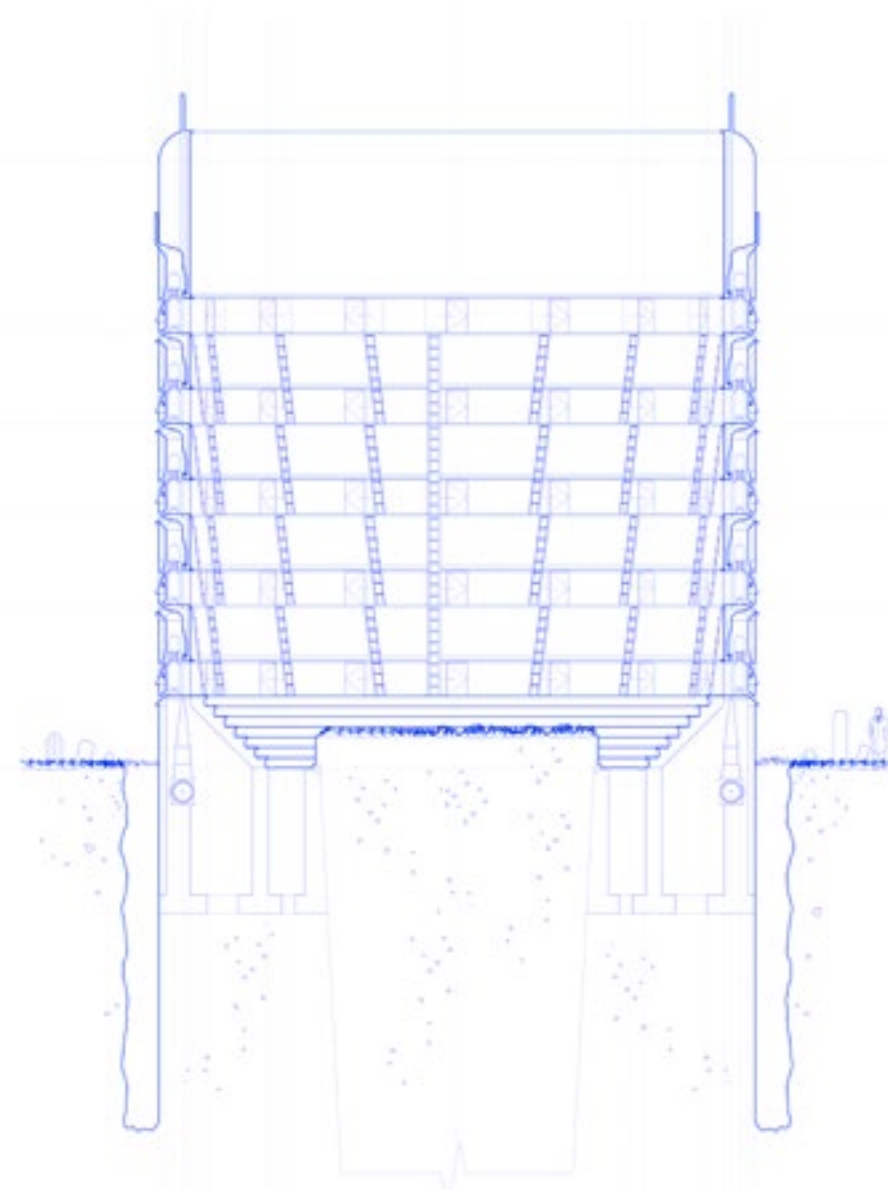
Project proposes a “burial” of a graveyard, which is in the city center of Prague. With this act, there should emerge a space for a new life of the graveyard to once again allow people to bury their relatives on this very place, where last burial took place 200 years ago.







