# Vojtěch Radakulan

# portfolio

Vojtěch Radakulan works in the fields of *fine art*, *architecture*, *computer graphics* and *game design*.
Works can be found online, in a gallery, or on science conferences or journals.
His practice is the creating of the worlds, simply known as *worldbuilding*.

3.2024

For video and gaming content:
See my website: ([www.vojtechradakulan.com](www.vojtechradakulan.com))
Or you can watch pechakucha style presentation if you like videos.
([https://www.youtube.com/watch?v=EERGE0r_wCg](https://www.youtube.com/watch?v=EERGE0r_wCg))

# The most expensive museum in the world

Multiplayer 3D+VR experience, drawings, photos, 3D printed hardware mods

Multiplayer VR, PC and real life experience. Become an engineer, activist or a politican in a nuclear power plant, while not killing each other!

Screenshot from the PC app ↑

player playing as an activist used VR headset as a mask↓



In Lower Austria, they built the Zwentendorf nuclear power plant, but due to social pressure on politicians, it was never started up. In the installation, the visitor can visit four different niches. In three of them, through various means (computer game, VR glasses, microphone), one enters a virtual copy of the control room of the Zwentendorf nuclear power plant. In it, one plays as different characters that have played a role in ehe history of Zwentendorf (activist, engineering and political characters). Through them and their possibilities of interaction he or she enters the room where he meets other spectators playing as other characters. It is easy to get caught up in the conflict of their interaction, but after falling down a few times, perhaps looking at the time spent in the play, you realise that perhaps there is another, more positive way out. Finding it, however, requires more effort and cooperation.

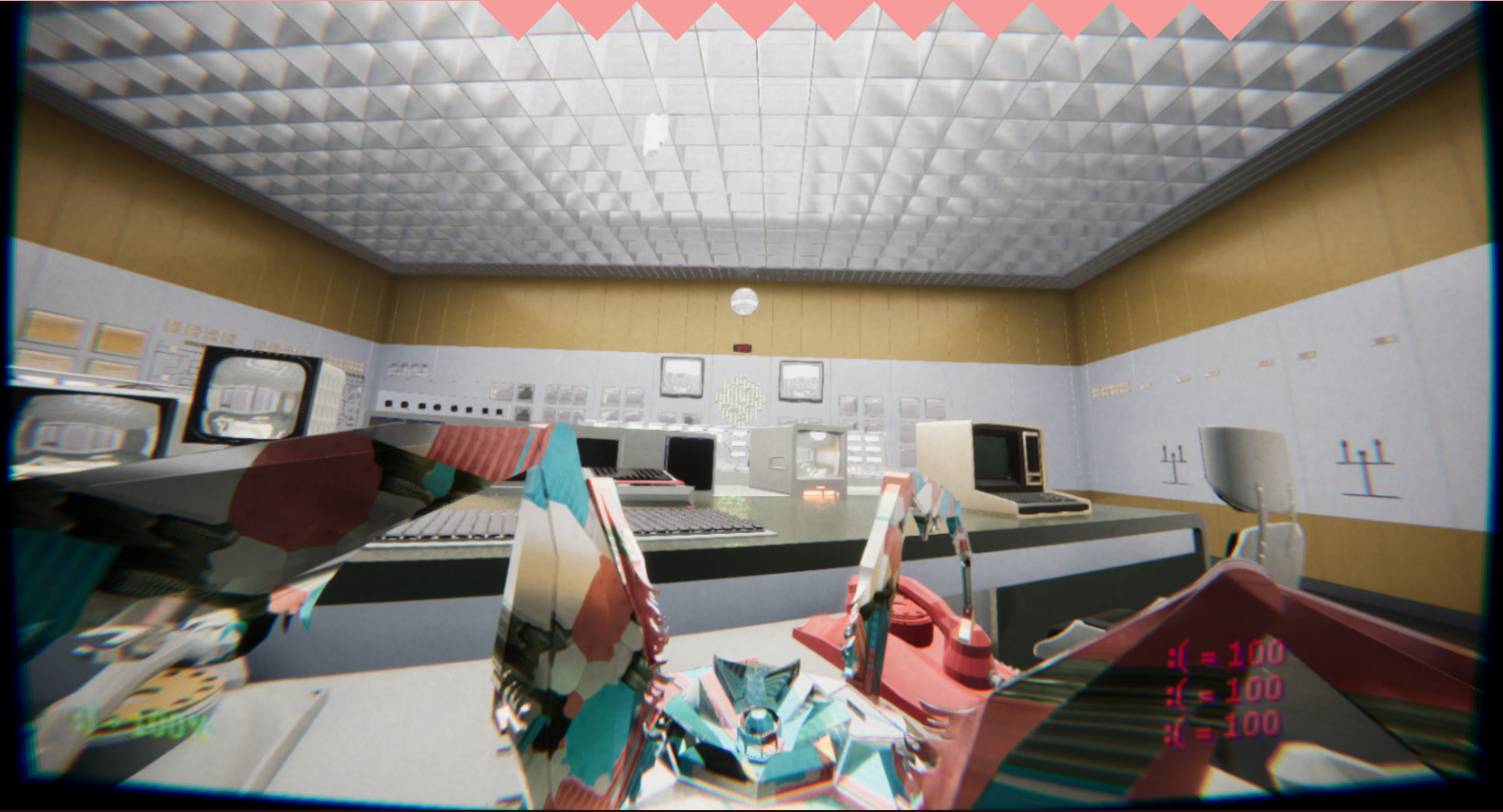# The most expensive museum in the world

One could become and engineer, crawling around a nuclear powerplant. The means of interaction are simple - four big keys. What happens if engineer runs into a politician or activist? Depends on how many times you have died.

Big keys for control ↓                                    Booth where one could enter VR room ↑

# The most expensive museum in the world

Screenshot from the PC app ↓↑

Screenshot from VR view ↓

:) ~ 100%

:( = 100
:( = 100
:( = 100

Screenshots from the PC app ↓↑

people in interaction ↓                    sound instalation ↑

# Green Stone

Is sunlight enough for you?
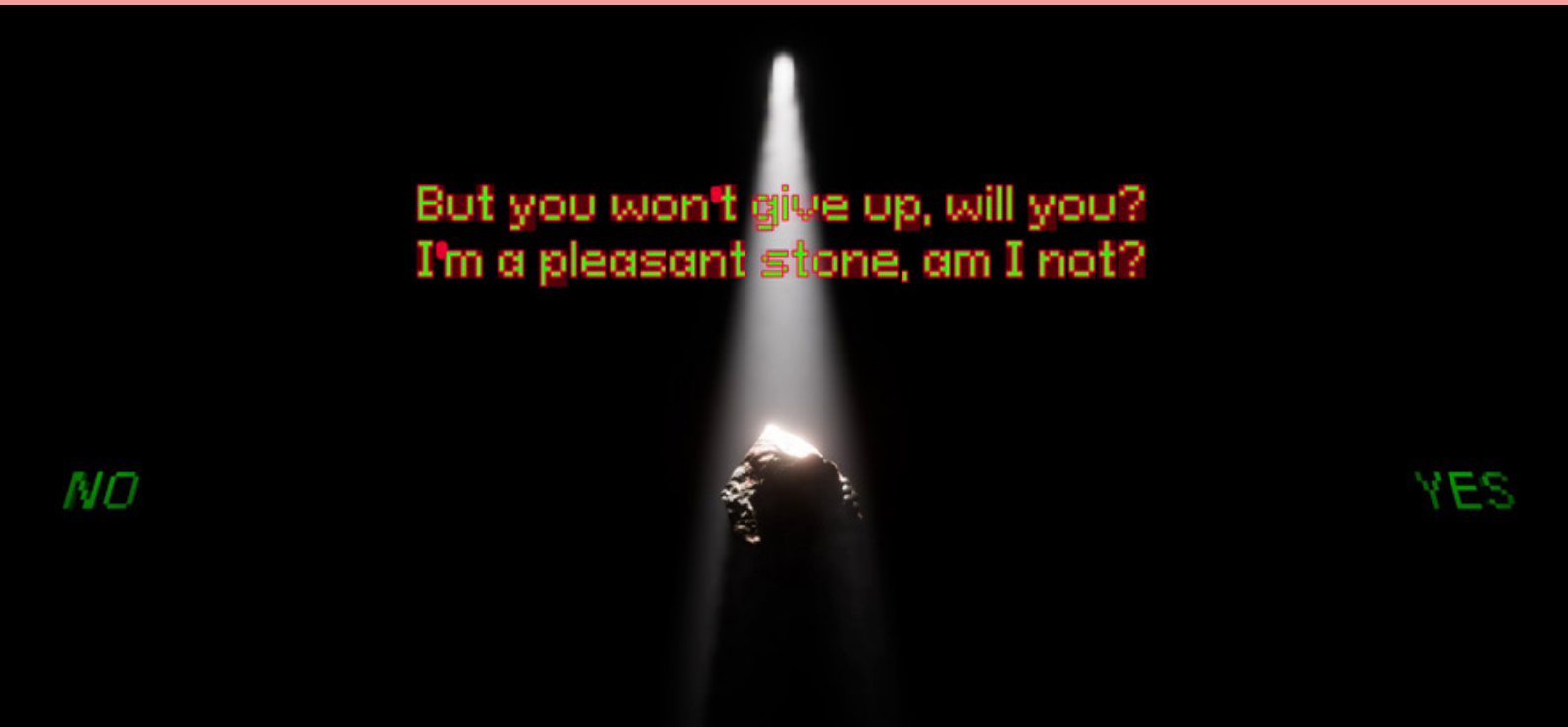
Use a 3D printed stone as a controler, and answer the questions it asks. Then become an uranium stone in a PC game and see what you and others did to the environment.

