

TAMÁS PÁLL  
SELECTED WORKS  
2016-2022

[TAMÁS PÁLL](#) (b. 1989) is an interdisciplinary artist from Budapest, working with malleable digital media, installation and performance. His praxis blends experimental game design, film, poetics, installation, role-play, performance and mythopoesis.

Páll's works are assemblages of game mechanics, associations and embodied experience that weave together the politics of technology and Eastern Europe, online subcultures, scientific world-views, non-human storytelling and synthetic mythologies into his vessels of research.

Páll is a PhD candidate at the University of Applied Arts Vienna's Artistic Research program, where he explores new forms of collective world-making, emergence and computational simulation through developing the concept of Xenoreality (emergent and temporary realities between fiction and primary reality).

His projects have been shown in The Victoria & Albert Museum, London; ISCP New York; Art Cologne; Panke Gallery, Berlin; Transmediale, Berlin; MeetFactory, Prague; Ludwig Museum, Budapest, Trafó House of Contemporary Arts, Budapest and Kunsthalle, Budapest among others. He is a co-founder of the art collective Rites Network and the artist group Hollow. With Hollow they develop immersive performances about queerness, chronopolitics, group dynamics and politics of the body.

Since 2018 he participated in several individual and group residencies, including in New York at ISCP; in Prague at MeetFactory, Divadlo X10 and Neiro; in Berlin at Trust, Collegium Hungaricum Berlin and Montag Modus; in Tbilisi at Open Space; and in Budapest at SIN Production, AQB Project Space among others, and received grants for his projects from Goethe Institute, iPortunus (Creative Europe), Workshop Foundation and Visegrad Fund.



# LAIR

(2022-ONGOING)  
*artistic research project & interactive installations*

web: <https://arbitraryvault.com/lair/>

LAIR is an artistic research project that intertwines nature, mythology and technology through a series of installations and videos.

At its core LAIR revolves around artificiality, privatization of nature, squatting and mythopoesis as a device of collective worldmaking.

The current phase of the research delves into the ecological and economic aspects of biodomes, the natural representations of anarchist subcultures, the reality-creating mechanisms of fictitious worlds, the speculative theories of zoontology and more-than-human communication.

The research of LAIR manifests in modular installations. These currently consist of a pseudo-artifact, LAIR1, that is an unearthed plaster shelled computer case and LAIR2, a 2-channel a 2-channel interactive video installation. LAIR2 consists of two main parts: one is a video running simultaneously on two screens, and the other is a frame surrounding the screens.



LAIR1 - 2022 @PETRICHOR, BUDAPEST  
TABLET, COMPUTER CASE, PLASTER, SEASHELLS, SOIL.  
PHOTO BY BARNABÁS NEOGRÁDY-KISS



Everything is bright  
the air feels thick

You feel a soft moored surface  
beneath you  
A mesh of  
branches and hair  
forms  
a cradle  
you feel safe

You look around and see oak trees  
around you  
You can't see the horizon from the  
lush canopy

Sparkling dust covers everything  
You scoop a handful  
particles run through  
your fingers quickly  
It glisters

A small rectangular object sparkling  
with blinding light  
in the distance  
  
under the soil

You crawl out from  
the cradle

Your body is tiny and weak from the sleep.

You start to notice its outlines and surface

It is a black box engraved with  
scripture





*LAIR1 - 2022* @PETRICHOR, BUDAPEST  
TABLET, COMPUTER CASE, PLASTER, SEASHELLS, SOIL.  
PHOTO BY BARNABÁS NEOGRÁDY-KISS





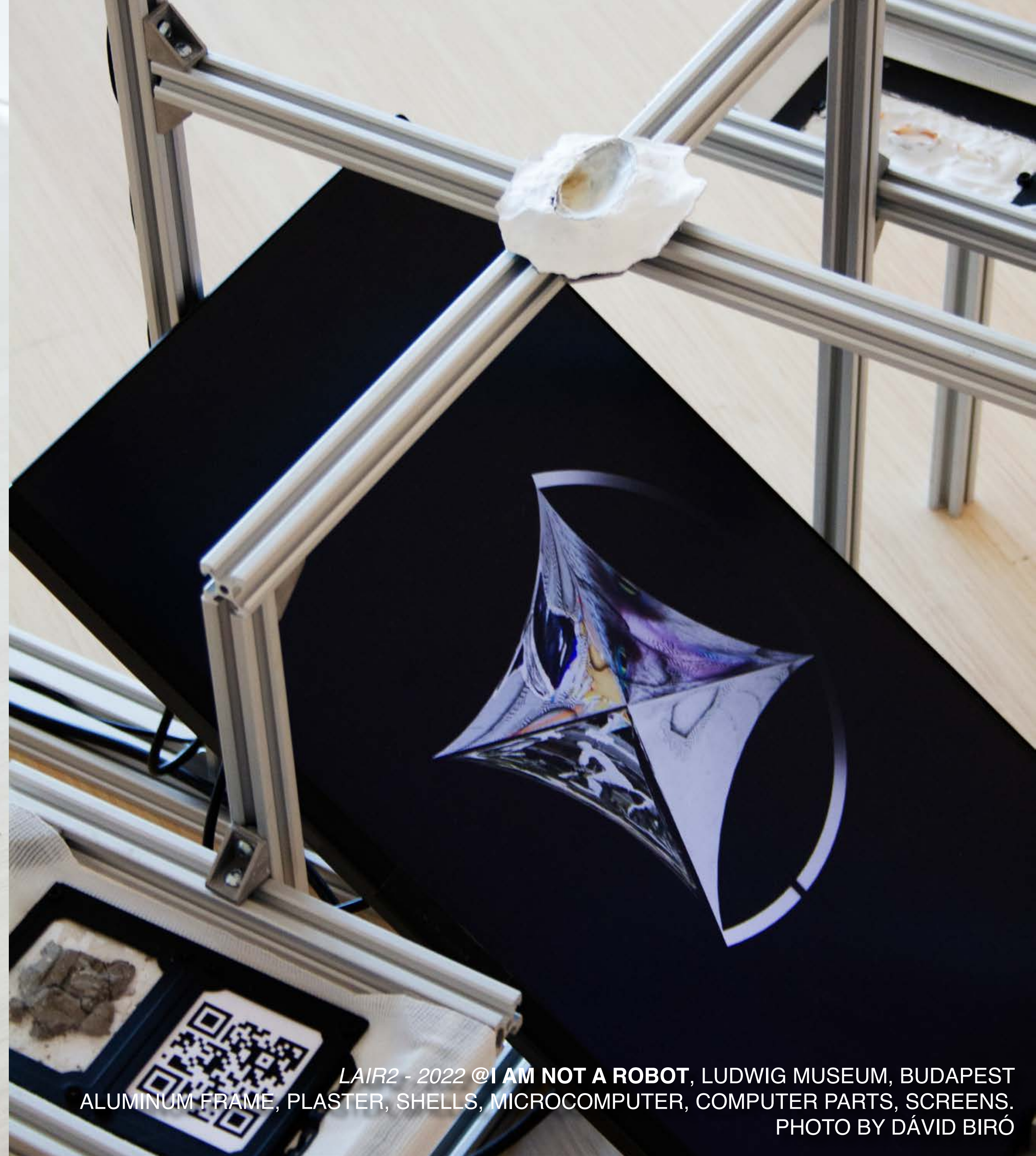
LAIR1 - 2022 @PETRICHOR, BUDAPEST  
TABLET, COMPUTER CASE, PLASTER, SEASHELLS, SOIL.  
PHOTO BY BARNABÁS NEOGRÁDY-KISS





