

Ágoston Nagy / CV

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

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

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 *re-frame*

Description: Long-form generative artwork, collection visualization

URL: <https://highlight.xyz/mint/base:0x681181Da71E15bb24af8c7CBbCA814189e668106>

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: <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

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: <https://ars.electronica.art/hope/en/futuresense/>

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=EAYUhgAYa60>