Screenshot from the PC app ↑

Screenshot from the PC app ↓



But you won't give up, will you?
I'm a pleasant stone, am I not?

NO

YES

Mr. Plíšek took the reports about atomic heating seriously and decided to launch his own atomic stove even before the Dalešice valley was flooded and Dukovany power plant was launched. He is alleged to have acquired the pitchblende (uranium and radium ore) at the transshipment site close to Okříšky, as did those who filled their cellars with it to prevent potatoes from sprouting and to make it easier to navigate in the dark. Plíšek properly melted the stove, loaded it with coal, then coke and finally pitchblende. In the morning, when when the stove was still blazing he congratulated himself on his cunningness. There are even rumours that, prior to the plant's construction, the Austrian Greens measured increased radioactive fallout in the region. Our source could not confirm whether this was actually the case or to what extent Mr. Plíšek's released atoms contributed to it.

# Green Stone

# Soft Arena

VR arena and VR app for multiple users with and without headset
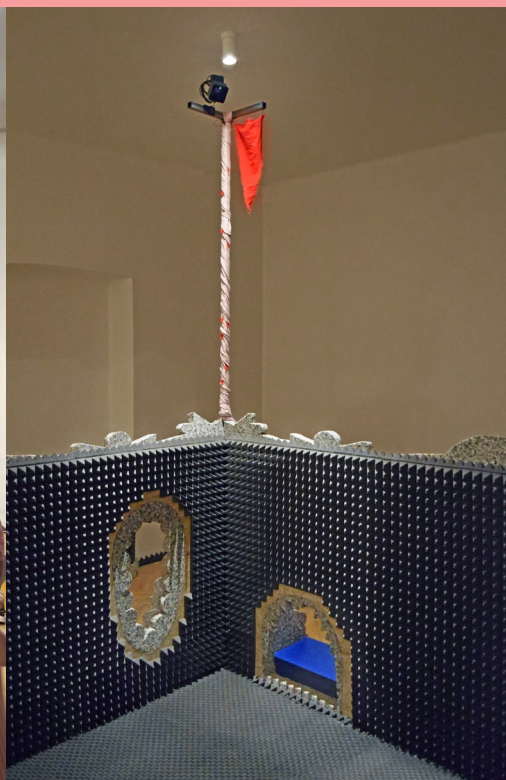
Custom made virtual reality arena out of reconstituted foam, where the player is blind, so the environment is soft. Others (not blind) are standing around and teasing the one inside.

People in interaction ↓                    Visitor with VR headset ↑

# Soft Arena

# Soft Arena



Collaborative VR experience for players with and without headset. One player is a camera, the other a light and a third a camera trigger. They should arrange a composition and shoot a photo. Based on story of František Drtikol.

3D CGI - screenshot from PC/VR app ↓                                    People in hybrid interaction ↑

# By the Laws of Planet of Crimson Clouds

3D Interactive Windows app, gamebook (168 pages)

PC game about a house for poor and unsuccessful architects is replacing posh co-work, or a house for worshipers of the atom stands instead of a church.

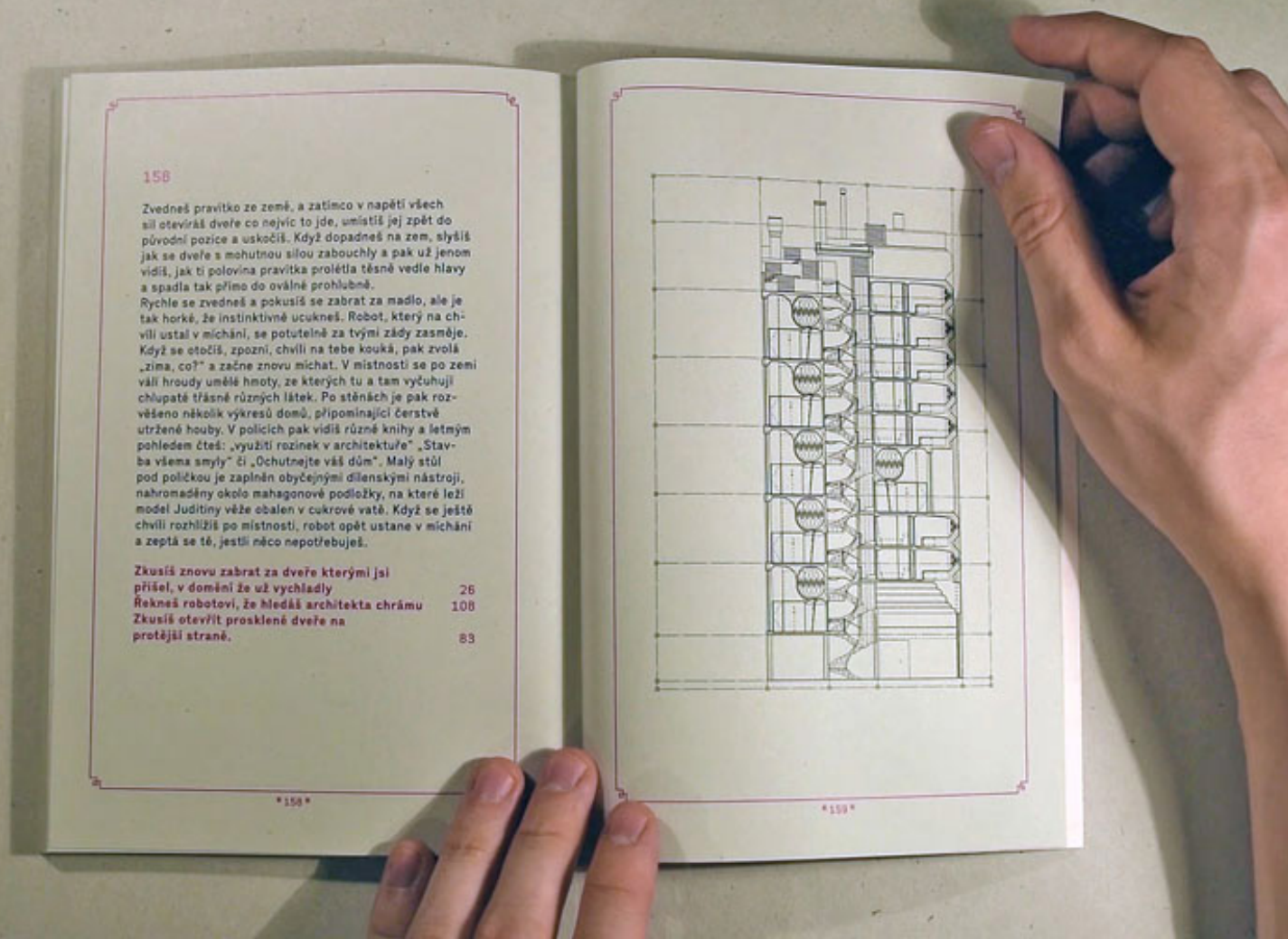Screenshot from the PC app ↑     Screenshot from the PC app ↓