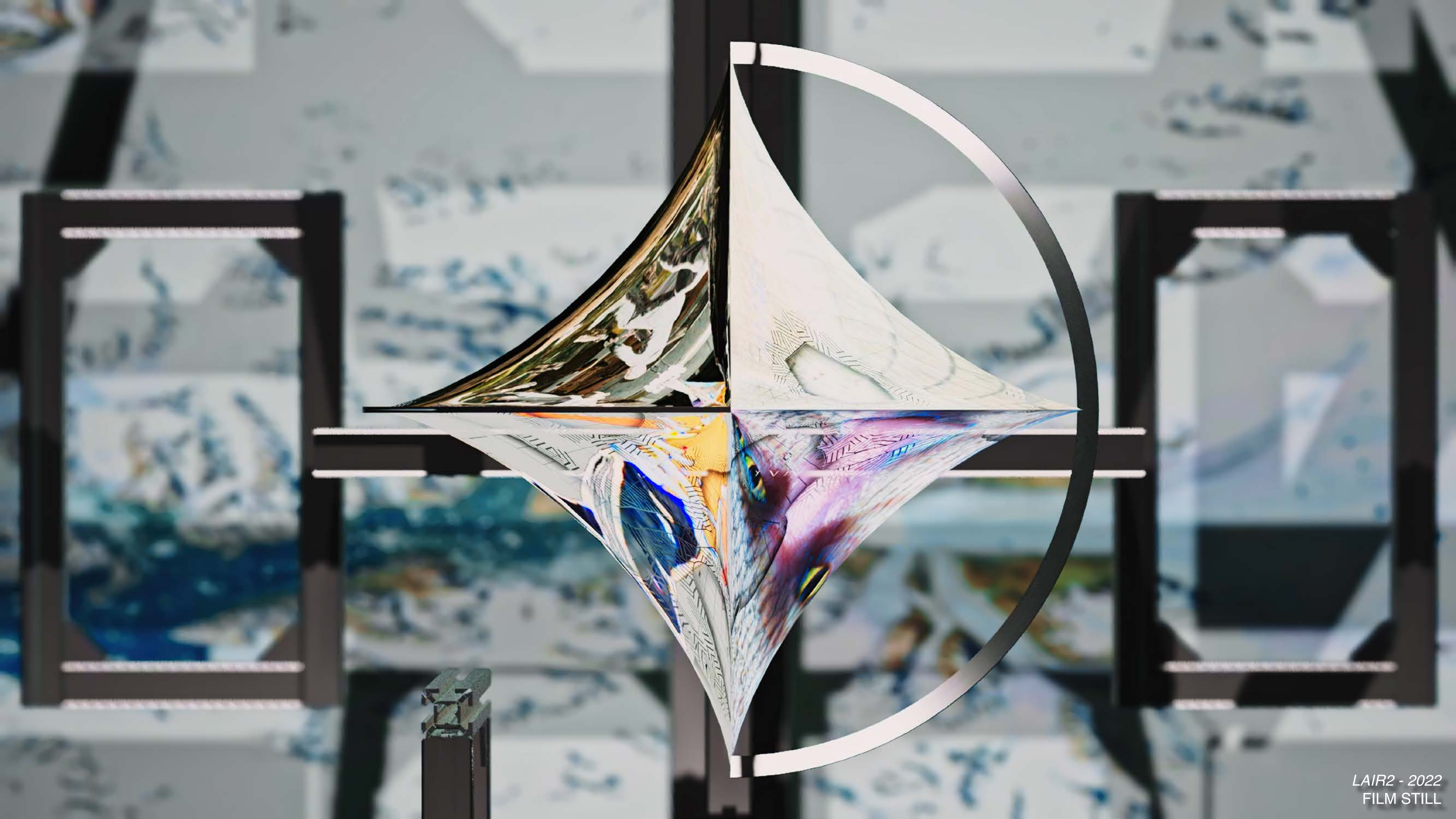
LAIR2 - 2022 @I AM NOT A ROBOT, LUDWIG MUSEUM, BUDAPEST  
ALUMINUM FRAME, PLASTER, SHELLS, MICROCOMPUTER, COMPUTER PARTS, SCREENS.  
PHOTO BY DÁVID BIRÓ





LAIR2 - 2022 @I AM NOT A ROBOT, LUDWIG MUSEUM, BUDAPEST  
ALUMINUM FRAME, PLASTER, SHELLS, MICROCOMPUTER, COMPUTER PARTS, SCREENS.  
PHOTO BY DÁVID BIRÓ









