

PORTFOLIO

www.adamkacha.com
projects@adamkacha.com
722 526 342

ADAM KÁCHA

In my work, I focus primarily on processes of human experience, thought, and being. Themes such as the disintegration of memory and the attempt to utilize time are central to recent projects that have taken the form of digital games. This medium — merging programmable experience with moving images — has become a central point of interest in my further projects and experiments.

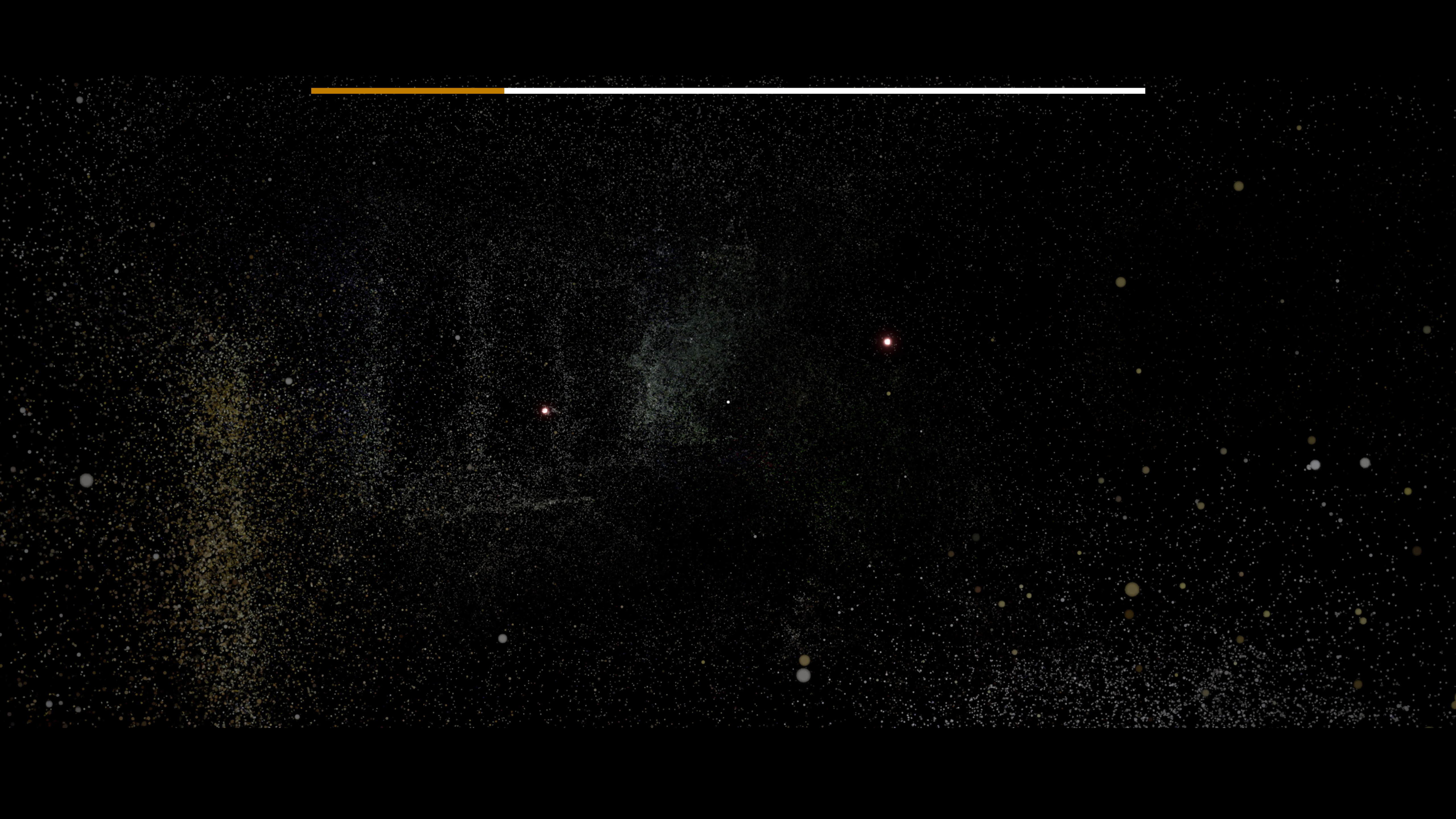


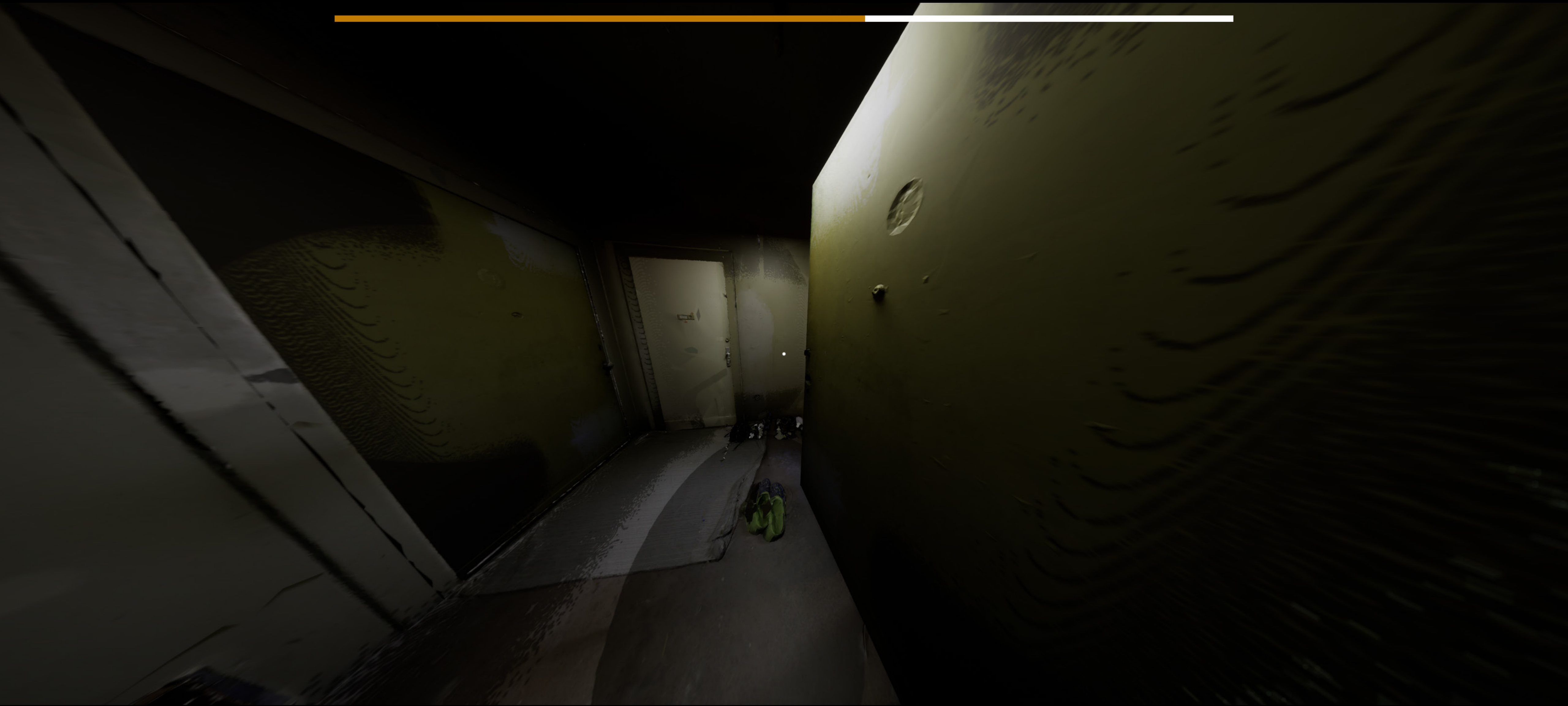
→ [LINK TO GAMEPLAY](#)

WALK IN THE HAZE

VIDEOGAME
2024

A 3D first-person game. We find ourselves in the body and mind of a man aged between 35 and 55. What initially appears to be an ordinary day soon unfolds into an introspective journey of discovering and ultimately accepting a specific, cognitively impaired state of body and mind. The game explores the question of how to cope with memory loss. It deliberately offers no clear answer, as the focus lies more on the inevitability of the condition and the acceptance of its conceptual and practical consequences.









ongoing game project

DREAM TEN

ADAM KÁCHA

2024–now

2023

KINETIC SCULPTURE

This work, positioned at the intersection of kinetic sculpture, light installation, and biomechanical experiment, explores the phenomenon of consciousness — a subject that remains scientifically and philosophically unresolved despite ongoing research. It asks whether consciousness is merely an attribute we assign based on outward behavior. How does our