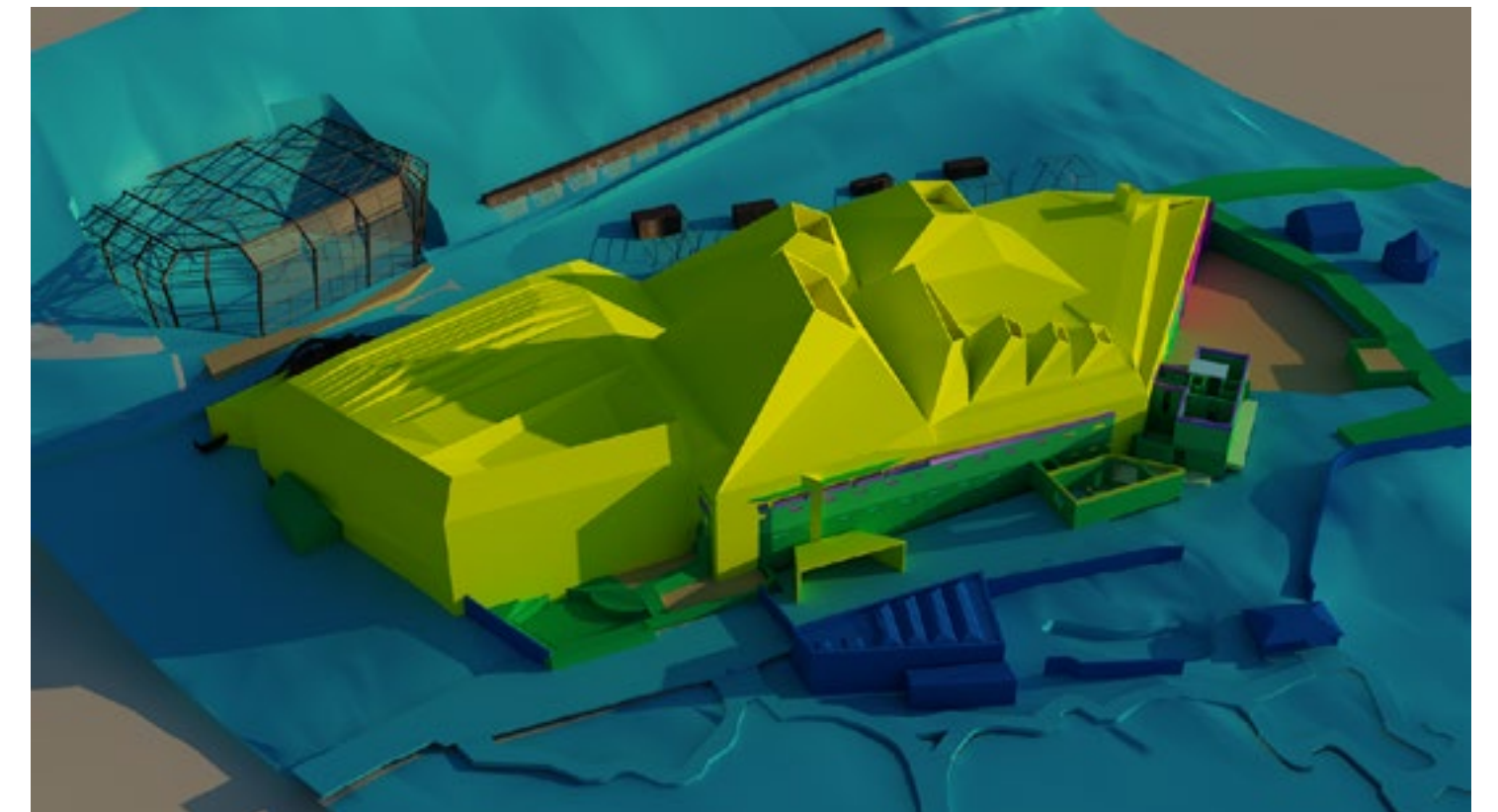




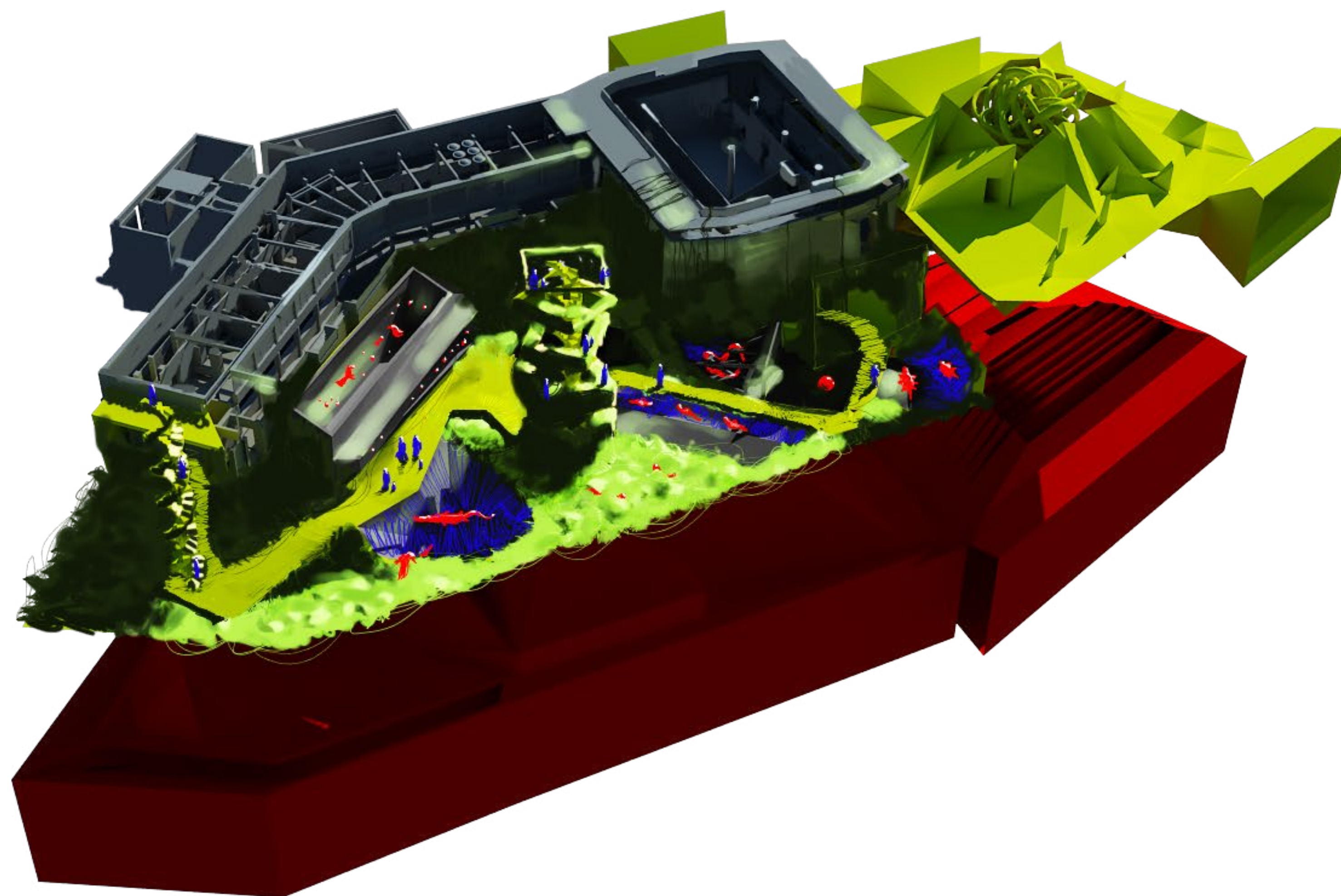
Z O O P R A G U E

SEMESTER PROJECT - ACADEMY OF APPLIED ARTS PRAGUE 2010

Redesign of an existing amazonian pavilion in Prague zoo garden. My first architecture project ever.







