



before ProLuka



1959



1970

PROLUKA

A GALLERY BENEATH THE VRŠOVICE SKY, PRAGUE

An empty meadow – a completely unused gap at the site where a block of houses was torn down on the main street leading from the centre of Prague into the Vršovice District. It is a natural gateway leading to the local residential area – a very effective, almost natural space, surrounded by typical historical Prague buildings, which serve as a powerful architectural backdrop. At the moment we entered the game as an open-air gallery called PROLUKA, the area was neglected, covered with rubbish and dirt, and of interest to neither the public nor local residents. The land was split up into small plots owned by various people and entities, thus it was useless, only a piece of remote land – land that was no-ones and everyone's at the same time.