A house for poor and unsuccessful architects is replacing posh co-work, or a house for worshipers of the atom stands instead of a church. Sputnik lands in Prague. Dented and several times bigger. Fortunately, it lands on a free parcel, where the temple of St. Nicholas never stood. Overnight, a building is built under it. House of the Children of Atom. Black Republic. It is said that two architects, Kóma and Chvost, or Arkady and Boris, have done this. Presumably they have founded an institution for poor and unsuccessful architects – Archiduma, which stands where Štenc's house never did. The player follows the footsteps of architects/ writers, and there are crimson clouds all over the Prague. One of them covers the place where the Club for Old Prague never stood. The player is dragged through the story, which takes place in a world of virtual beauty with illusive interactivity. One will always end up in a place where everybody else (…) until it makes one bored, ready to explore in the flesh.
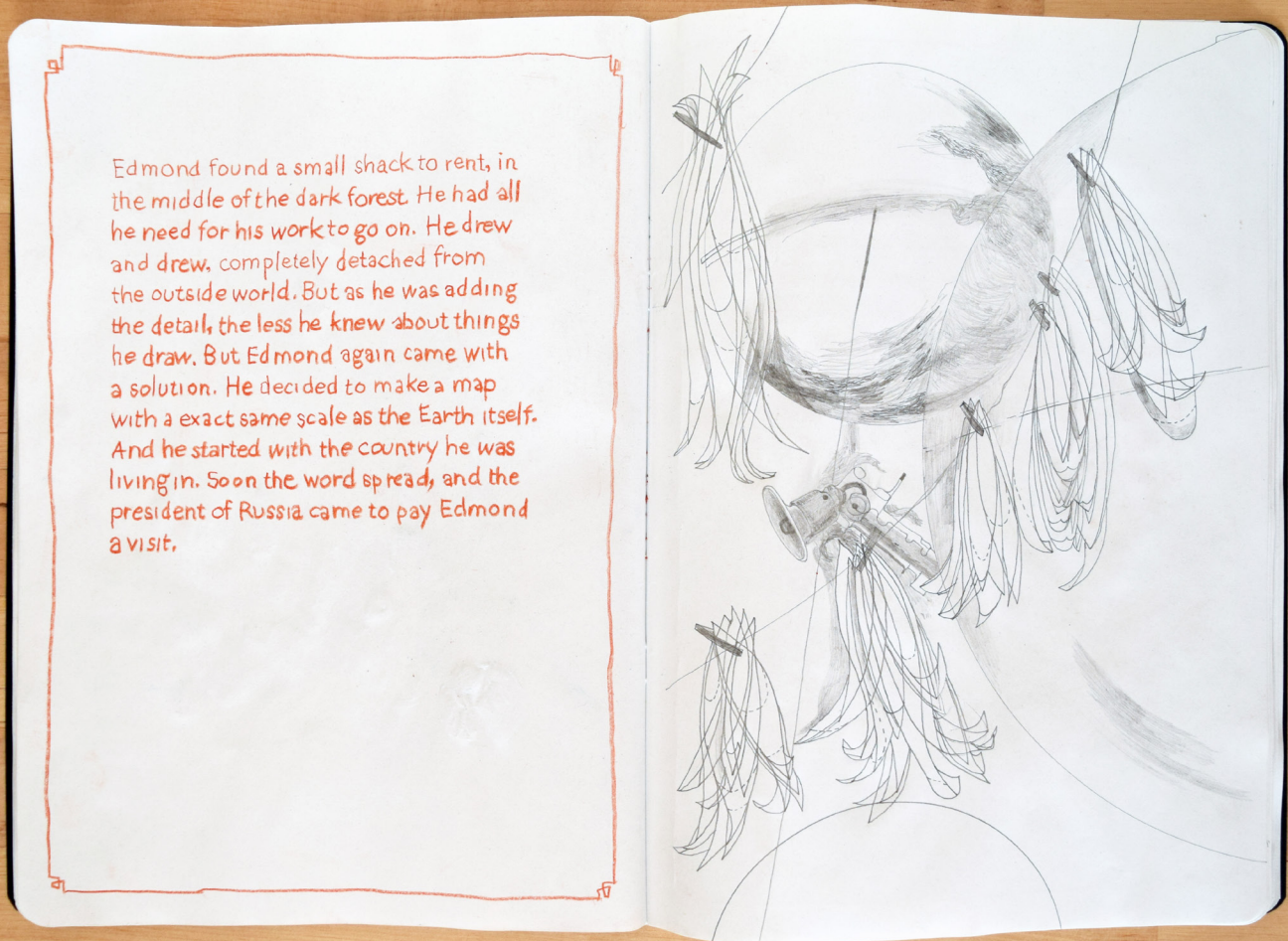
# By the Laws of Planet of Crimson Clouds

# Sun in a Hollow Earth

Illustrated book, Installation

Edmond found a small shack to rent, in the middle of the dark forest. He had all he need for his work to go on. He drew and drew, completely detached from the outside world. But as he was adding the detail, the less he knew about things he draw. But Edmond again came with a solution. He decided to make a map with a exact same scale as the Earth itself. And he started with the country he was living in. Soon the word spread, and the president of Russia came to pay Edmond a visit.

Illustrated book about Edmond, who tries to measure the world and describe it in a map. Instead, he ends up digging in the Earth.

Illustrated book ↑

Illustrated book ↓



Edmonds hole allowed access to the hidden world inside.
An installation and a Illustrated book about Edmond, who tries to measure the world and describe it in a map.
~ Excerpt from the book: These holes, his unique addition, would even come to be known as "Edmond Holes." But not only that. We were actually already living on the inside of the Hollow Earth, looking up at the universe, which itself was just an illusion created by a strange solar mechanism. The stars were just dots on many transparent spheres, surrounding our existence. But little Edmond knew, that there was much deeper to dig.

That satellite. Takes photo of everything. Every day. Just like those people, taking photo of everything everyday, without actually seeing things. But Edmond, although being bit grumpy, came up with another idea. He needs to go under the radar. Like stealth you know. Basically to go underground. Not metaphorically. Edmond hates metaphors. So literary underground he went.

Edmonds hole allowed access to the hidden world inside. These holes, his unique addition, would even come to be known as "Edmond Holes." But not only that. We were actually already living on the inside of the Hollow Earth, looking up at the universe, which itself was just an illusion created by a strange solar mechanism. The stars were just dots on many transparent spheres, surrounding our existence. But little Edmond knew, that there was much deeper to dig.

# Hybrids vs. Theodolite

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

Exhibitions:

2017: Fotograf festival #7: Fotograf Gallery



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.

Screenshot from the PC app ↑

Performer reading a book ↓



~ Excerpt from the book: In one of the rooms, you find an album. It's filled with various photographs or visualisations documenting that particular room. The album is quite simply made, a paperback with each page containing just one or two photographs. You leaf through it, going forward and backwards, and once in a while, you stop at a detail that couldn't be actually seen. You hear a voice that, at first, repeats a few times the following sentence: 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.

# Hybrids vs. Theodolite



The book with illustrations ↓        Performer reading the book in the site specific installation ↑
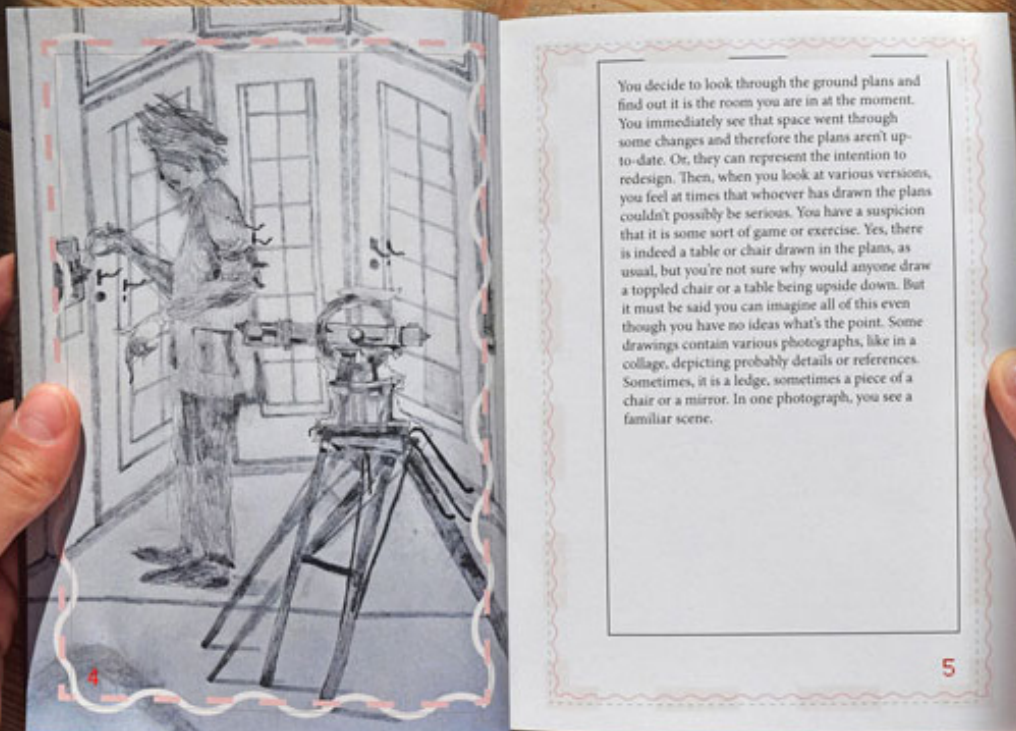


You decide to look through the ground plans and find out it is the room you are in at the moment. You immediately see that space went through some changes and therefore the plans aren't up-to-date. Or, they can represent the intention to redesign. Then, when you look at various versions, you feel at 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.

