

LUNCHMEAT STUDIO: THE GRIEF OF MISFIT CATHEDRALS
12 10 2023–14 01 2024

CURATOR Iva Polanecká

PROJECT MANAGER Nikola Schnitzerová

GRAPHIC DESIGN Ida Fárová, Lucie Zelmanová

EXHIBITION PRODUCTION Agáta Nowaková (Lunchmeat Studio), Nikola Schnitzerová (Kunsthalle Praha)

TECHNICAL PRODUCTION Matej Al-Ali (Kunsthalle Praha), Arnošt Kasal (Lunchmeat Studio)

AV TECHNICAL SOLUTION OF THE EXHIBITION David Fernández Francos (Lunchmeat Studio)

LEARNING AND SPECIAL PROGRAMMES Martina Freitagová, Aneta Kučeříková, Barbora Škaloudová

COMMUNICATIONS Ondřej Čížek, Zuzana Dusilová

TRANSLATIONS Františka Blažková

EDITING AND PROOFREADING Theo Carnegie Tan (EN), Jana Jebavá (CZ)

INSTALLATION Matej Al-Ali, Leoš Drábek, David Fernández Francos, Zdeněk Charvát, Arnošt Kasal,

Jiří Kauč, Jakub Larva, Jan Oberreiter, Augustin Soukup, Petr Šedivý, Jakub Šimek, Jakub Štěpán

LIST OF ARTISTS

DIRECTOR Jakub Pešek

ASSISTANT DIRECTOR Karel Cettl

CONCEPT Karel Cettl, Petr Fašianok, Jiří Kubalík, Jakub Pešek

ILLUSTRATION, CONCEPT ART Karel Cettl

PHOTOGRAMMETRY – DATA SET CAPTURING Erik Bartoš, Sára Hohlová, Jakub Larva, Jakub Pešek

DRONE OPERATOR Jakub Larva

PHOTOGRAMMETRY – 3D MODEL CREATION Pavel Karafiát

3D ANIMATION LEAD Erik Bartoš

3D ANIMATION Petr Adamec, Simon Kounovsky, Kristýna Sidlárová, Sebastian Tauchen

3D SCAN CLEANING AND POST-PRODUCTION Sára Hohlová

EDITING AND SPATIAL COMPOSITION Jakub Pešek

SOUND DESIGN Ladislav Zensor

LIGHT DESIGN Ondřej Růžička

GRAPHIC DESIGN Anymade Studio

ACKNOWLEDGEMENT Epson, Lukáš Janoušek, Karel Kimí, Jan Kistanov, Anna Křivánková,
Tasya Nafina, NVIDIA, Jan Sluka, Radek Spal, Jakub Stránský, Karel Vávra

Exhibition organised by Kunsthalle Praha.

Kunsthalle Praha thanks all the internal and external collaborators who through their helpfulness,
advice and support have made this exhibition happen.

This exhibition has been made possible thanks to the support of Kunsthalle Praha members.

LUNCHMEAT STUDIO

The Grief of Misfit Cathedrals

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Iva Polanecká

The linear audiovisual work *The Grief of Misfit Cathedrals* explores the phenomenon of abandoned industrial complexes that, having lost their original function, become solitary residues in urban environs. Once vibrant places bursting with energy, they gradually become part of a seemingly abandoned, darkened landscape. These monumental concrete skeletons dominate their surroundings and are distantly reminiscent of cathedrals in their scale, proportions, and the tranquillity that pervades them. These artefacts, which bear the imprint of history and the influence of various social forces, mirror the inevitable passage of time in their emptiness and rawness. The bittersweet feeling of seeing something beautiful and knowing that it will inevitably fade away is captured by the Japanese term 'mono no aware'. In this work, reconciliation with dissipation,

melancholy, and grief meet with a strong fascination for these places and an attempt to preserve the moment of decay in its fragile, ephemeral beauty.

The disappearance of the factories can be seen as the disappearance of an entire epoch, a certain way of life and thinking in which several contemporary generations have grown up. Industrial buildings have been symbols of progress since the first half of the 19th century, and the process of their decline can be seen quite clearly in the changes that have taken place since 1989. Despite the loss of their original function, they still have urban, historical and technical value. At the same time, the aesthetics of these places, surviving outside the rhythm of the city, have over the last forty years become a safe environment for the emergence and development of

rave culture, whose poetic nature lies in the collective experience of solitude.

The Grief of Misfit Cathedrals uses precise 3D scanning technology to create an imprint of a genuine industrial urban landscape. In a parallel digital version of this reality, we can fully experience the (perhaps last) fleeting moment of the accumulation of a vast wave of energy and its release, a catharsis in the form of the disappearance of solitary monoliths, shattered to pieces.

Lunchmeat Studio is a creative studio based in Prague. Their long-standing focus has been on working with new technologies and their application in the field of audiovisual, interactive and immersive installations. Under the name Lunchmeat, a collective of independent artists has been organising a festival of the same

name since 2010, which intertwines the world of alternative electronic music and digital media, while offering a platform for experimentation, innovation and collaboration regarding contemporary audiovisual culture.

Aw! Lab is Galerie 3's immersive audiovisual environment for presenting experimental projects and art of the digital age. Space, time, sound, and light are the foundational parameters that define this exhibition laboratory. Within the Aw! Lab programme, Kunsthalle Praha aims to present a variety of fields within digital image and sound production and to host artistic interventions exploring interdisciplinary perspectives on technology in the context of current affairs.

