

Image & Media

Antonín Kindl

Antonín Kindl (2000, *Czech Republic*) focuses on new media and installations at the intersection of technology and art. In his work, he creates his own *electrified perceptual systems* based on his deep interest in the processes of perception and their materialization in space. Through his installations, he attempts to subvert the conventional use of technology and turn it into a *medium of creative expression* that invites viewers to actively participate. He researches the current *evolution of the relationship between man and machine*, and transforms conventional technical artefacts into *electronic organisms*. For him, technology is not just a tool to be passively observed, but a living medium capable of initiating dialogue and interaction.



Mgr. art.
Antonín Kindl

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Education

2023–2025
Academy of Fine Arts and Design in Bratislava (SK),
Department of Visual Communication, Medialab* (Master)

2021–2022
Erasmus at HKU Utrecht (NL),
Department of Image and Technology

2019–2023
Academy of Fine Arts and Design in Bratislava (SK),
Department of Visual Communication, Medialab* (Bachelor)

2015–2019
Secondary School of Applied Art in Uherské Hradiště
(CZ), Multimedia department

Work & Experience

2023-2025
Secondary School of Applied Arts in Uherské
Hradiště, Teacher at Multimedia Department

2020–2023
32b Multimedia Studio
Head of Graphics Department

Exhibitions

2025
OKO at Signal Festival
Sady Svatopluka Čecha, Prague (CZ)

2025
OKO I at Biela noc
Kaplňka sv. Ladislava, Bratislava (SK)

2025
Chaos as seen by a machine at Noc Vedy
The Old Market Hall, Bratislava (SK)

2025
α, β, γ at Nocturno
Zechenterov dom, Kremnica (SK)

2025
System, Collective exhibition TL;DR
Dom Vanek, Bratislava (SK)

2025
Exhibizz w/ SORRYWECAN
The Old Market Hall, Bratislava (SK)

2025
TechLab* at Divadlo Štúdio Tanca
Banská Bystrica (SK)

2024
Receptor at Prototyp
Water Tanks under Žlutý Kopec, Brno (CZ)

2024
MIMIC at Biela noc
Clarissine Church, Bratislava (SK)

2024
Cyklus Svetla Visuals on stadium
w/ Stroon & Martin Gabčo, Biela noc
National football stadium, Bratislava (SK)

2024
Reviving Machines at Prienky festival
Bratislava Puppet Theater (SK)

2024
OKO I at Gelnické Iluminácie
Evangelic church, Gelnica (SK)

2024
Laboratorium Obrazu a Zvuku at Nocturno
Zechenterova záhrada, Kremnica (SK)

2024
OKO II Kosmos
Litterra, Revúca (SK)

2024
Timeline (installation) at NaFilm
Prague (CZ)

2024
Receptor II at UFF
Uničov (CZ)

2024
Synapse
Galeria 19, Bratislava (SK)

2023
Synapse at Bratislava Design Week
OD Prior, Bratislava (SK)

2023
Perception Lab at MediaLab*:
Back to the Future
Medium Gallery, Bratislava (SK)

2023
Light terrorism at Nocturno
Zechenterova záhrada, Kremnica (SK)

2023
Receptor at Collective exhibition 9+9
NOC — House of Art, Bratislava (SK)

2023
Cyklus Svetla at Light Cube
Galéria Ludovíta Fullu, Ružomberok (SK)

2022
fytopaleontologia book (re)design
Slovak National Design Awards, Bratislava (SK)

2022
Cyklonaut
Litterra, Revúca (SK)

2022
Kontinuum at Nastevřeno festival
Moving Station, Plzeň (CZ)

2020
Explicit, Vjing, Stage design
ArtBar, Brno (CZ)

2020
Anything else? at Best in Design exhibition
Zlín design week (CZ)

2025

Interactive objects

System

The project focuses on the evolution of autonomous machines and their ability to overcome the limits of pre-programmed behaviour through adaptive mechanisms. The research explores how algorithm-driven machines can faithfully accomplish their goals while discovering new and unpredictable ways to achieve them. Applying the principles of evolutionary algorithms and feedback, entities emerge whose behaviour continuously evolves through interaction with the environment and individual experience.

An interactive installation forms an ecosystem in which these electronic organisms learn to survive. Seeking energy sources, responding to environmental stimuli and interacting with each other, they balance on the thin line between artificial and biological systems. The project examines the transition from passive tools to active actors and aims to contribute to the debate on the current role of machines and their integration into our world. The installation creates a platform for the observation of emergent phenomena and the evolution of behaviour in artificial systems.

