

# Ágoston Nagy / CV

Budapest / Hungary / 1981 / [stc.github.io](https://stc.github.io) / [stc@binaura.net](mailto:stc@binaura.net)

As an artist, I mainly do algorithmic art: artistic visualizations and realtime sonification with code. Also, exploring grassroots communities, decentralized networks, autonomy and resilience on and beyond the liminal web. Gave international workshops across the EU, Canada and India in the fields of computational art, systems thinking and creative coding practices. Former researcher at KiBu Media Lab, also developed projects for Massachusetts Institute of Technology, Center for Media Art (ZKM) among other international institutes. Currently teaching creative technology at IxD MA / MOME, Budapest.

## *Current positions*

Artist, freelancer

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

*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)*

### 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](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 (polarograph, plotters, DIY instruments)

URL: <https://polarograph.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>