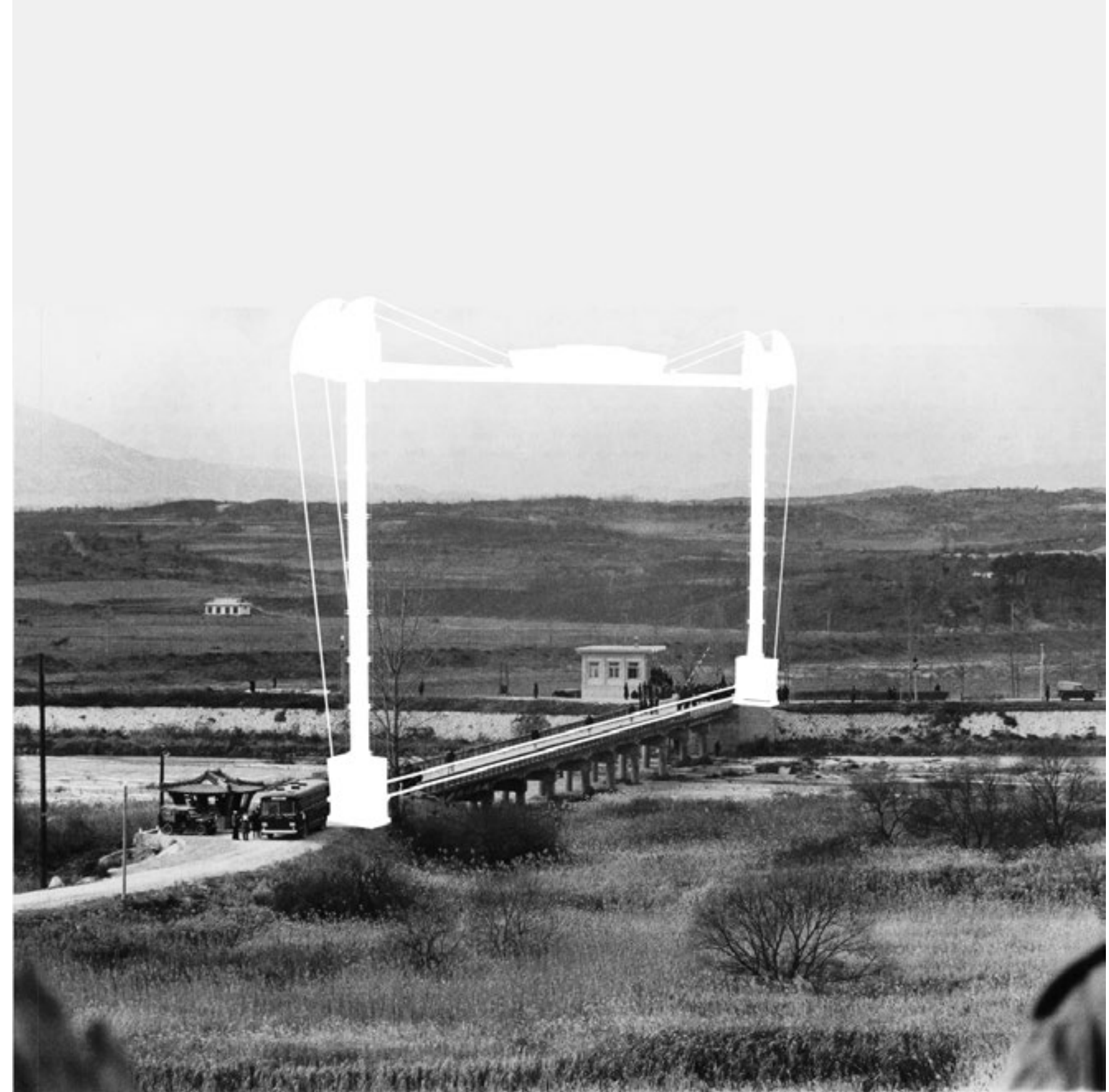
B R I D G E O F N O R E T U R N

SEMESTER PROJECT - ACADEMY