understanding shift in the age of artificial intelligence, when its responses and decisions are at times barely distinguishable from those of a living being? The piece invites reflection on how much of our thinking about consciousness is shaped by cultural fictions — and when reality begins to mirror those fictions. Instead of offering clear answers, it opens a space for considering the limits of human understanding and the blurred boundaries between the living and the artificial, the natural and the constructed.

INTELLECTACLE





SPACE

SHORT MOVIE
2024

A short film set in a city council meeting room explores the dynamics of public space discourse — how we relate to it, how we talk about it, and what that talk actually reveals. It reflects on how language shapes our understanding of shared space, and what kinds of values or positions are expressed through the ways we speak about it. The film follows the arc of a formal discussion in which ideals clash with personal motivations, questioning to what extent decisions are shaped by reason — and where rhetoric gives way to ego, tension, or performance. Does any of it lead anywhere?



cinematography for
FUTURE DUSK

SHORT MOVIE
VERONIKA POSLEDNÍ
2025



cinematography for
FUTURE DUSK

SHORT MOVIE
VERONIKA POSLEDNÍ
2025



cinematography for

AND YOU KNOW WHAT COMES NEXT

SHORT MOVIE
V. POSLEDNÍ & M. KOZÁKOVÁ
2024



cinematography for
LIMINAL

SHORT MOVIE
TAMARA AVAKYAN
2023



CGI for
ICHTYS

SHORT MOVIE
VERONIKA POSLEDNÍ
2024

EXHIBITION
VIKTOR KOPASZ
2024

video for exhibition

DOUBLE TRACKS