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2025

Interactive object

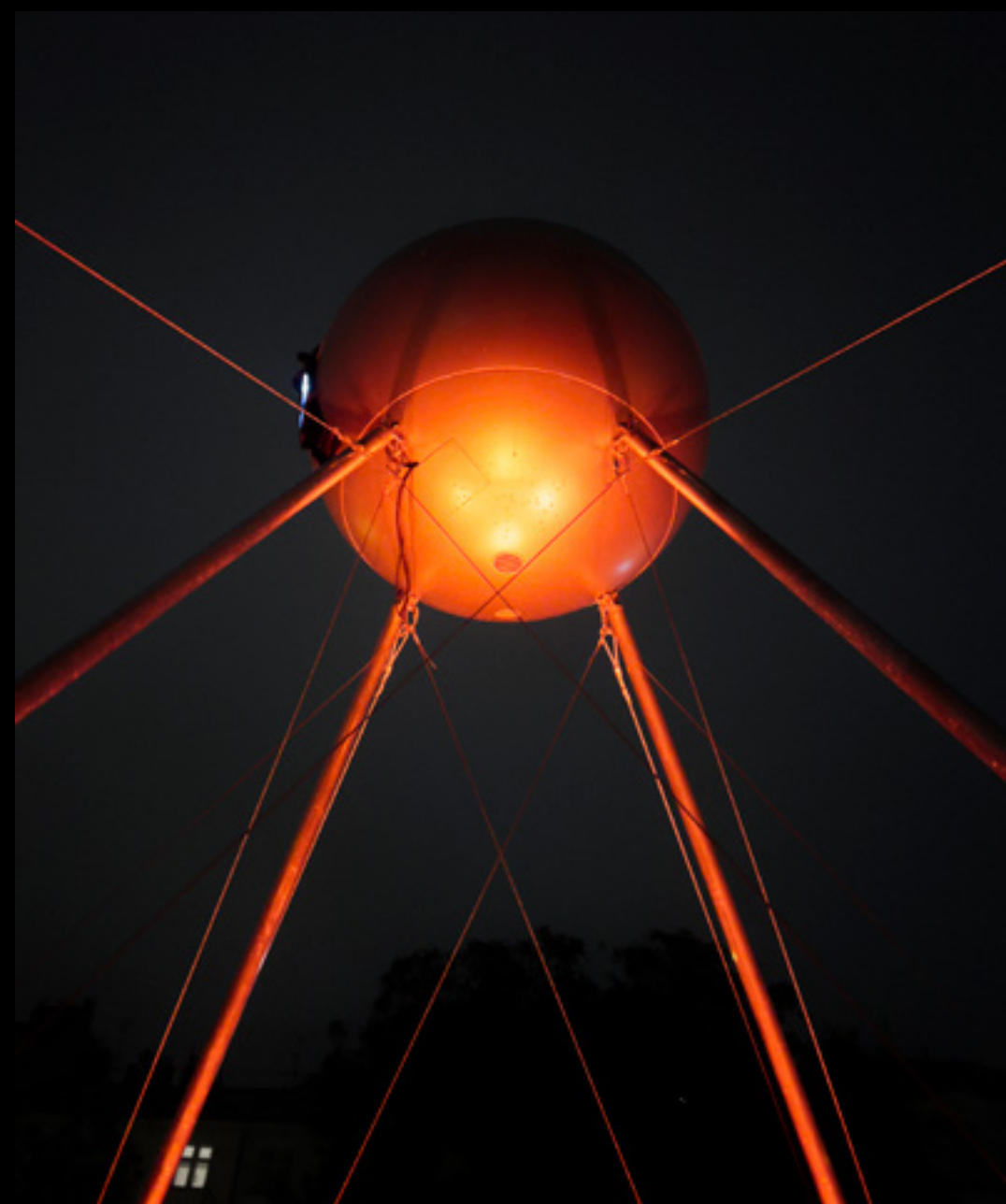
OKO

OKO is a machine loaded with sensations, continuously analyzing its immediate surroundings. Using computer vision and machine learning, it emulates a 'predictive' brain that incessantly processes, forecasts and simultaneously revises its internal model of the world. The work offers a space for observing perceptual phenomena while inviting reflection on the possibilities of machines' sensory cognition. The installation also touches on broader themes, such as the ubiquity of cameras, the transformation of privacy and the constant processing of data about us.

The object consists of a rotary mechanical head equipped with a camera and a projector. This enables the surroundings of the installation to be dynamically mapped through projection. The system receives light via the camera and returns it to the environment through the projector. This creates a tight feedback loop in which the object continuously observes its environment and responds to it in real time with image, sound and movement.

Collaboration / Signal Festival, PrusaLab

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2025

Immersive installation

Exhibizz

Exhibizz is a multimedia installation in which the viewer becomes a co-author of the resulting sensory experience. The environment responds to the presence of people and evolves over time. The system also analyzes visitor behavior and expresses itself through generative visuals on the LED wall, which are created in real time and are unique at every moment. The atmosphere of the installation is enhanced by lighting, music, and sound design.

Collaboration / SORRYWECAN

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2024

short film

Moira

The short sci-fi film Moira tells the story of a world where artificial intelligence has become omnipresent. The explorer Moira faces her own mortality. When her body dies, she finds herself in a strange afterlife experience where she is trapped in a world constructed by AI. As she navigates this new reality, the machine slowly begins to take up residence in her brain, infiltrating her nervous system and affecting her perceptions.