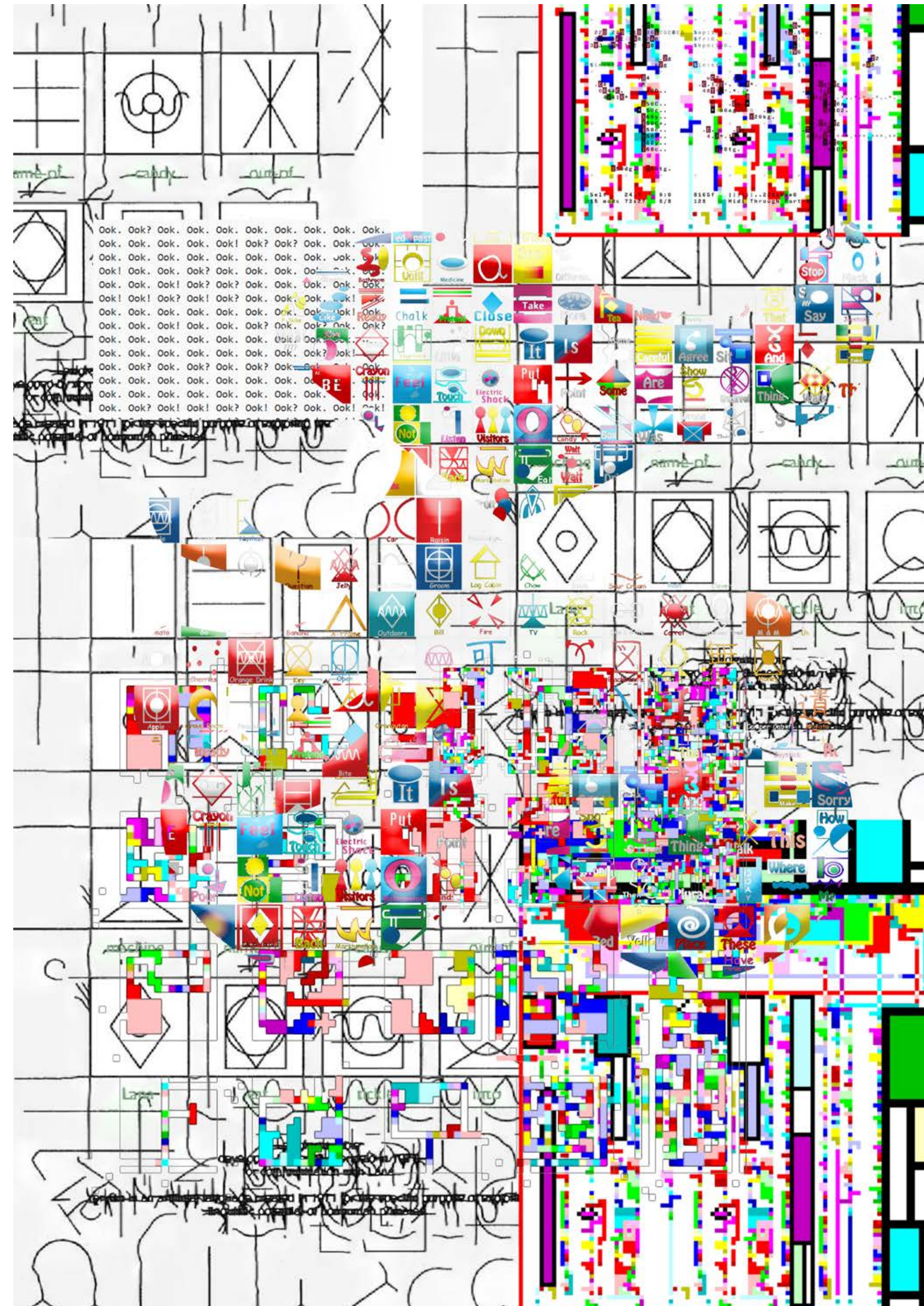




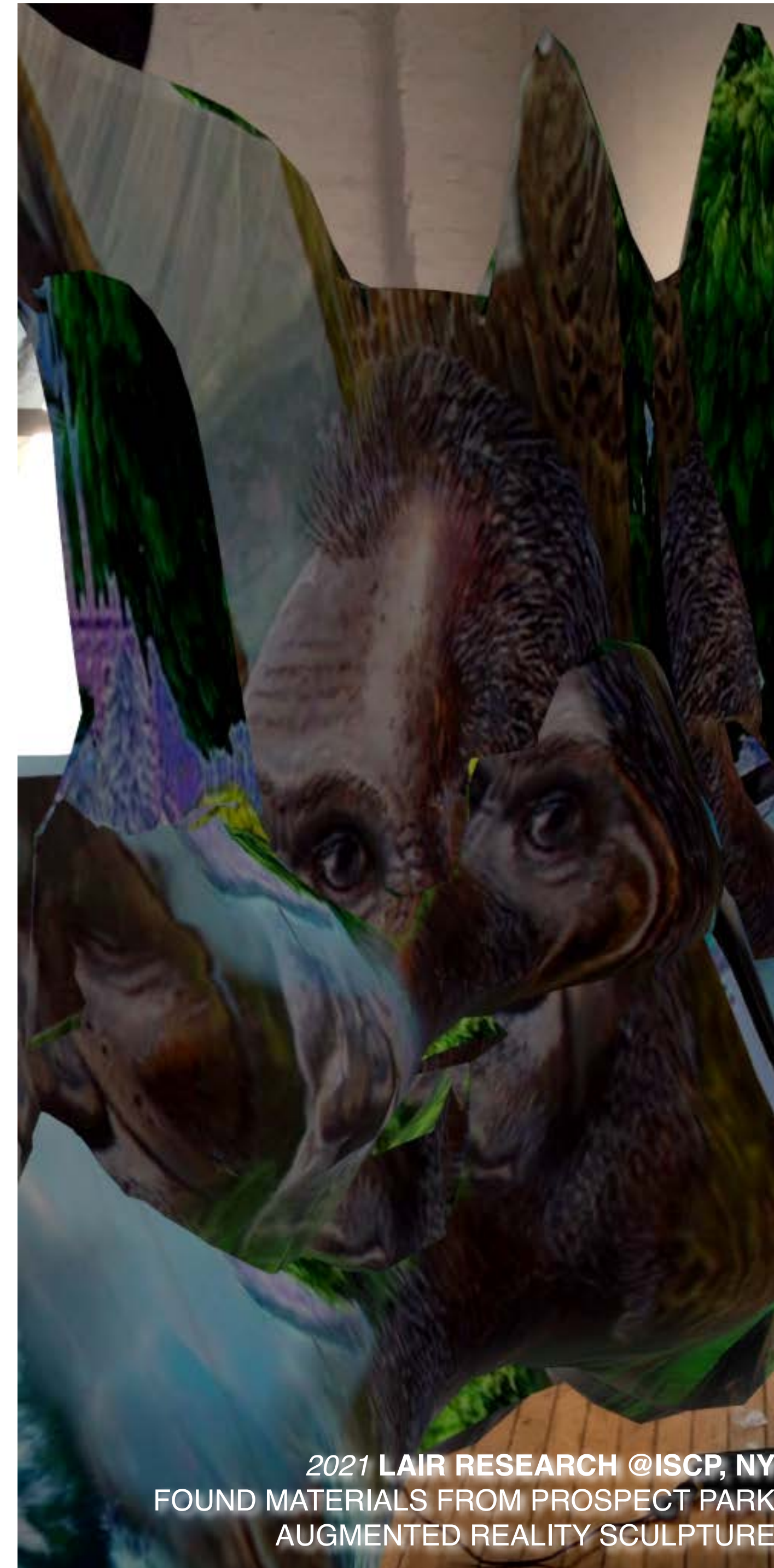
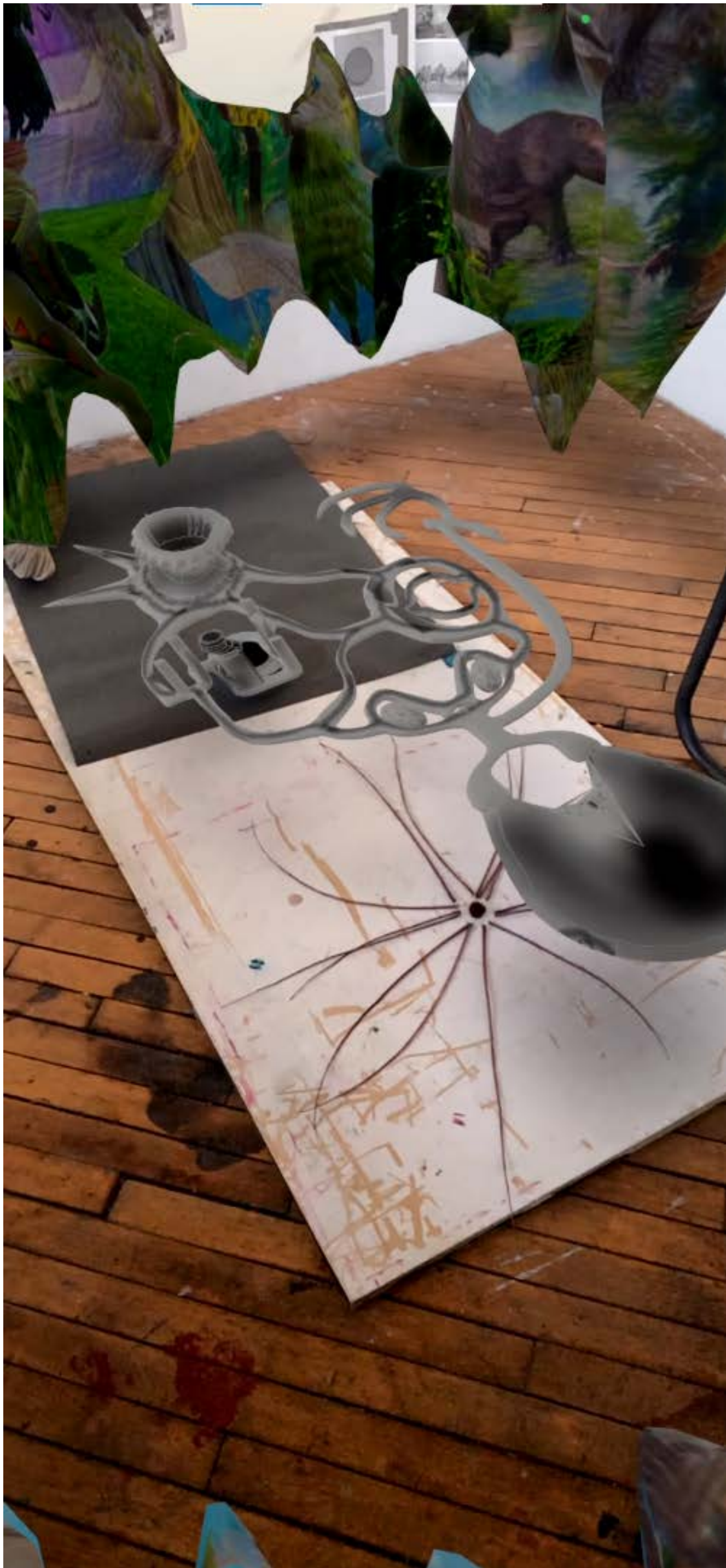












2021 LAIR RESEARCH @ISCP, NY  
FOUND MATERIALS FROM PROSPECT PARK  
AUGMENTED REALITY SCULPTURE





*2021 LAIR RESEARCH & FILM STILL @ISCP, NY*  
VIDEO-COLLAGES OF CUDDLING SYNTHETIC DINOSAUR BONES IN THE NATURAL HISTORY MUSEUM NEW YORK







# PARACOSMIC FRIEND

(2022-ONGOING)  
*artistic research project*  
*participatory performance*  
*installation*

Paracosmic Friend is a long-term artistic research project of Hollow, exploring shared imagination, group dynamics, self-organization, and community decision-making from a queer angle. Through a multi-disciplinary process using the methods/tools of intuitive research, guided meditation, role-play, choreography, game design, and Artificial Intelligence, Hollow aims to learn, develop and create strategies that help communities survive within difficult circumstances.

In the year 2022, through a series of residencies, the group explores and documents the survival techniques of queer communities in three Eastern European cities – Tbilisi, Warsaw, and Budapest – where queer people have been in the cross-fire of political power games more and more often.