OF FINE ARTS, PRAGUE

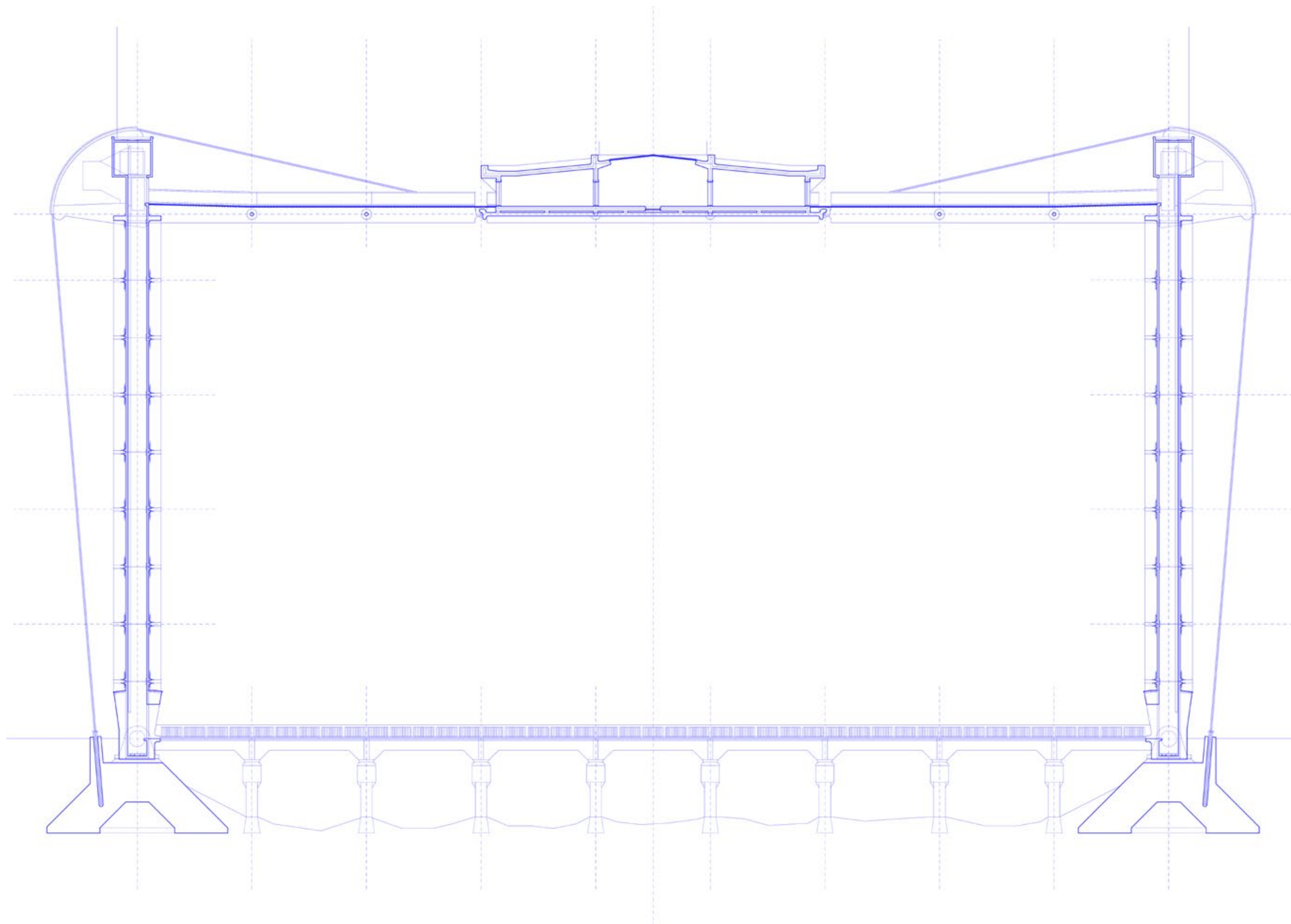
2017

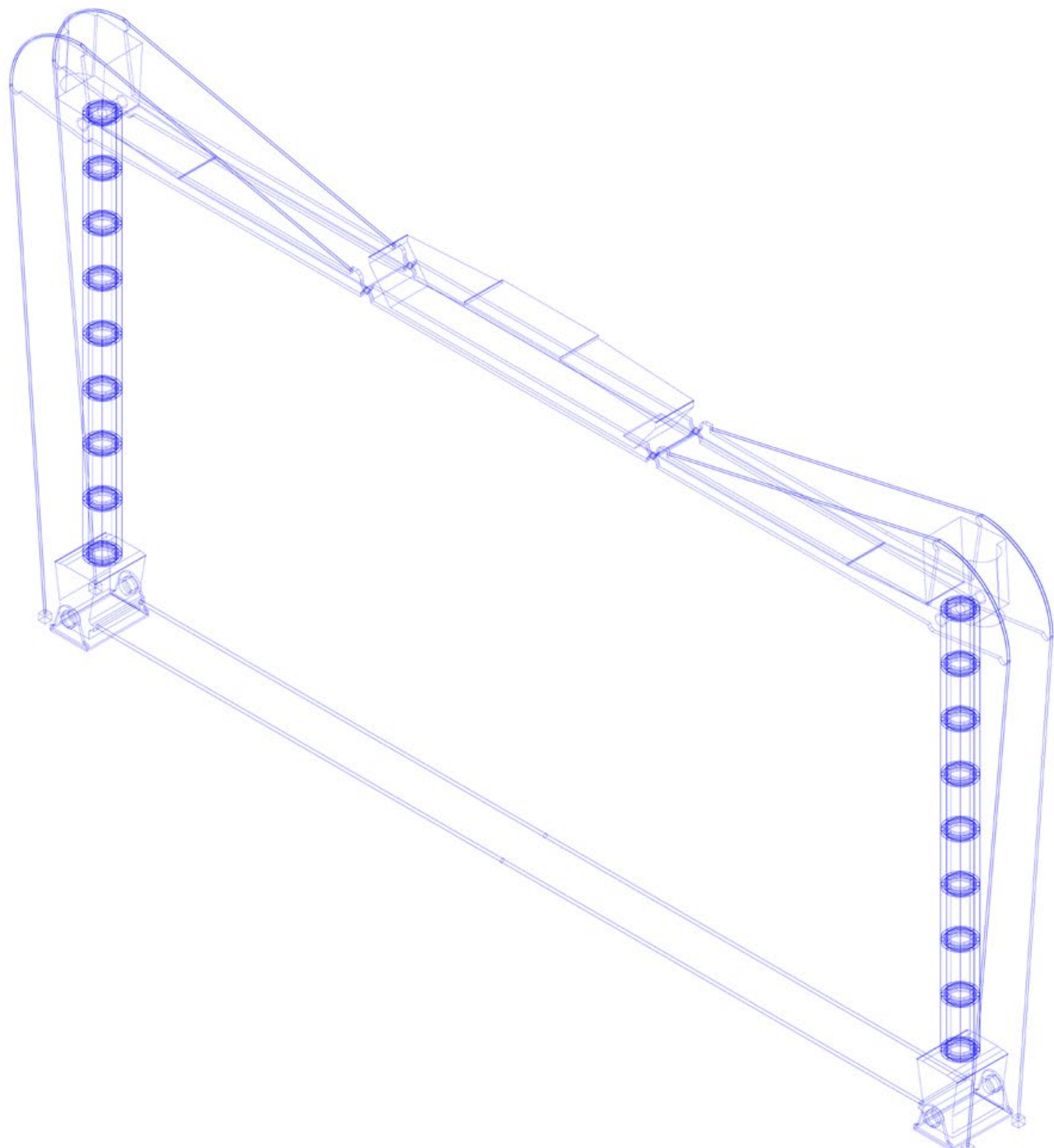
Speculative architecture project, dealing with a topic of a bridge between north and south koreas.