Collaboration / Rémi Homan, Can Oksas, Xenia Lodewijks, Illiya Korniyenko

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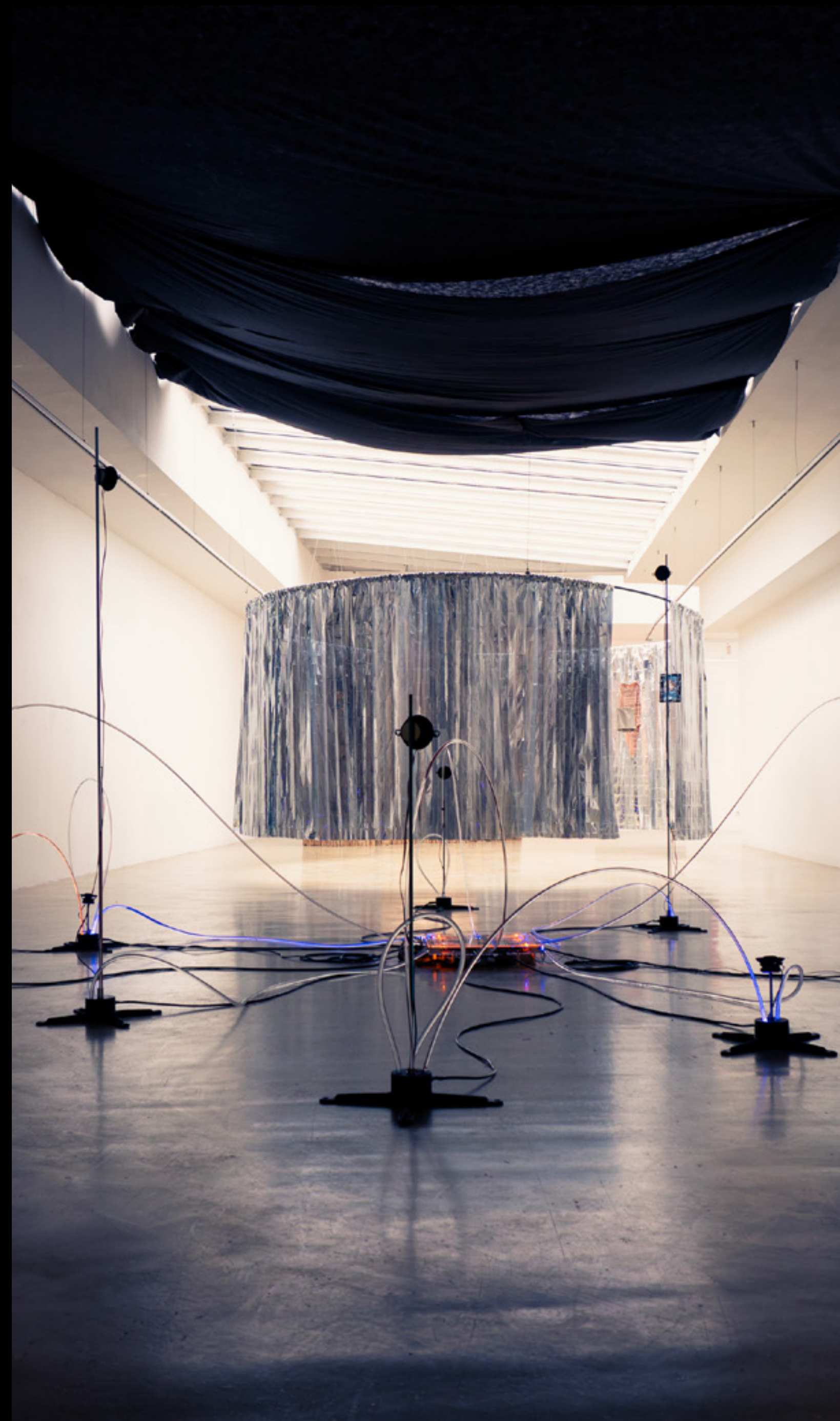
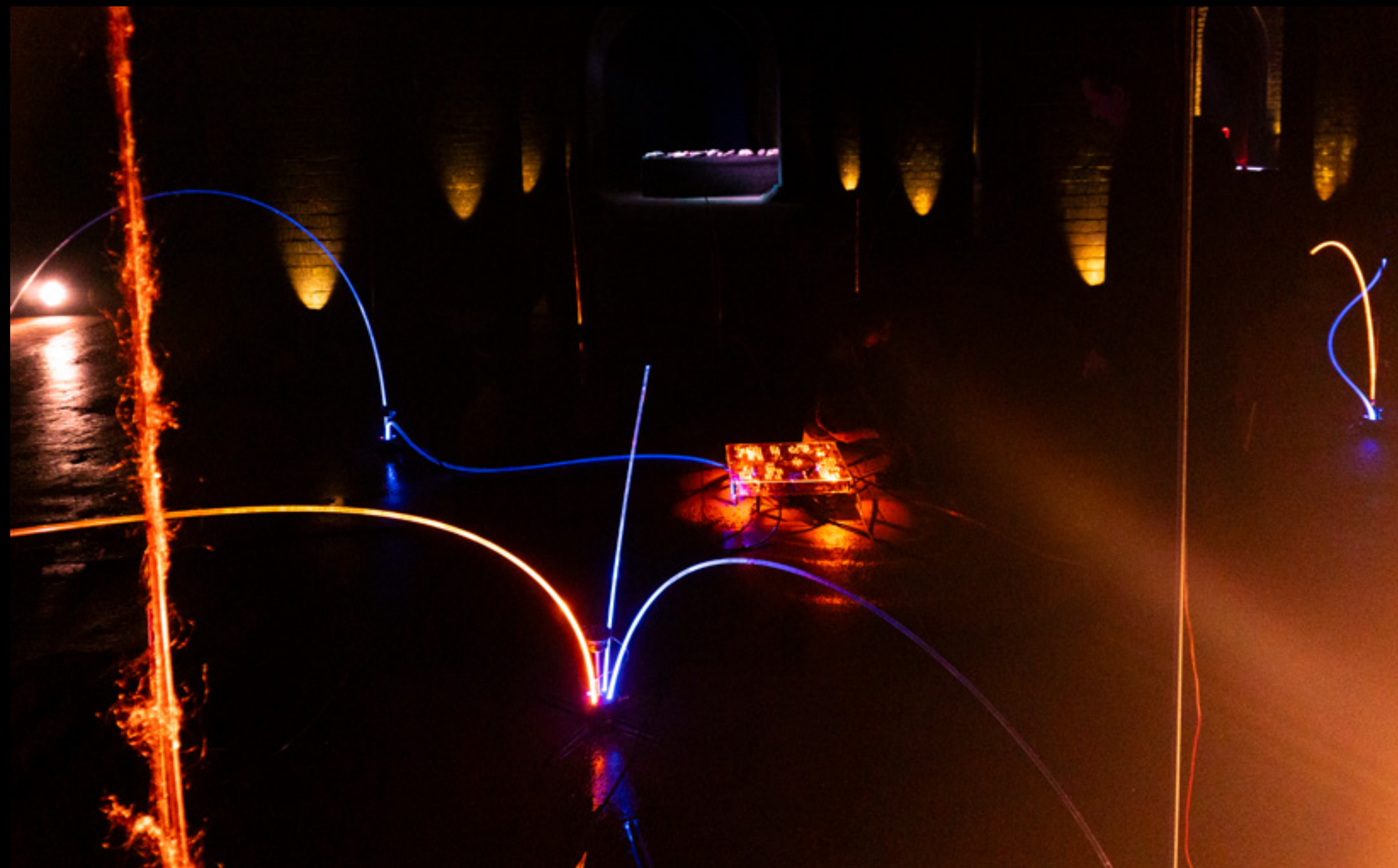
2023

Interactive Installation

Receptor

The interactive installation Receptor explores the issue of incompleteness of knowledge and the process of perception. The installation consists of a neural network made of optical fibres, as an electrified perceptual system that constantly collects information about its surroundings. It interprets the data in real time and returns it back to the environment in a distorted form, in order to question the solidity of our notions.

The project focuses on the perceptual processes that shape human experience and explores questions about sensing. The installation allows viewers to actively participate in the process of perception by interacting with electronic components and sensors.



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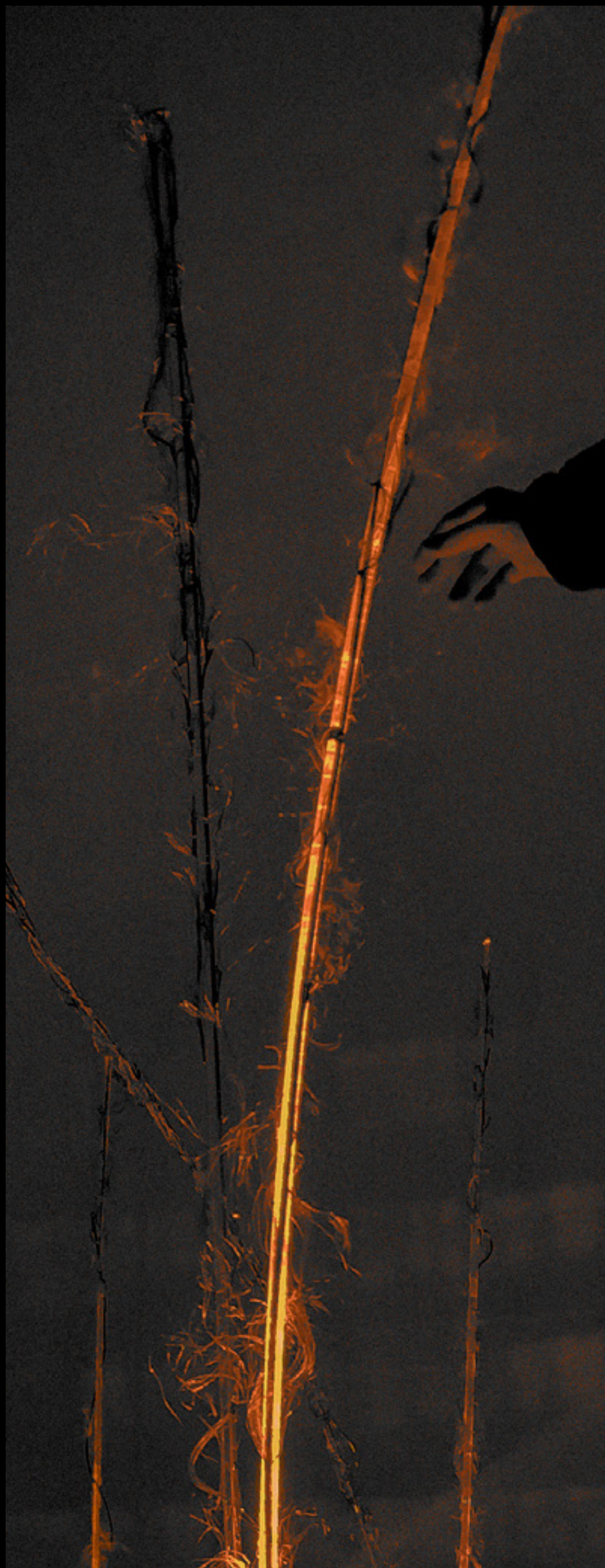
2023