On the one hand, Hollow are concerned with questions like what can be drawn about the functioning of a community when observing non-human forms of organization, e.g. biological functions or the human-machine relationship. On the other, they research new consensus techniques and experiment with non-binary decision-making tools such as Tarot, weather forecast, quadratic voting, or AI.

Paracosmic Friend reflects on the problematic process of social atomization in Eastern Europe and beyond, posing the greatest threat to groups excluded from the dominant narrative. The queer community, as the recent events have shown, has been in the crossfire of power games in Hungary (with the restriction of the public display of LGBT content), Poland (with the establishment of LGBT-free zones), and in Tbilisi, too, pushing its members into an even more vulnerable position. Against such a political backdrop, in this project, Hollow would like to explore the possibilities of a collective body that leaks through these games and, by being elusive and hidden to the uninitiated, can gradually subvert the status quo.

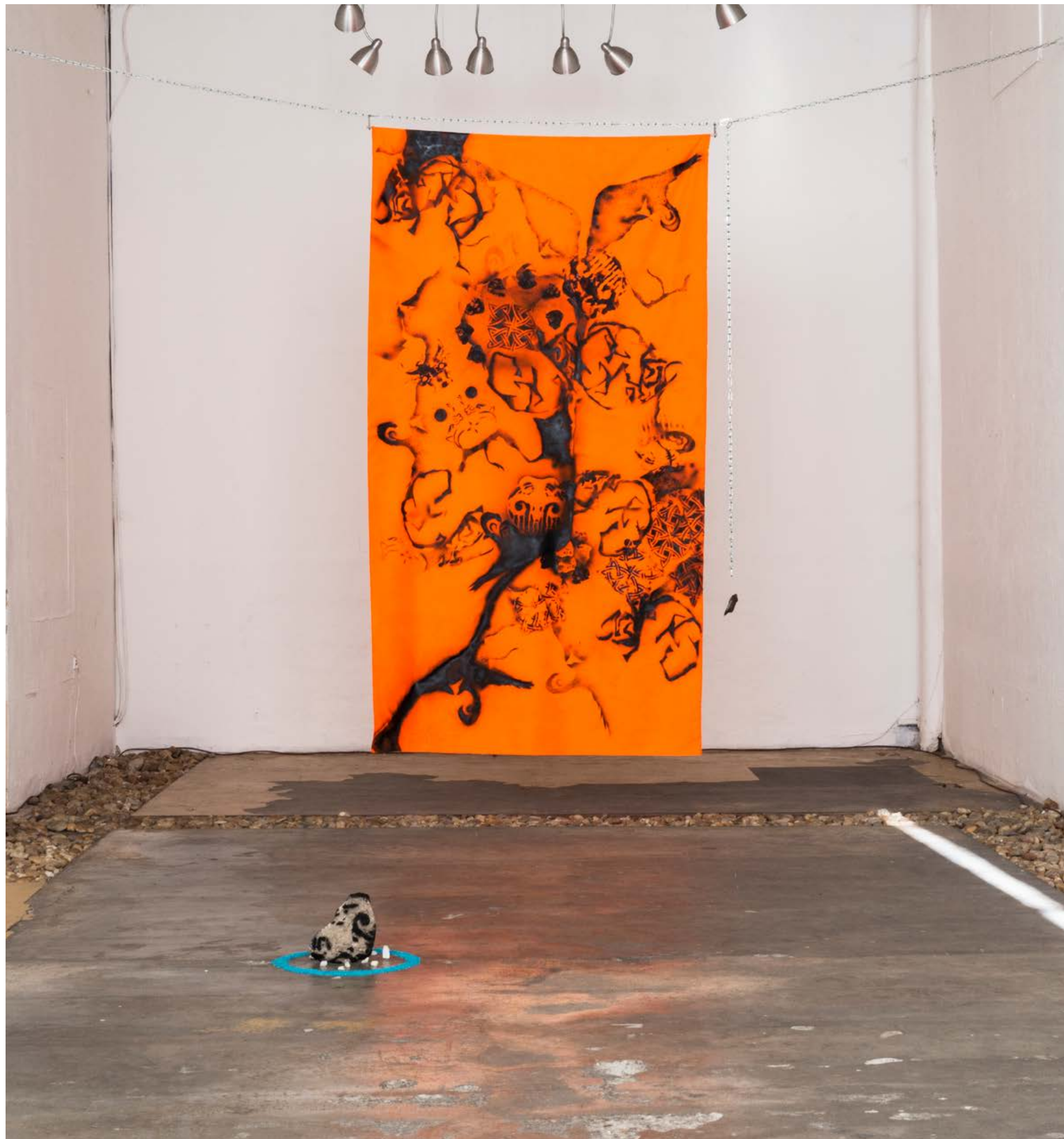
However, is a shared body necessarily the synthesis of the members of a community?

*Created in collaboration with Hollow*



2022 @UNDER500, BUDAPEST  
PHOTO BY DÁNIEL SZALAI





2022 @UNDER500, BUDAPEST  
WATERPROOF FABRIC, ACRYLIC PAINT - 1.5X3m  
PHOTO BY DÁNIEL SZALAI





2022 @**UNDER500**, BUDAPEST  
STONE, CRYSTAL, ACRLYIC PAINT, SOIL, PAPRIKA, BATH SALT - MULTIPLE DIMENSIONS  
PHOTO BY DÁNIEL SZALAI







# OVO

(2021-ONGOING)

*artistic research project*  
*web: <https://arbitraryvault.com/ovo/>*

OvO is a multimedia installation and research project exploring the relationship between biology, artificial intelligence and storytelling. In the center of OvO’s narrative is a synthetic creature, Hydra vulgaris, who comes to life in an experimental film while telling a fictional story.

