

Ágoston Nagy / CV / Selected Works

Budapest / Hungary / 1981// stc@binaura.net

As an artist, Ágoston Nagy has been making algorithmic art, building responsive environments using free and open source tools since the early 2000s. He gave international workshops across the EU, Canada and India in the fields of computational art, sonification and creative coding practices. Ágoston is a former researcher at Kitchen Budapest Media Lab and the Prezi presentation software company. He also conducted research at the Moholy-Nagy University of Art and Design, developed projects for Massachusetts Institute of Technology, Center for Media Art (ZKM) among other international institutes. His work focuses on visualizing natural phenomena, cognitive aspects of extended perception, prototyping and open source exchange of code & ideas.

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

Favourite 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)

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: <http://www.binaura.net/future-meme-device>
 Technology: Plotter Drawing Robot, Python
 Event & Location: Artus Contemporary Art Studio (Budapest, H)
- 2018 *Bricolage*
 Description: Lecture performance, sonification, algorithm visualization
 URL: <http://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: http://trafo.hu/en-US/umeda_2016//
 Technology: OpenFrameworks
- 2014 *Silence (शांति)*
 Description: Sound Reactive Public Art Installation (Guerilla Projecting) //
 URL: [//">http://www.binaura.net/silence //](http://www.binaura.net/silence)
 Technology: Processing, outdoor projection
 Event & Location: Sandarbh Artist Residency, Partapur, India

Selected workshops, talks & lectures

- 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: <http://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: <http://www.binaura.net/stc/ws/isea>

Latest Work (applied, client based)

- 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://mome.hu/en/showroom/144/mome-x-barabasilab>
- 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>