# Ágoston Nagy / CV

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Agoston Nagy specializes in algorithmic art, creating code-based artistic visualizations, physical installations, and real-time sonification using code. In addition to his artistic endeavors, he conducts research exploring decentralized communities, nonhuman intelligence, autonomy, resilience and the liminal web. Having conducted international workshops in computational art, systems thinking, and creative coding practices across the EU, US, Canada, and Asia, Nagy has shared his expertise on a global scale. Formerly a researcher at Kitchen Budapest Media Lab and a lecturer at Moholy-Nagy University of Art and Design in Budapest, his works have been showcased at prestigious institutions such as the Massachusetts Institute of Technology, the Centre for Media Art Karlsruhe (ZKM), EXPANDED.ART Gallery Berlin, Ludwig Museum Budapest among others.

## Current positions

Artist, freelancer (member of Binaura & Creative Applications)
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

Combine24 Generative Art Contest - shortlisted artist, Finnish National Gallery, 2024

We Love the Art Contest - 3rd Tier (Generative Art Category), Optimism Foundation, 2024

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

1369m<sup>3</sup> 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)

## 2024 re-frame

Description: Long-form generative artwork, collection visualization

URL: <a href="https://highlight.xyz/mint/base:0x681181Da71E15bb24af8c7CBbCA814189e668106">https://highlight.xyz/mint/base:0x681181Da71E15bb24af8c7CBbCA814189e668106</a>

Technology: Javascript, GLSL

Event & Location: Combine24, Finnish National Gallery (Helsinki, FI)

#### **Procedural Drawings**

Description: Algorithmic Plotter Images

URL: https://www.expanded.art/collections/agoston-nagy-procedural-drawings

Technology: ink on paper, algorithmic drawing using plotters Event & Location: EXPANDED.ART Gallery (Berlin, DE)

#### **Infinite Sand Sorter**

Description: Kinetic art installation

URL: https://www.binaura.net/stc/sand-sort

Technology: modified plotter machine, sand, metal, wood, Raspberry Pi

Event & Location: 12 Hertz Exhibition, Collab, (Budapest, H), R1 Reactor Halle (Stockholm, SE)

#### 2023 Parallels

Description: Immersive Audiovisual Installation URL: <a href="https://exindex.hu/en/event/parhuzamok-4">https://exindex.hu/en/event/parhuzamok-4</a>

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

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

Nil

Description: Generative Installation

URL: <a href="https://volumedao.xyz/generative-taipei-2023">https://volumedao.xyz/generative-taipei-2023</a>
Technology: digital token (javascript), projection, sound

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

## 2022 Tur1ng

Description: Generative Installation

URL: <a href="https://www.fxhash.xyz/generative/slug/tur1ng">https://www.fxhash.xyz/generative/slug/tur1ng</a>

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: <a href="http://www.binaura.net/songlines">http://www.binaura.net/songlines</a>
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: <a href="https://www.binaura.net/future-meme-device">https://www.binaura.net/future-meme-device</a>

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: <a href="https://www.binaura.net/bricolage">https://www.binaura.net/bricolage</a>
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 (शांति )

Description: Sound Reactive Public Art Installation

URL: <a href="https://www.binaura.net/silence">https://www.binaura.net/silence</a>
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: <a href="https://paragraph.xyz/@stc/composable-minds">https://paragraph.xyz/@stc/composable-minds</a>

#### 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: <a href="https://polargraph.github.io">https://polargraph.github.io</a>

#### 2018 DataFaces

Description: Data politics, face tracking & creative coding Client & Location: EPAM (Budapest, H, Singapore) URL: <a href="https://github.com/stc/face-tracking-p5is">https://github.com/stc/face-tracking-p5is</a>

#### 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: <a href="https://cilect.org">https://cilect.org</a>

#### 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: <a href="https://www.binaura.net/stc/ws/isea">https://www.binaura.net/stc/ws/isea</a>

## Applied Works

#### 2024 FUTURESENSE

Description: Curating a group exhibition of student works for Ars Electronica SPLACE Gallery

Technology: Selection process, Organizing protocols, Installation

Client: MOME / Ars Electronica

Location & Time: SPLACE Gallery, Linz, Austria, 2024 URL: <a href="https://ars.electronica.art/hope/en/futuresense/">https://ars.electronica.art/hope/en/futuresense/</a>

#### 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: <a href="https://beyondmatter.eu/antimatter">https://beyondmatter.eu/antimatter</a>

#### 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: <a href="https://www.youtube.com/watch?v=EAYUhqAYa60">https://www.youtube.com/watch?v=EAYUhqAYa60</a>