

Ágoston Nagy / CV

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As an artist, Ágoston is making algorithmic art: 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 Kitchen Budapest Media Lab and a lecturer at Moholy-Nagy University of Art and Design, Budapest. His works have been exhibited at the Massachusetts Institute of Technology, the Centre for Media Art (ZKM), Ludwig Museum Budapest, Mutek Festival among others.

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

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

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)

2024 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)

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 (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>