Interactive object

Synapse

In relation to the Receptor project, objects like Synapses are coming to life. These autonomous electrical organisms are constantly collecting various information about their surroundings. Objects are able to sense movement in their immediate environment. Its reception causes the lights to flicker. The nerve endings of the optical fibers are able to detect touch, which causes the vertical fibers to light up. Through wireless communication, objects can transmit information between each other.

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2023

Audiovisual projection

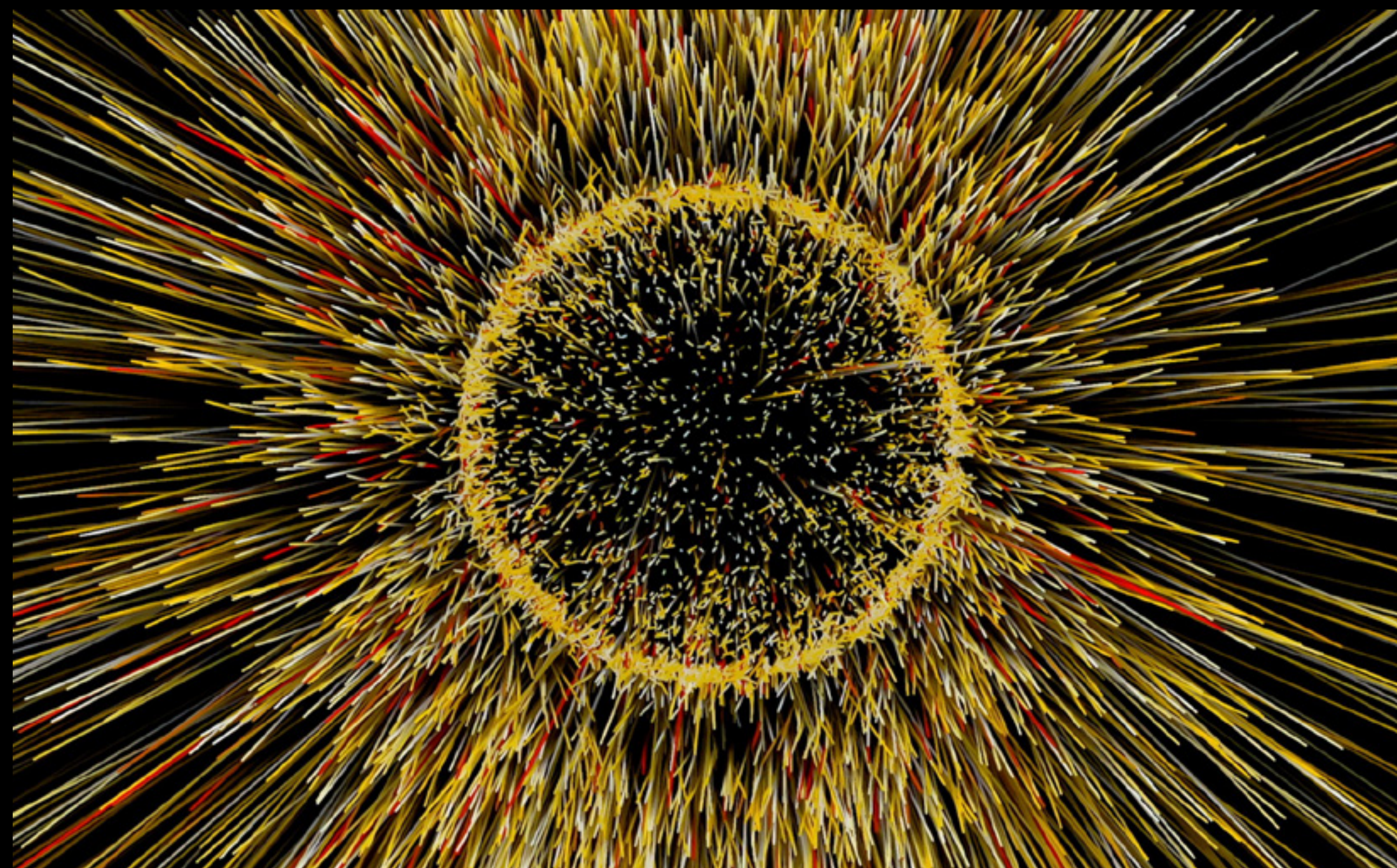
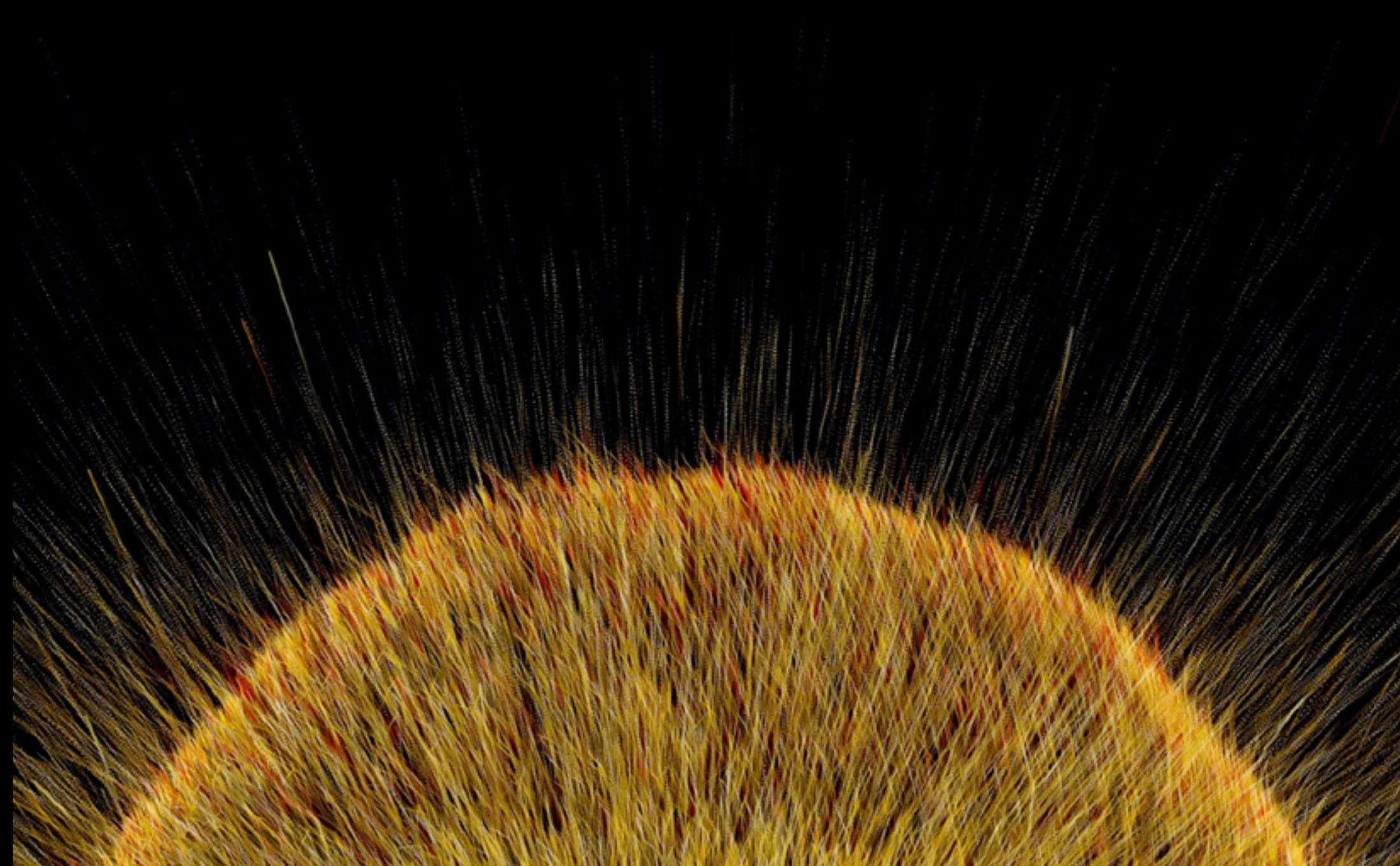
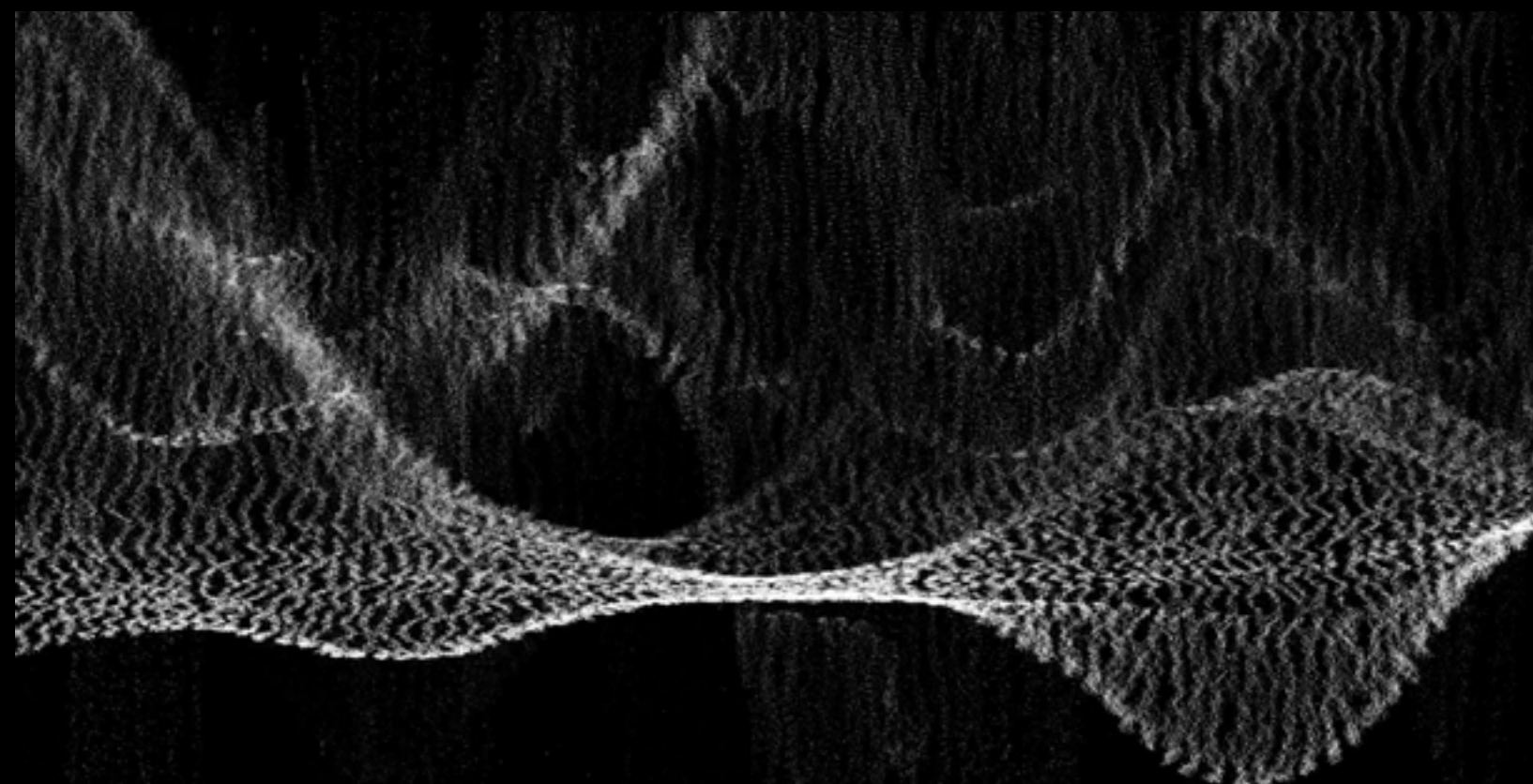
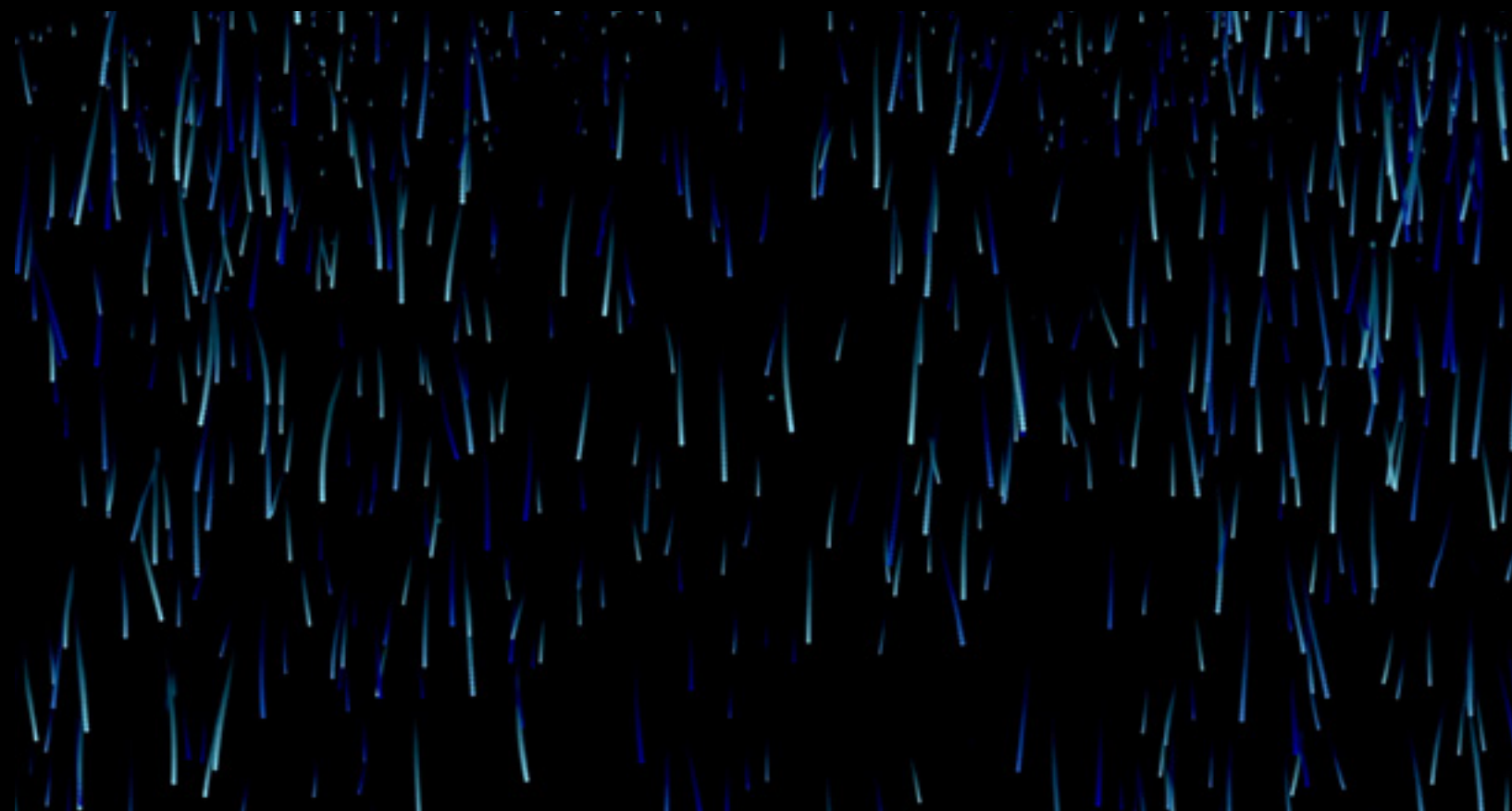
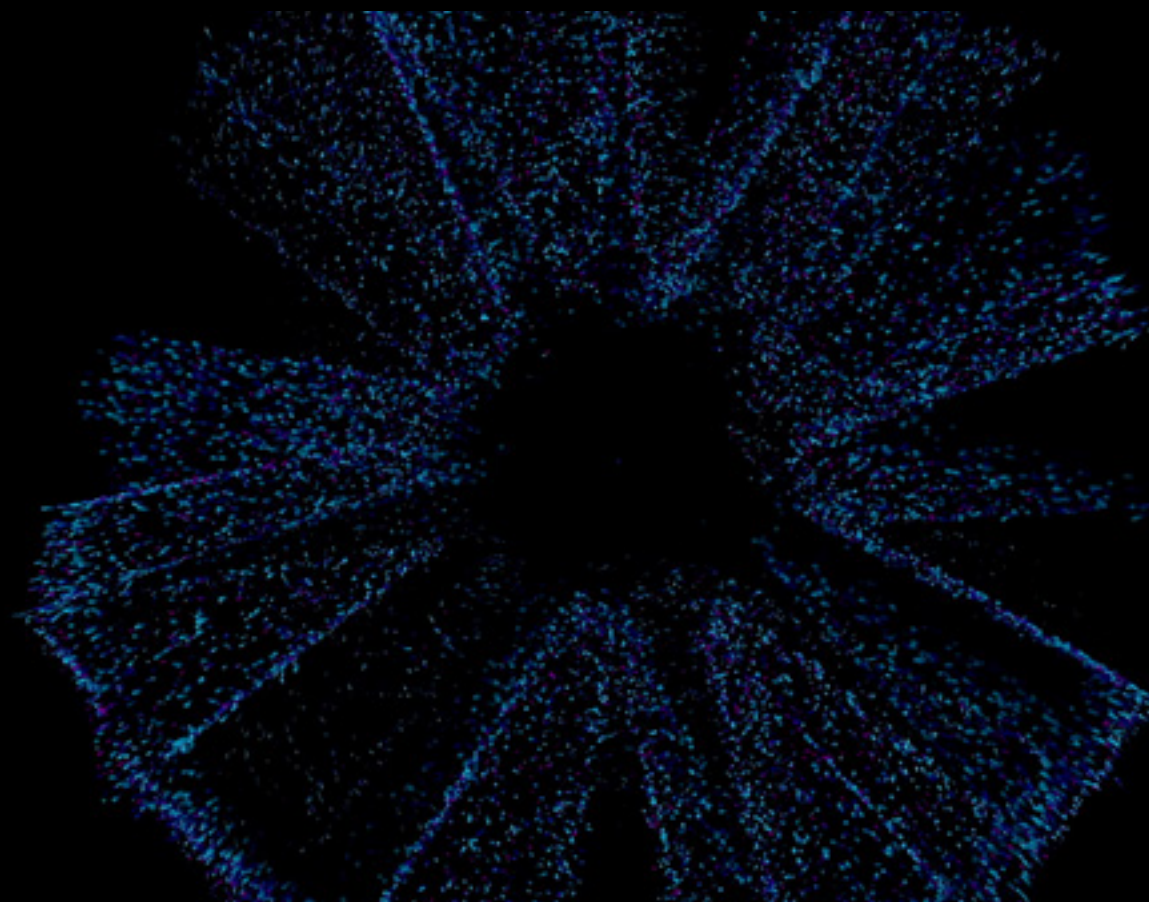
Cycle of Light