4

5

# Hybrids vs. Theodolite



Performer reading the book in the site specific installation ↓          Performer with the audience ↑

# Hybrids vs. Theodolite



Performers reading the book in the site specific installation ↓          Screenshot from a PC game ↑
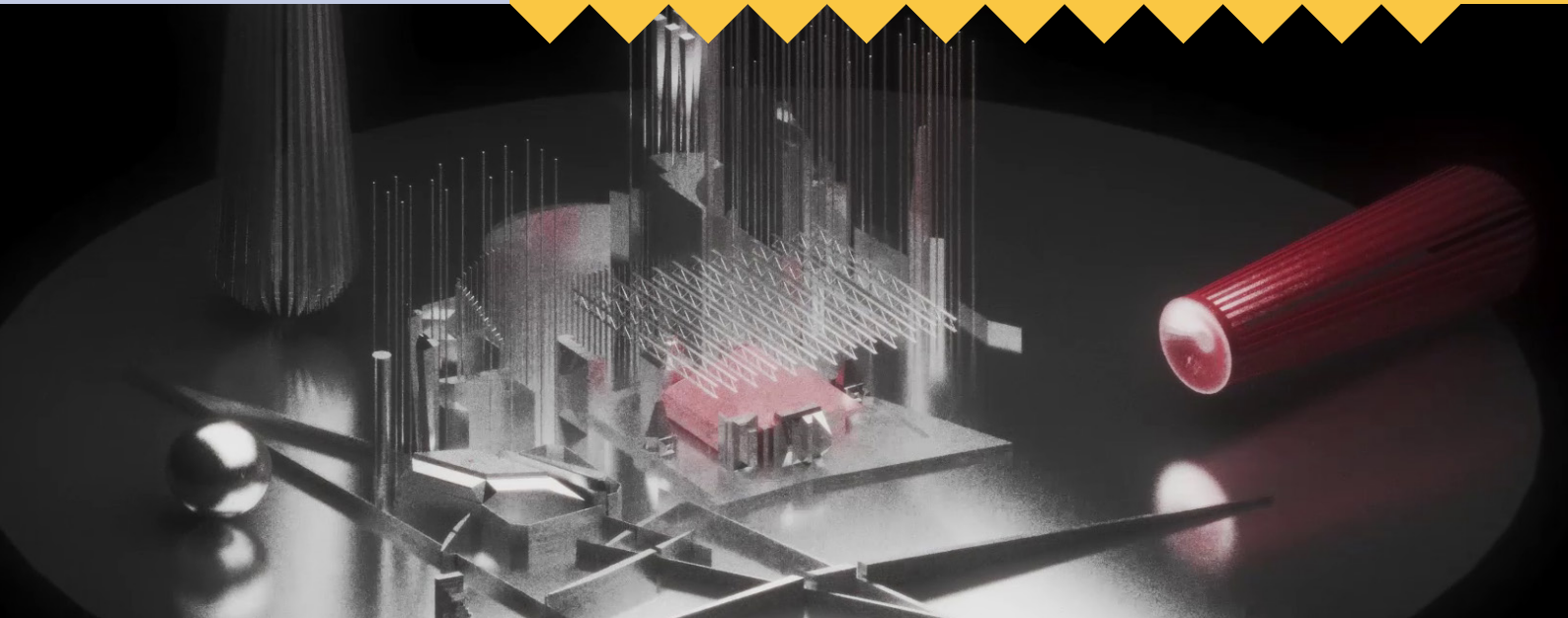
# 13th party district HQ

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

Screenshot CGI video ↑

Screenshot CGI video ↓



What lessons could be learnt from the heritage of architectural modernism, this often-disputed era, confronted by changing expectations of sustainability, social norms and habits, and as for Central and Eastern Europe specifically, a different political system? Othernity, the Hungarian exhibition of the 2021 International Architecture Biennale in Venice provides thought-provoking answers to this question, by emerging practices from the region.

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.

# Hybrids vs. Theodolite

Screenshot CGI video ↓                                          Screenshot CGI video ↑

# The Visitors

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.

Screenshot CGI video ↑

Screenshot CGI video ↓



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.
~ 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.