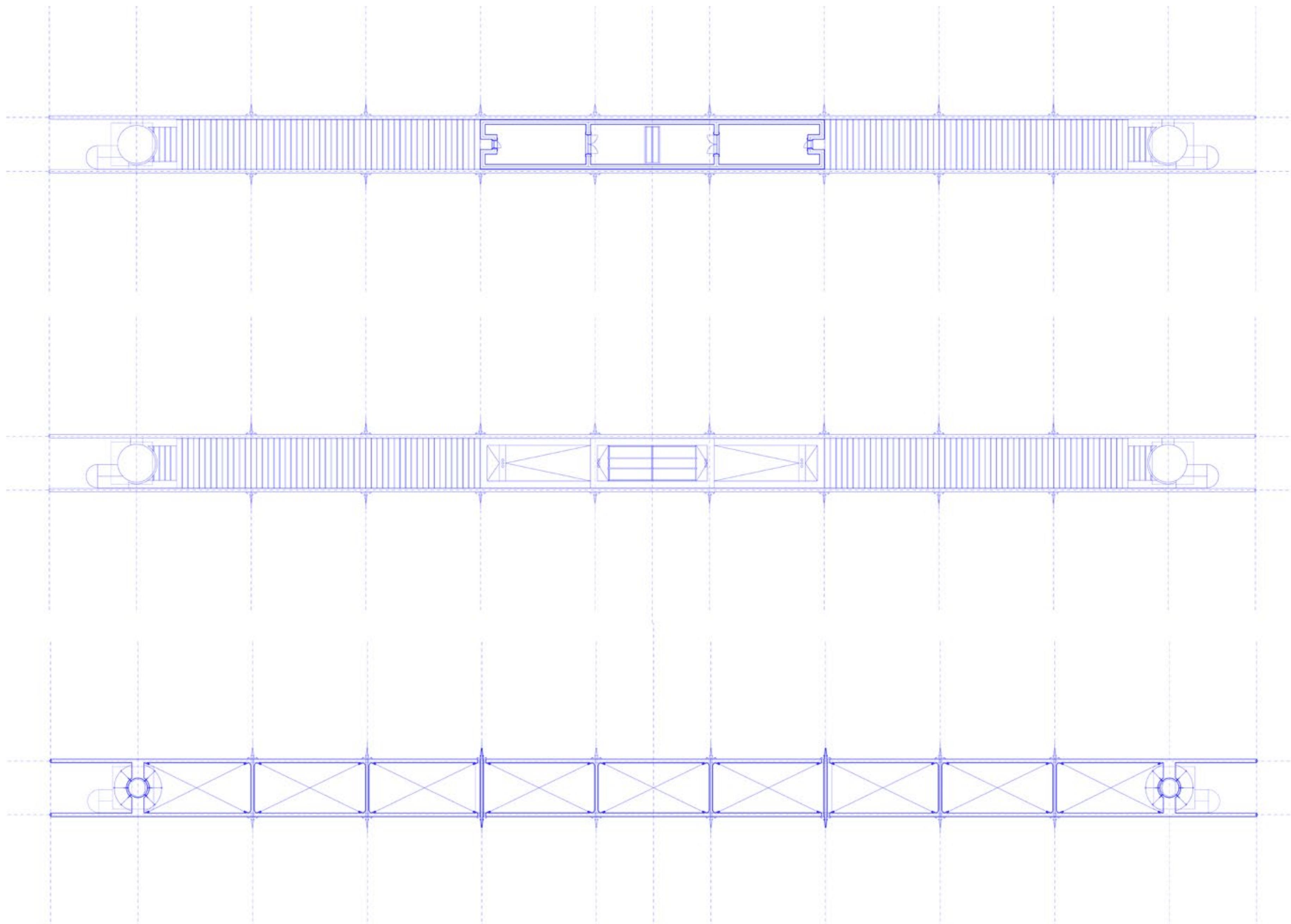












E N D

MORE AT:

www.vojtechrada.com