The panoramic projection Cycle of Light is part of the collective exhibition Light Cube at the Ľudovít Fulla Gallery. The width of the projection in the main hall reaches 60 m. Using generative compositions, it tells a story about light and its effect on us.

It all begins with a peaceful yet celebratory sunrise. The pace of the animation picks up as morning approaches to reflect our heightened alertness and reactivity. However, a twist comes in the form of rain, which eclipses the sun and slows the rhythm. The arrival of the rain also becomes a reflection of the problems that the gallery is facing due to flooding. In the end, the rain recedes and the animation ends with a feeling of tiredness and sleep, completing the cycle.

Collaboration / Leonard Lofaj, Prokop Findeis

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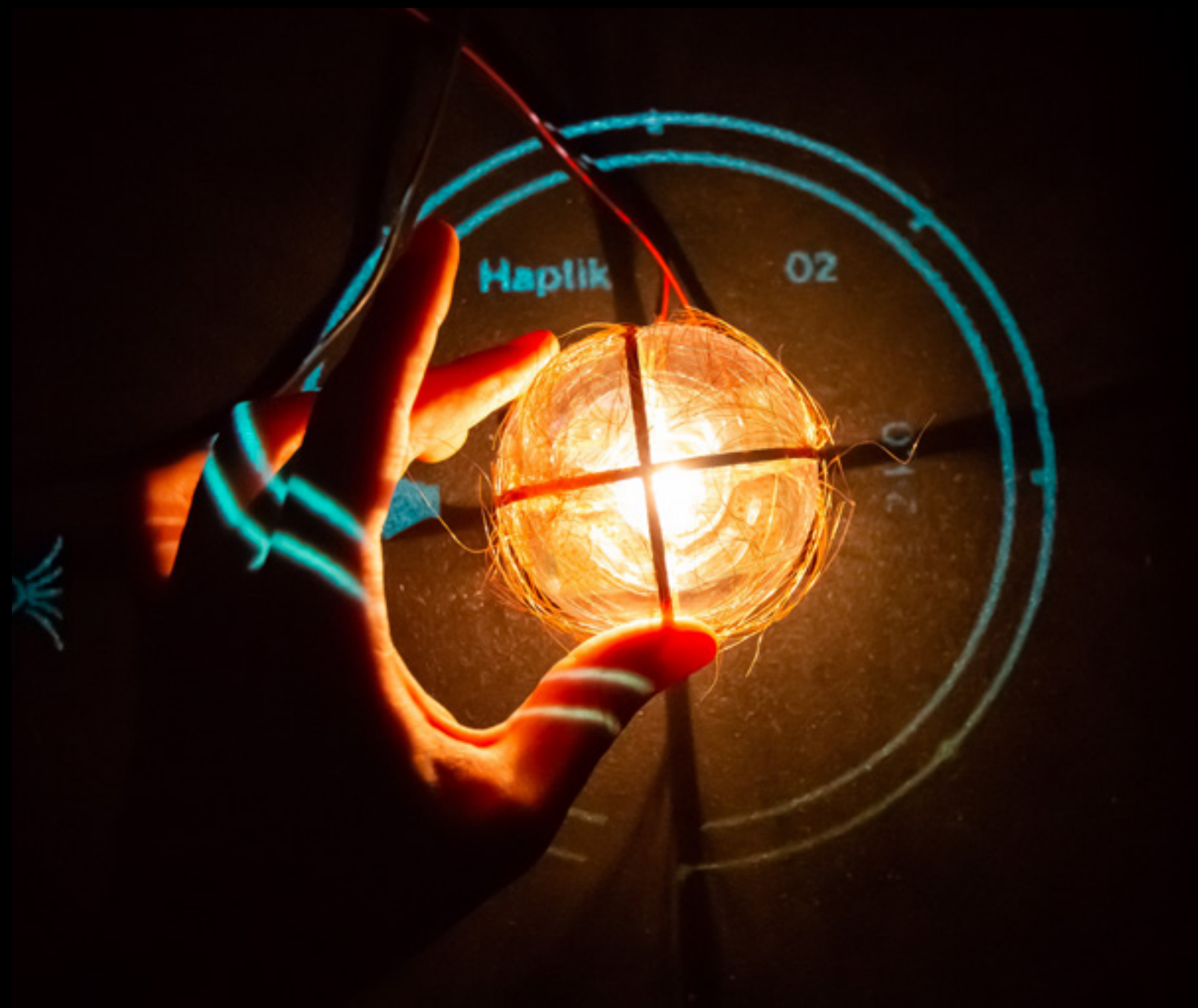


2022

Interactive installation

Perception Laboratory

Research into perception and environmental phenomena that affect us. Machines equipped with sensory perception emerge from the research laboratory. They seem like electrified organisms that react directly to their environment. A series of interactive objects complements the projected image and allows us to glimpse into the sensory experience of machines.