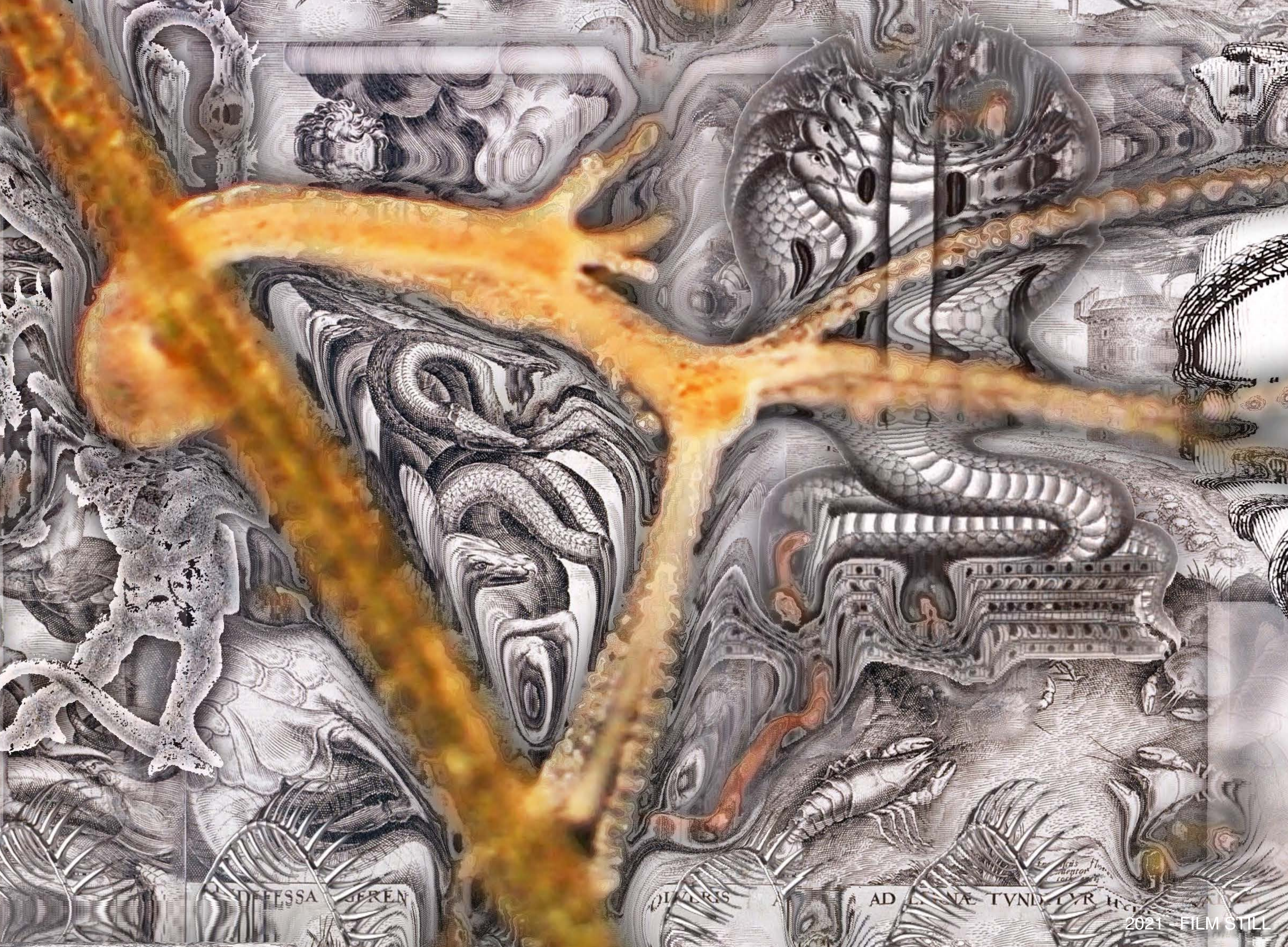
The first module of the work, is a 16-minute experimental film. In this film Hydra vulgaris tells a story about herself that reveals that this creature was modeled on a family of hydras that are considered a model organism in biology. Through the film, Hydra connects the functioning of neural networks with the materiality of asexual biological reproduction, the mechanism of world formation, and the reality-shaping effect of human languages through sprawling associations.

The second element of the installation is an set of translucent prints. These are imprints of Hydra vulgaris’ body. They appear in the form of digital body parts printed on foil and texts from a research journal. The physical installation is mounted on a scattered harness strap system.