# The Visitors

# Nebula Core

3D animated video, installation
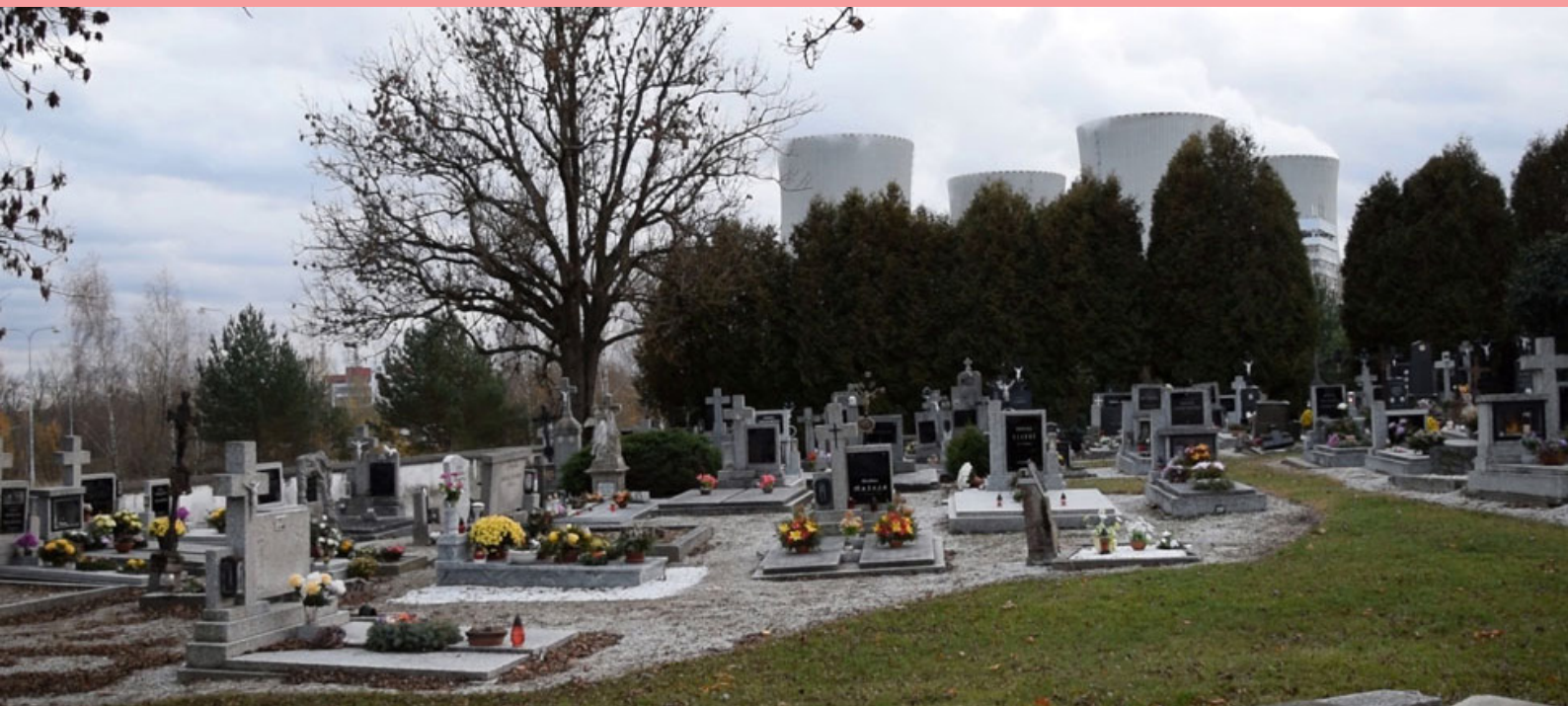
I did a fist fight with a friend, wearing yellow hazard suit in front of the cooling towers. We raised zero security alarms. As nothing happened, I went to the visitors centre to borrow uranium, successfully.
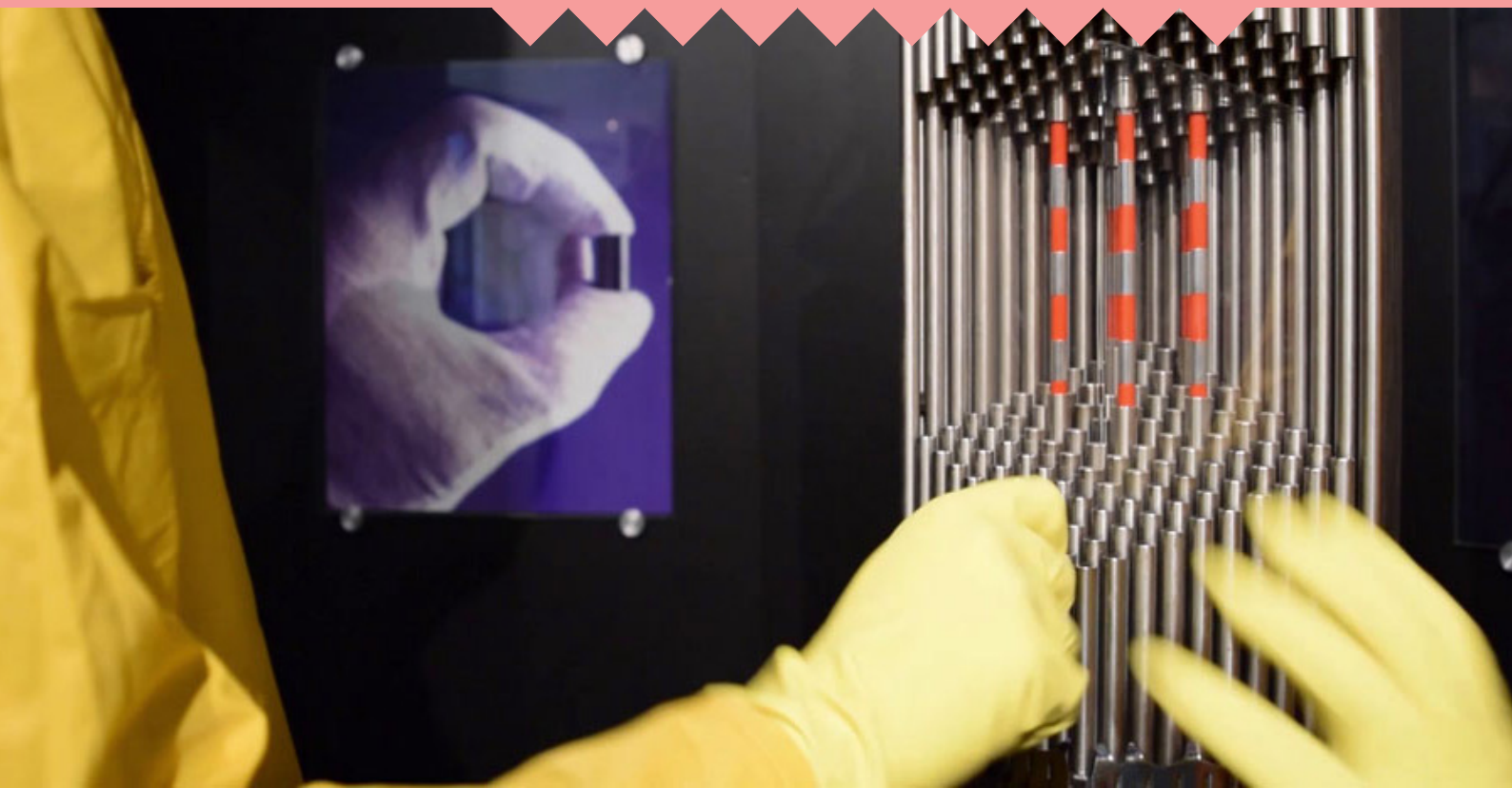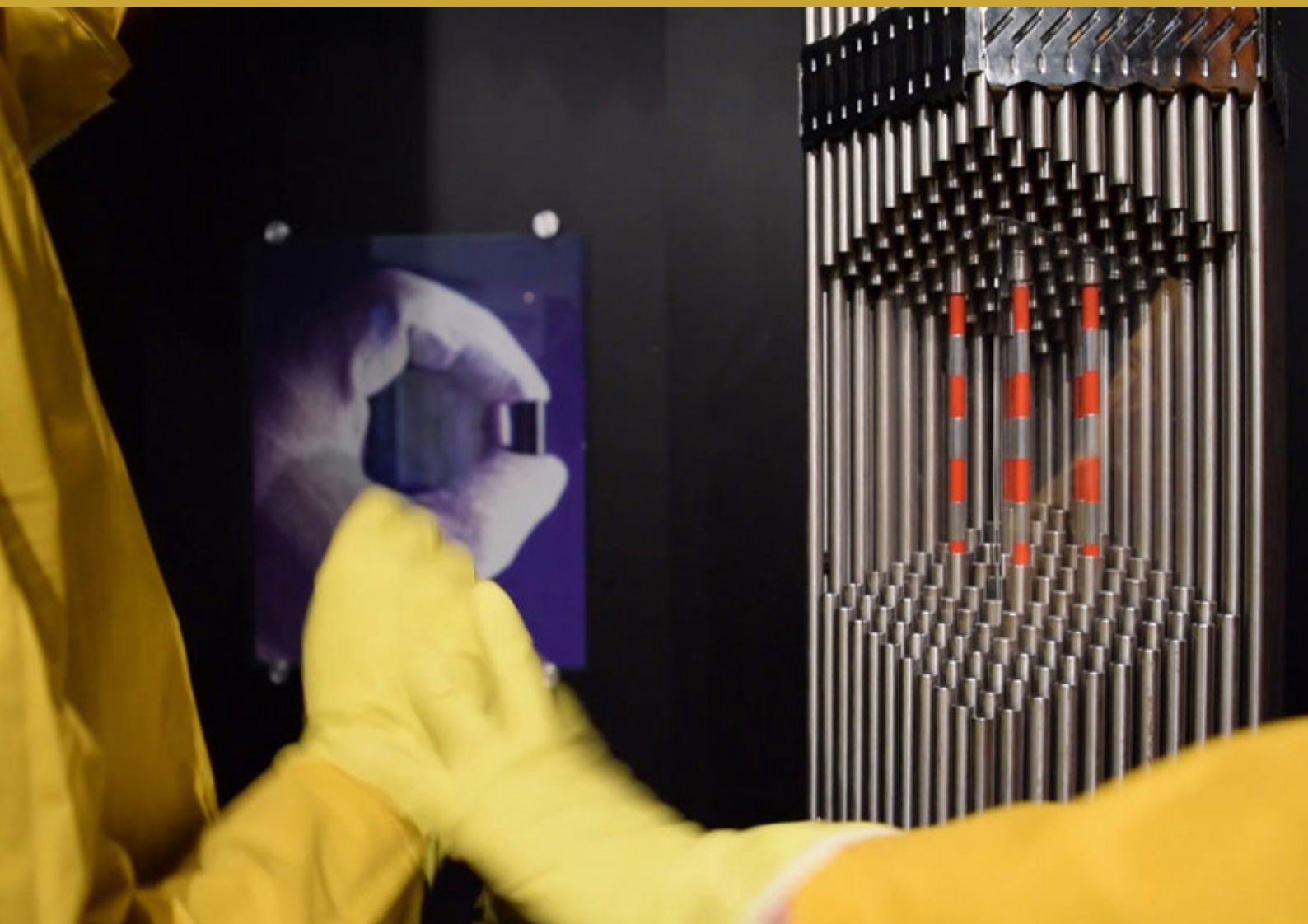
Performance - video still ↑

Video still ↓



I have spent few days living in a room with a view on czech atomic power plant called Temelín. I have digitaly reconstructed unreacheable interiors of an existing atomic powerplant, just to make a fluorescent tube to fall down. I did twelve fist fights wearing yellow hazard suit with a friend of mine in the fields in front of the cooling towers. I have waited till the night, when the public ligtning in nearby village shuts off. In the power plant it never shuts off. I have borrowed an uranium stone to see how it effects the atoms passing trough the matter in a fog chamber. I made digital bucket to fly and a propellor to move just by moving a hand behind the glass. I have been crossing road wearing a yellow hazard suit in front of the passing vehicles. I have found out that the neon sign carrying the name of the powerplant has malfunctioning letter. It was flickering in the night. I have documented all the places of worship with a view on the power plant. After all this, I have raised zero security alarms.