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2022

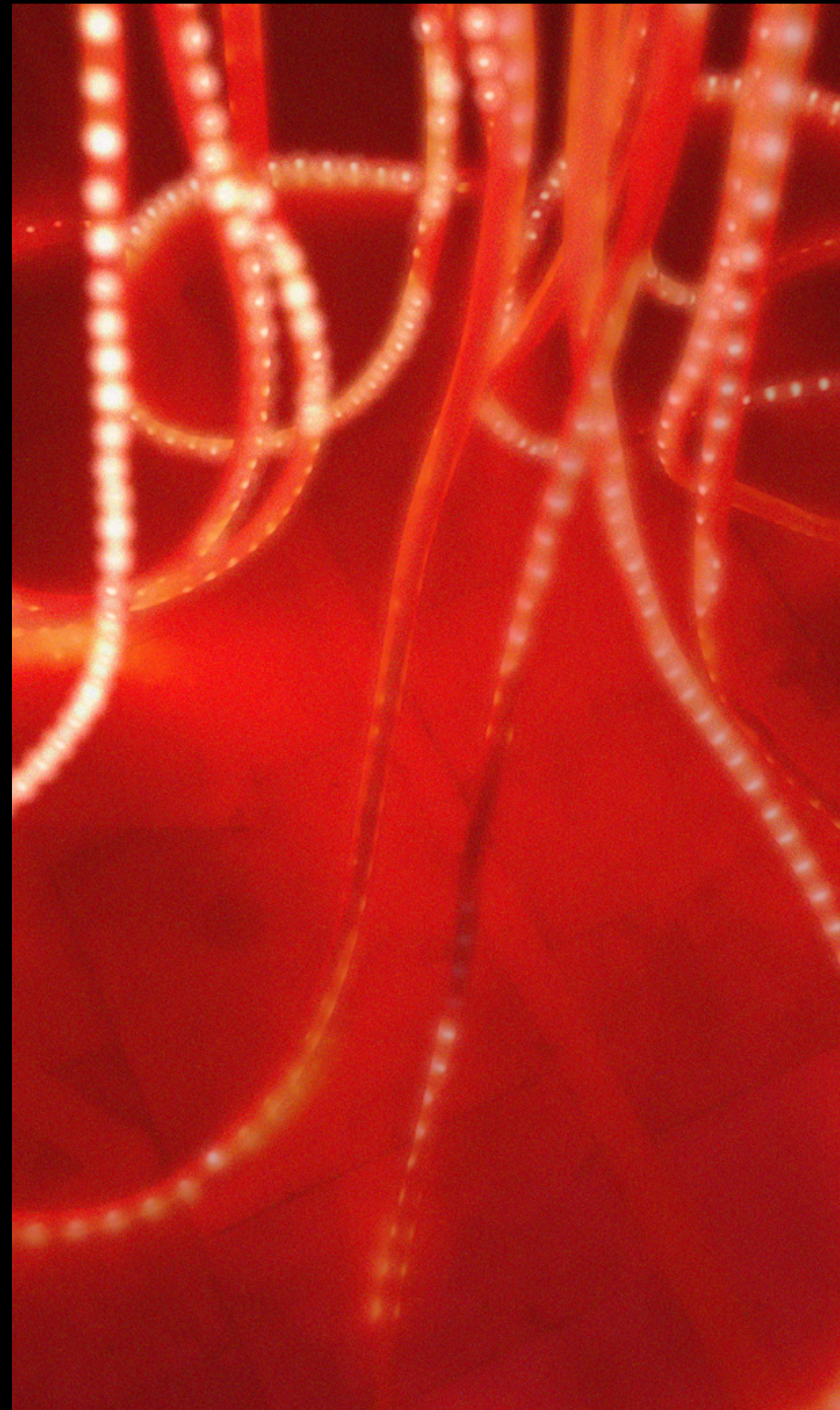
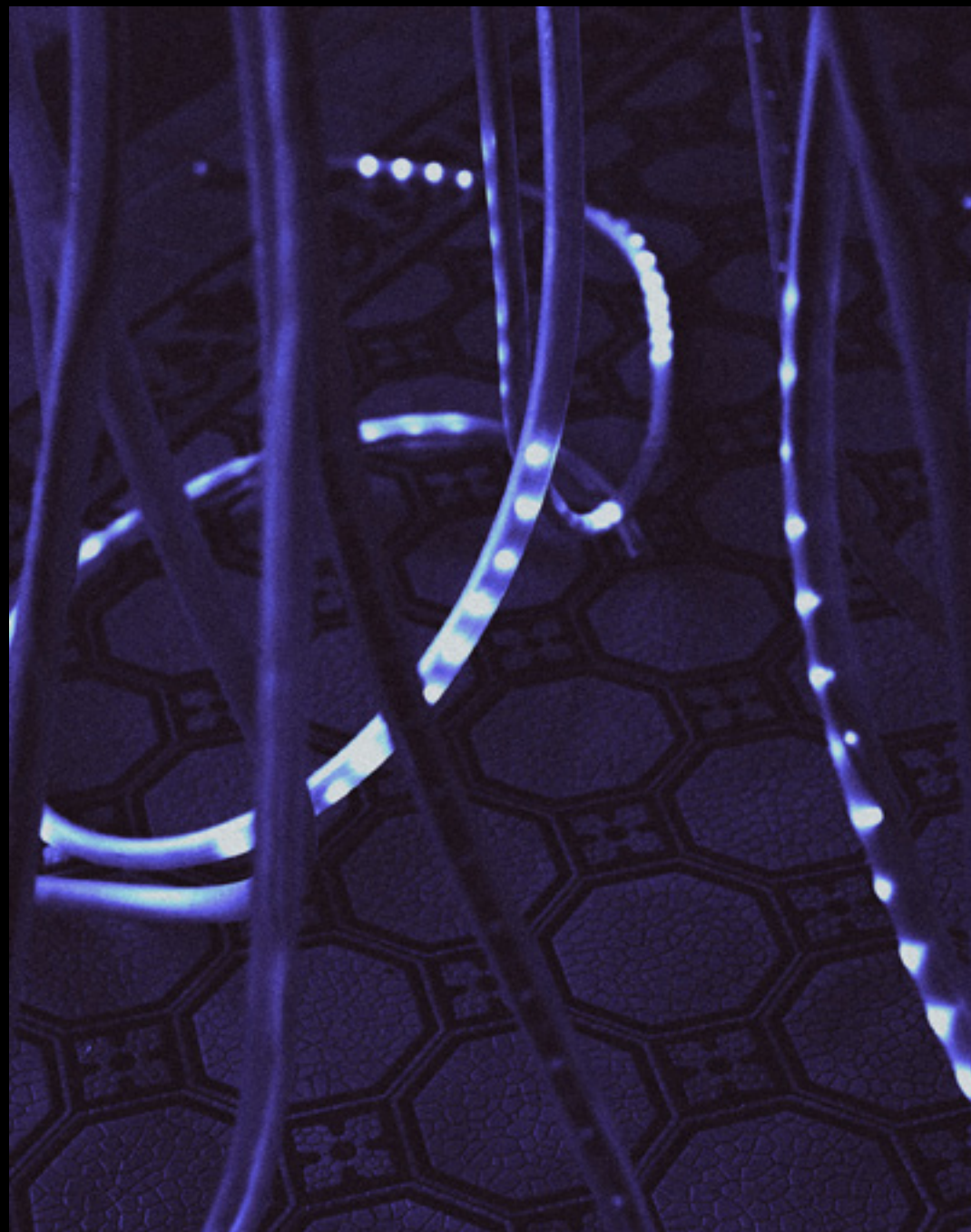
Interactive installation

Continuum

Human, trapped in the flow of time, experiences only one moment at once. However, the synthesis of moments creates a time continuum, which the installation tries to convey. Human's natural desire to defy time and leave traces becomes the theme of the interactive light installation, which is shaped by the viewer's own movement.

The light object consists of 12 light tubes anchored in an aluminium hoop. The main means of interaction is the movement of the viewer, thanks to which the LED lights in the tubes are addressed. Thus, by walking, the person leaves a light trail that gradually disappears.

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*All additional project media, information about the work, collaborators and exhibitions, at the attached URL links.

[kindl.work](#) [@kindl.work](#)