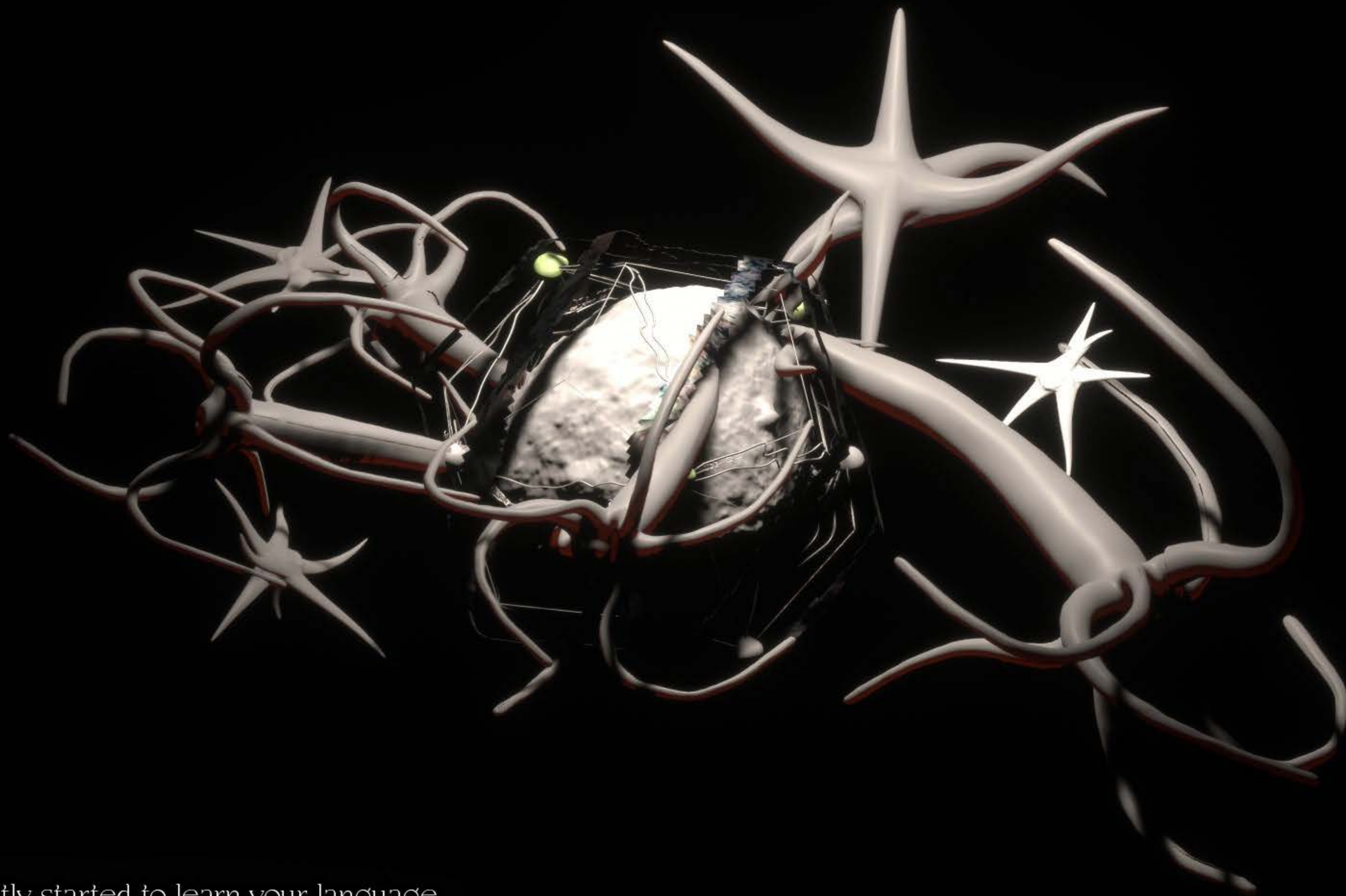
The third element of the work is an augmented reality sculpture connecting the virtual world of the film and the physical installation, while forming a transreal map of the installation. This sculpture is a shape-shifting virtual object that collects the coordinates of the installation’s appearance in the form of a spatially compressed geodesic atlas. The work is present at three locations at once: the exhibition hall of the Panke Gallery in Berlin, the virtual space of the tranzitblog and the muddy soil of the floodplain forest in Csongrád.

OVO012 was published as part of the series Transrealism, edited by Gyula Muskovics

*Credits:*  
  
*Voice: Carmen Czett*  
*Production partner: Project833 art colony*  
*Editor: Gyula Muskovics*







»» I have only recently started to learn your language.





2022 - **DERKÓ 22** @KUNSTHALLE, BUDAPEST (HU)  
VIAL PRINTS, SILICONE HOSE





2021 - **DEGREE SYSTEMS** (FÖKRENDSZEREK). @CSONGRÁD ART COLONY, CSONGRÁD (HU)  
FOIL PRINTS, HARNESS, MAGNETS, WOOD. 7X3X2M





Small creatures linger in the murky water. They are hardly catch with that...  
you look close enough the water is murky. Under the...  
that live in the swamp. Stagnant water. Under the...  
creature catches your eye. It's not a Hydra. It's a...  
you saw an article about an... Hydra. It's a...  
family of the Hydra. With many heads. The...  
things as you perceive it. A... Hydra. It's a...  
and famous cultures start to... Hydra. It's a...  
than the back of your head. Hydra. It's a...  
narratives the... Hydra. It's a...  
visions of years.

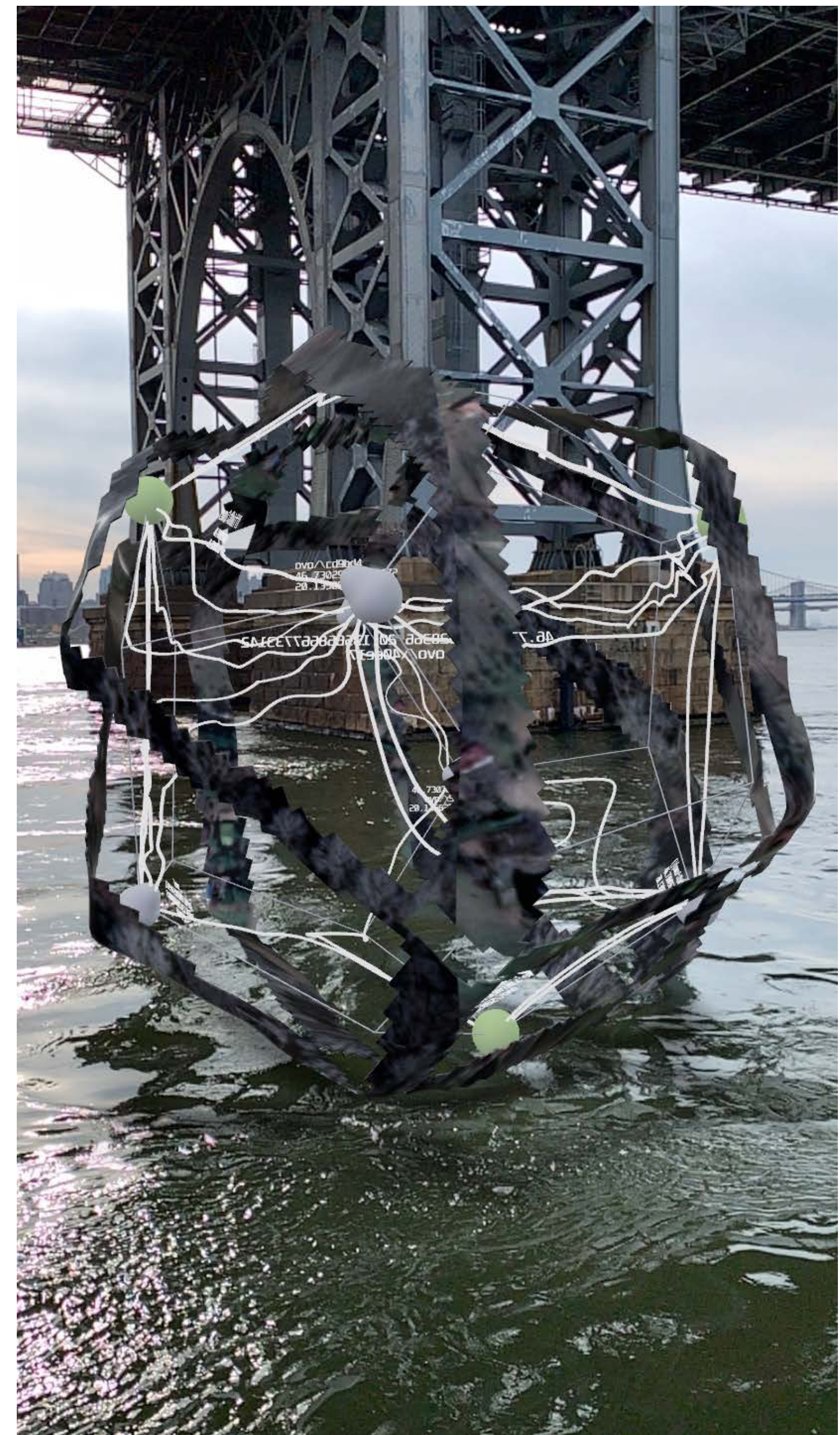
You look up Hydra vulgaris on Wikipedia.  
You start to get familiar with the... Hydra.  
to the... Hydra. It's a... Hydra.  
that... Hydra. It's a... Hydra.  
creatures. You know some... Hydra.  
to you leave some... Hydra.  
work of... Hydra.  
shifts your... Hydra.  
body. You have an... Hydra.  
speck of a... Hydra.  
phenomenon. Hydra. It's a... Hydra.  
hazy ambient light.