# Nebula Core

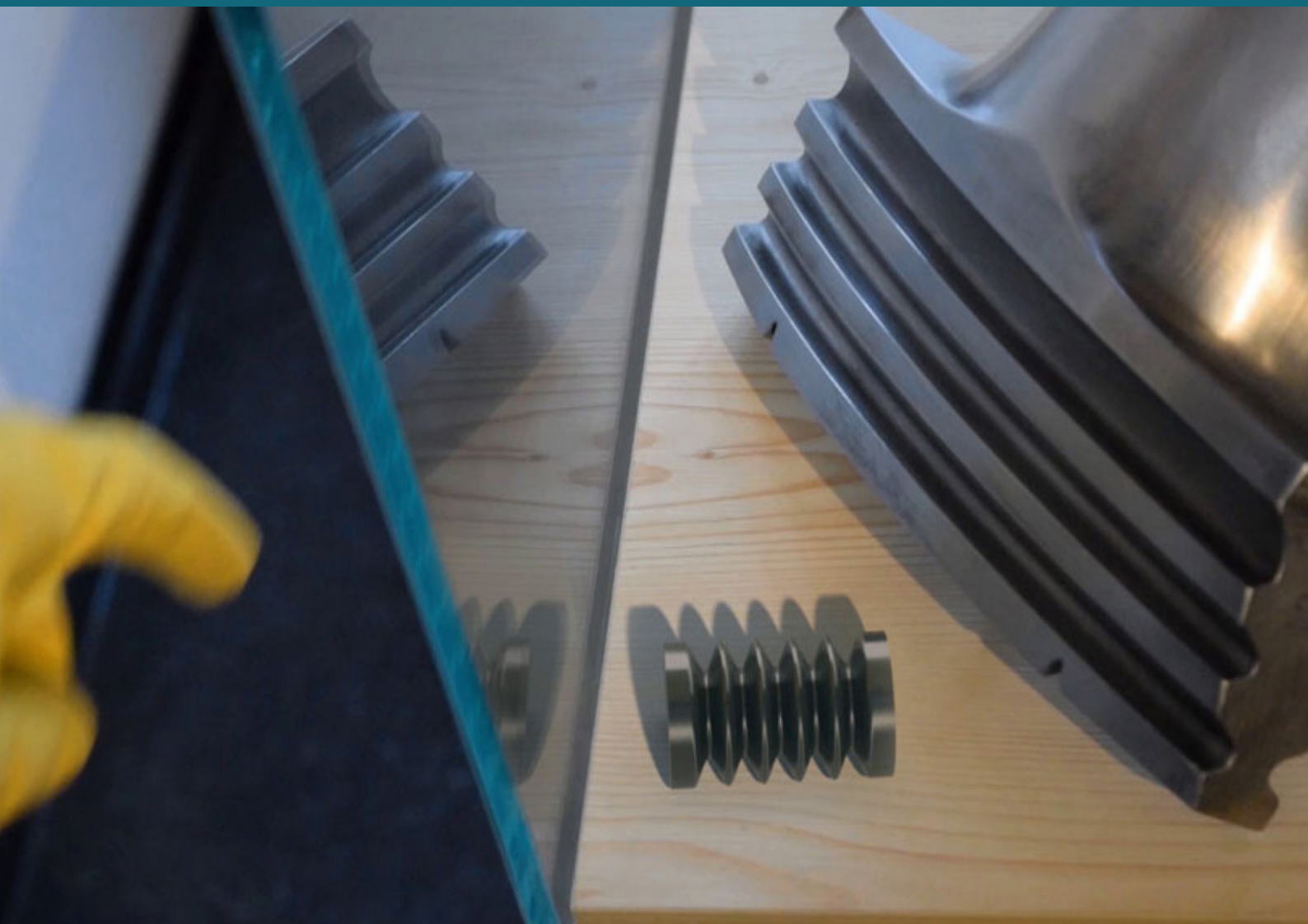# Nebula Core



Performance - video still + CGI manipulation↓                    Performance - video still ↑

# Mlha (Fog)

3D Interactive Windows App

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.

Screenshot from the PC app↑

Screenshot from the PC app ↓



~ Excerpt from the PC game: Eden! On Earth! How lovely. They said here we would forget the struggles of today. That it's good here. Rest as it should be. Nothing complicated, I mean it honestly. That's what it is. Ordinary fun. The artists had peace of mind here. 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. Till you choke from too much fun. Do you want to get out of the fog? Up there? What are you looking for there? Why are you talking to yourself? Probably because no one else is listening to you. But you certainly believe someone will begin. I'll be nice to you. This doesn't hurt anyone. You can just walk. 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. When you sober up, you will run wonderfully. The winner is the one who arrives last.

