

Ágoston Nagy / CV

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As an artist, Ágoston is making algorithmic art: code based artistic visualizations, physical installations and realtime sonification with code. Apart from artistic practice, he also does research on exploring grassroots communities, decentralized networks, autonomy and resilience on and beyond the liminal web. He gave international workshops across the EU, US, Canada and Asia in the fields of computational art, systems thinking and creative coding practices. He is a former researcher at KiBu Media Lab, also developed projects for Massachusetts Institute of Technology, Center for Media Art (ZKM) among other international institutes. Currently he is teaching creative technology at IxD MA / MOME, Budapest.

Current positions

Artist, freelancer (Binaura, RefractionDAO)

Interaction Design @ Moholy-Nagy University of Art and Design

Education

Post Doctoral Research Scholarship on Realtime Interactions & Machine Learning, Moholy-Nagy University of Art & Design

Goldsmiths University of London / Machine Learning for Artists & Musicians (online course), 2016

Moholy-Nagy University of Design & Arts / DLA (Doctor in Multimedia Arts), 2015

Moholy-Nagy University of Design & Arts / media design, MA certificate, 2008

Prizes, scholarships, research

Post Doctoral Research Scholarship on Realtime Interactions & Machine Learning, Moholy-Nagy University of Art & Design (UNKP), 2016 - 2017

International Committee for Audiovisual and New Image and Sound Technologies – Special Prize (multimedia), 2015

Sandarbh Artists Residency – Partapur, India, 2014

Festival of Media Global Awards - Led Printer Drone (Égi Galéria) wins the Golden Medal in *Best Use of Technology* category (interaction design, software implementation), 2014

Favorite Website Awards - SoundBow is selected as FWA Mobile of the Day (creative programming), 2012

1369m³ Game Development Competition - Special Prize (creative programming), 2012

Digitópia International Patching Competition - 1st prize (visual programming), 2010

Phd scholarship - Budapest, Moholy-Nagy University of Art & Design, 2009

Erasmus scholarship - Milano, Brera Accademia delle Belle Arte – one semester, 2007

Intel Duality of Art Competition - 1st prize (video art), 2006

Vivatis International Contest - 3rd prize (mixed media), 2004

Arc Poster Annual - 1st prize (graphic design), 2003

Selected works (art & technology)

2023 *Parallels*

Description: Immersive Audiovisual Installation

URL: <https://exindex.hu/en/event/parhuzamok-4>

Technology: Processing (Java), 4-wall panoramic projection, Sound

Event & Location: The House of Arts, (Veszprém, H)

Nil

Description: Generative Installation

URL: <https://volumedao.xyz/generative-taipei-2023>

Technology: digital token (javascript), projection, sound

Event & Location: Generative Taipei On-Site, Hong-Gah Museum (Taipei, TW)

2022 *Tur1ng*

Description: Generative Installation

URL: <https://www.fxhash.xyz/generative/slug/tur1ng>

Technology: digital token (javascript), metal, paper, electronics, projection, sound

Event & Location: The Space Exhibition, M21 Gallery, (Pécs, H)

2021 *Songlines*

Description: Interactive Sonic Instrument, Lecture Performance

URL: <http://www.binaura.net/songlines>

Technology: Webaudio, WebGL, Javascript

Event & Location: MIT Unfolding Intelligence Symposium (MIT, US), Trafó House (Budapest, H)

2019 *Future Meme Device*

Description: A fortune telling machine who likes drawing & create magic realism

URL: <https://www.binaura.net/future-meme-device>

Technology: Plotter Drawing Robot, Python

Event & Location: Artus Contemporary Art Studio (Budapest, H), DA Fest, (Sofia, BG), 2023

2018 *Bricolage*

Description: Lecture performance, sonification, algorithm visualization

URL: <https://www.binaura.net/bricolage>

Technology: OpenFrameworks, PureData

Event & Location: Spectrum (Berlin, D), Ludwig Museum (Budapest, H), ZKM (Karlsruhe, D)

2016 *Drives*

Description: Sound reactive visuals for Hiroaki Umeda's *Drives* performance

URL: https://trafo.hu/en/programs/umeda_2016

Technology: OpenFrameworks

2014 *Silence (शान्ति)*

Description: Sound Reactive Public Art Installation

URL: <https://www.binaura.net/silence>

Technology: Processing, outdoor projection

Event & Location: Sandarbh Artist Residency, Partapur, India

Selected workshops, talks & lectures

- 2023 *Composable Minds*
Description: Lecture on Memory invocation techniques without written texts
Client & Location: IMPACT23 - Ecologies of Attention Symposium, Pact Zollverein (Essen, D)
URL: <https://paragraph.xyz/@stc/composable-minds>
- Generative Art Workshop*
Description: Introduction to algorithmic thinking, conditional design and generative art
Client & Location: The House of Arts, (Veszprém, H)
URL: <https://github.com/stc/generative-art-workshop>
- 2020 *Graph Camp*
Description: Working with drawing robots (polargraph, plotters, DIY instruments)
URL: <https://polargraph.github.io>
- 2018 *DataFaces*
Description: Data politics, face tracking & creative coding
Client & Location: EPAM (Budapest, H, Singapore)
URL: <https://github.com/stc/face-tracking-p5js>
- 2017 *Borrowed Analogies*
Description: Conference talk on *The role of play and borrowed analogies within today's interactive media experience*
Client & Location: CILECT Conference, Zürich
URL: <https://cilect.org>
- 2015 *Making Sonic Instruments*
Description: Designing sound based interfaces, sonification and visual music using Processing & Pure Data
Client & Location: ISEA, Vancouver, Canada, ICAD, Graz, Austria
URL: <https://www.binaura.net/stc/ws/isea>

Applied Works

- 2021 *Matter, Non-Matter, Anti-Matter*
Description: Interactive sound design & programming for *Iconoclash* virtual exhibition environment
Technology: Javascript, Web Audio
Client: Center for Art and Media (ZKM)
Location & Time: Tallinn Art Hall, Tallinn, Estonia, 2021
URL: <https://beyondmatter.eu/antimatter>
- 2020 *Augmented Data Sculpture*
Description: Augmented reality application for 3D printed network sculptures
Technology: OpenFrameworks, ARKit, iOS
Client: Barabási Lab, MOME, Ludwig Museum Budapest
Location & Time: Ludwig Museum, Budapest, Hungary, 2020
URL: <https://medium.com/swlh/augmenting-network-sculptures-9e3585ebad06>
- 2018 *Wagner Days*
Description: Sound reactive visualization
Technology: OpenFrameworks, Pure Data
Client: MÜPA, Palace of Arts, Ogilvy
Location & Time: MÜPA, Palace of Arts, Budapest, Hungary, 2018
URL: <https://www.youtube.com/watch?v=EAYUhqAYa60>