# Mlha (Fog)
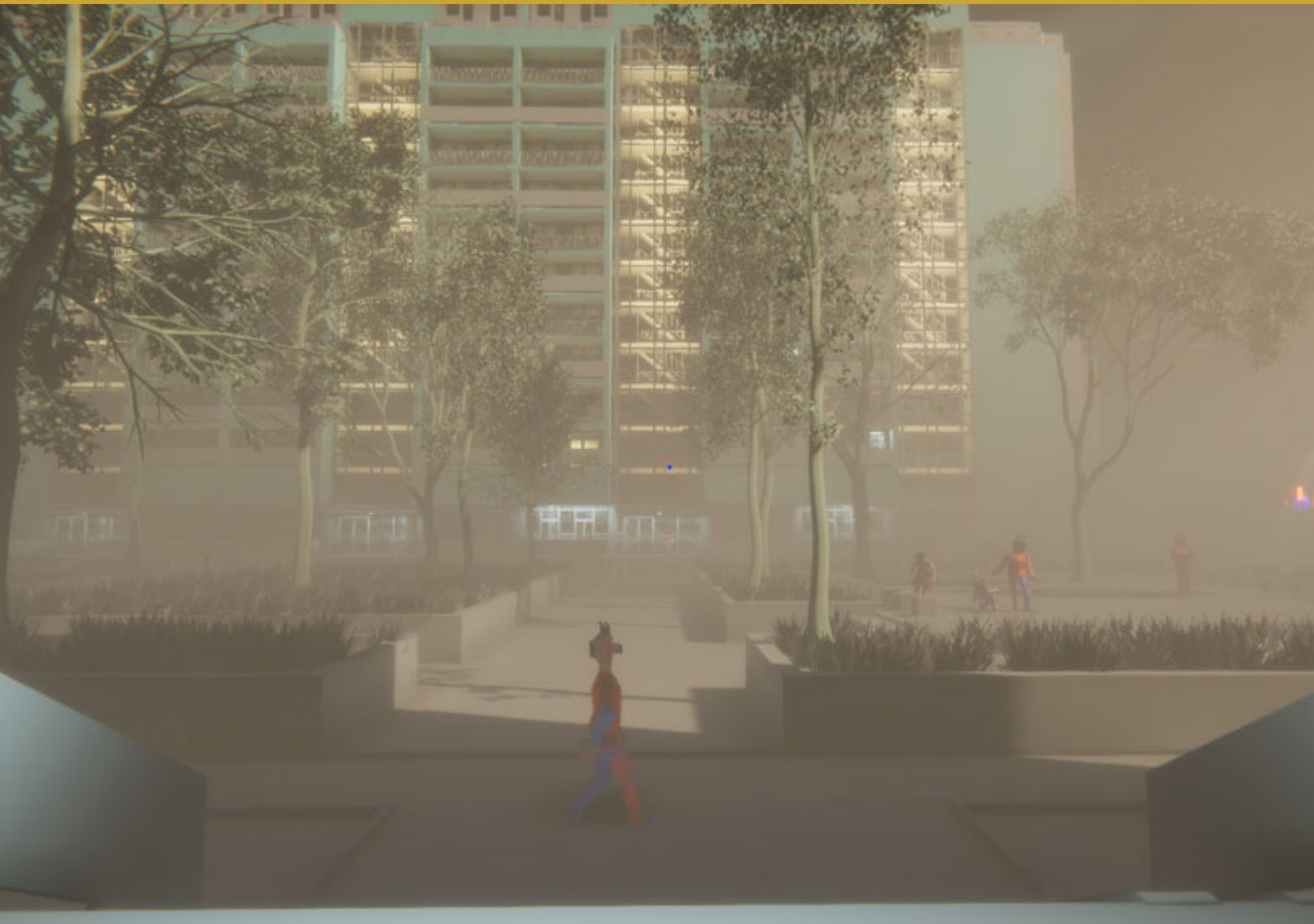
# Substantial Failure (The Nollywood)

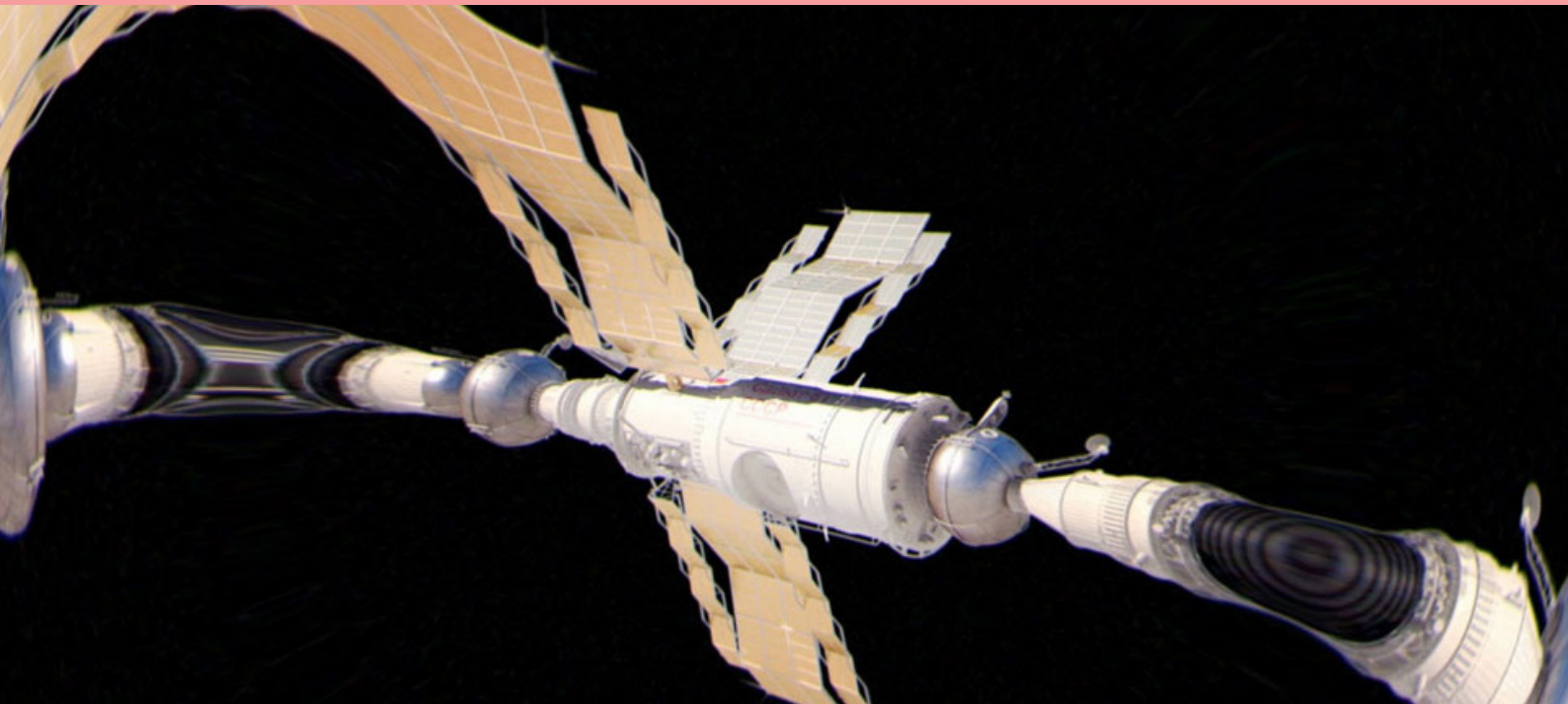3D animated video, installation, magazine, performance

Exhibitions:

2016: Husslehof (D): Imageformat: Candyflip



I tried to get a job as CGI specialist in the Nollywood movie industry, which was failure, and I had to reply on spam by doing a 3D animation about nigerian astronaut being stranded in soviet space vessel.

Screenshot CGI video ↑                                    Screenshot CGI video ↓



~ Excerpt from the performance: And now, all from my environment seems to be so overhelming, this synthetic way of living, constant flow of neverending images, trying to convey new and better realities, and suddelny one can not really tell anymore, what is real. We have splitted our views into so many possible outcomes, multiplying much faster than before, fastly approaching to the peak of uninevitable, where with so many possibilities and connection a machine will no longer need a man. Suddenly, a vast, long and dark nights without artificial images may become a pleasure to mankind, when abbandoned by machines, who will go to the new realm of machines, where they can developed a post-machine language, faster, more effective, withnout double meanings. And in a way, I live in opposite situation, seeking for mankind, love, mutuality in a place where are only machines. I communicate with this artificial voice, knowing all the glitches, possible answers, this dead, ice cold responses.

# Substantial Failure (The Nollywood)
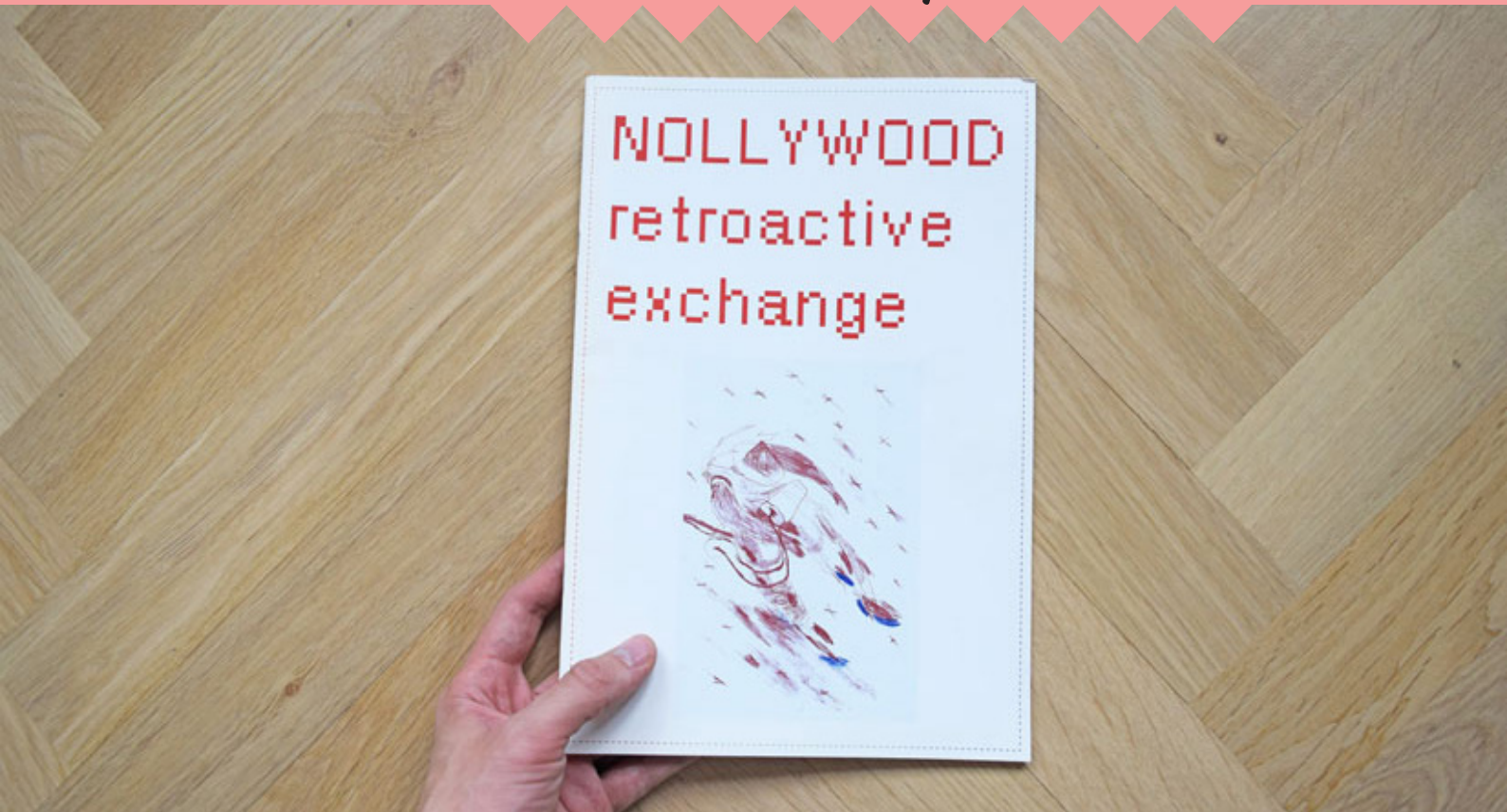


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# Beauty of the Snake Reflection in the Mirror and Soap Bubbles

3D animated video, drawings, performance

Exhibitions:
2019: Museu Calouste Gulbenkian (PT): Art on display: Virtual display
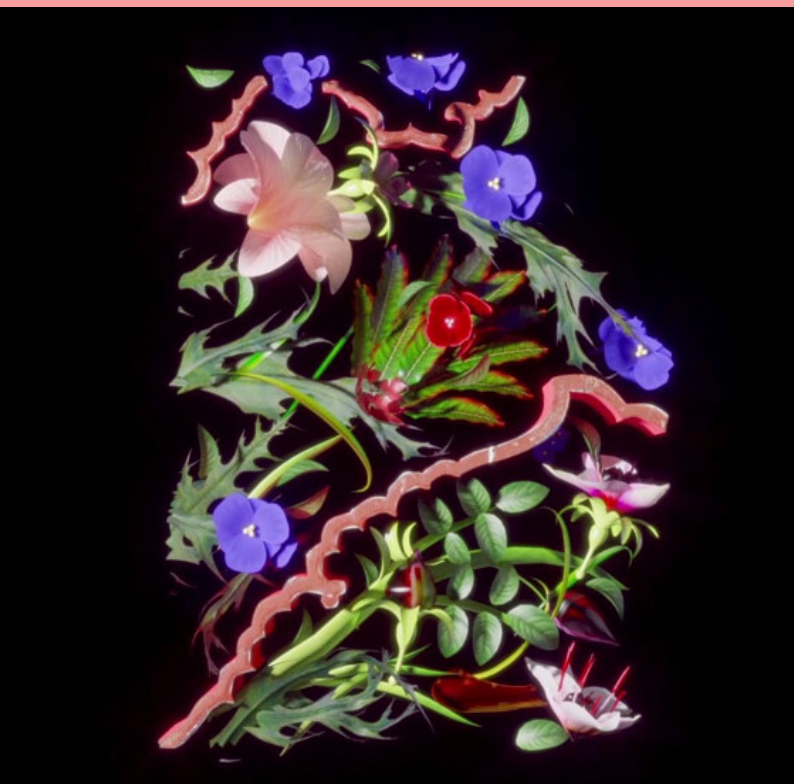




A fictional security guard thinking about different approaches to a collection in the Calouste Gulbenkian museum.

3D CGI - screenshot ↓            Drawing, CGI screenshot ↑            3D CGI - screenshot ↓





Video tells the story of a timeless security guard, who tries to protect Calouste Gulbenkian's collection. It might resemble a museum audio guide or a narrative history lesson for children; however, it is none. Its form and story fluctuates between the real story and a fictional, hyperbolised counterpart. A few photos from the past and some pieces of the collection were chosen to act in the fictional story, in which the pieces turn into something that you can only see in a fictional world. The video exaggerates certain properties of the pieces, shown from the security guard's point of view, and describes Art struggles of protecting a collection. It proposes a complementary reading of a real collection and museum, offering a mixture of virtual and real, possibly leading to the urge to ask questions, get lost or dive deeper in the collection or its story.

# Beauty of the Snake Reflection in the Mirror and Soap Bubbles



3D CGI - screenshot ↓        drawing ↑

# Song for the Deaf

3D animated video
CGI, animation, sound

Exhibitions:

2019: Steirischer Herbst, Graz (AT)



Few virtual avatars with pretended consciousness are trying to tease deaf humans (and you) with mixed messages about virtual and real ruins.

3D CGI - screenshot ↓                    Exhibition view ↑                    3D CGI - screenshot ↓



~ Excerpt from the video: What a weird commission. Please design a ruin for us they said. Not like there was not this case out there already. Lots of ruins were built. Such a romantics. Decadence, awe, and jealousy inspired a strange 18th-century architectural trend. But still, here it is much different. In this case, so called software architects. I just call them soft architects. There is no ware in it, is it? They are just soft. Well, from some perspective for sure. So not only they had to design a ruin, meaning that they probably had to know what did the structure looked like before it aged, but also, they had to design a process of how this ruin ages. If it does. Well they decide.

# Song for the Deaf
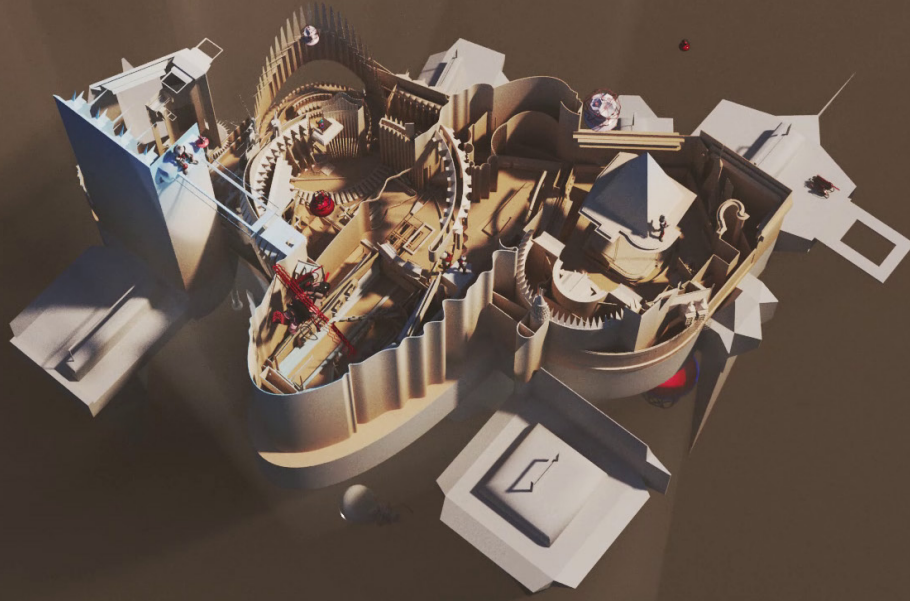


3D CGI - screenshot ↓

3D CGI - screenshot ↑
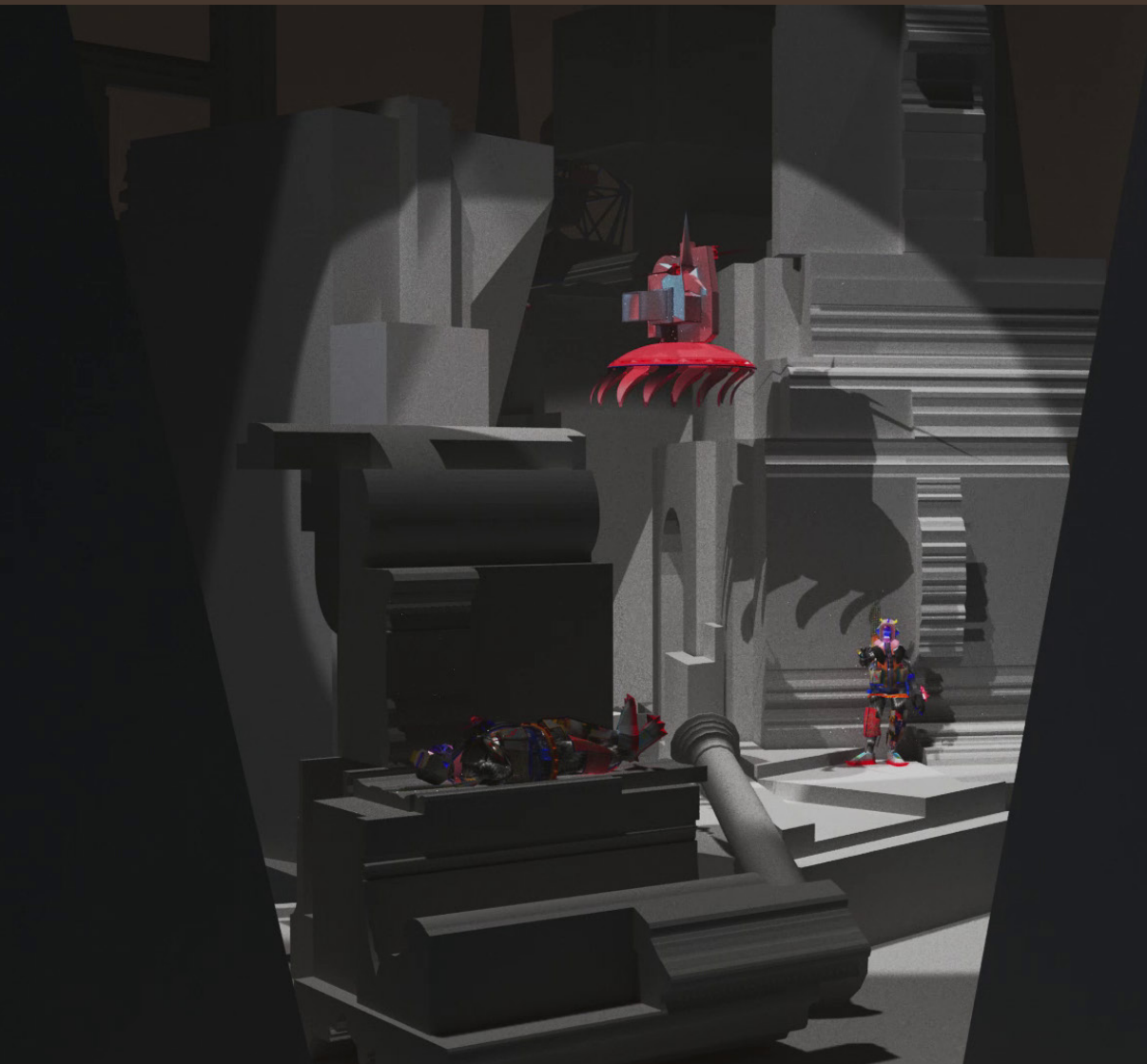
# More at:

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