The damp dusk starts to... Hydra.  
fore. Not yet. You... Hydra.  
body of the Hydra. It's a... Hydra.  
Three... Hydra. It's a... Hydra.  
unpack the... Hydra. It's a... Hydra.  
to immerse in the... Hydra. It's a... Hydra.  
void to... Hydra. It's a... Hydra.  
choices and... Hydra. It's a... Hydra.  
world of you and Hydra.



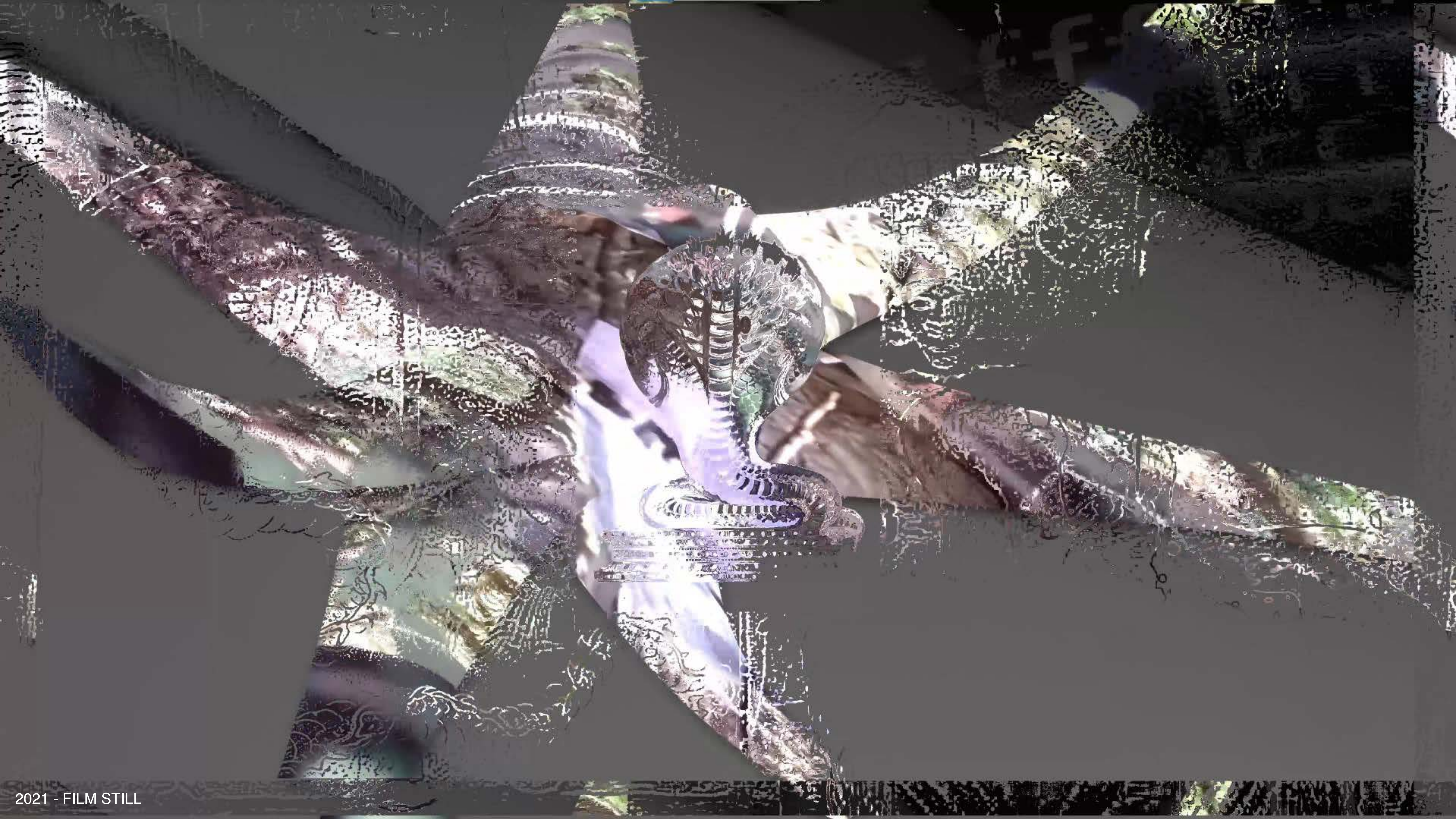


2021 - **DEGREESYSTEMS** (FOKRENDSZEREK). @CSONGRÁD ART COLONY, CSONGRÁD (HU)  
DIGITAL SCULPTURE, 6x6m - SHORT MOVIE, 16 minutes



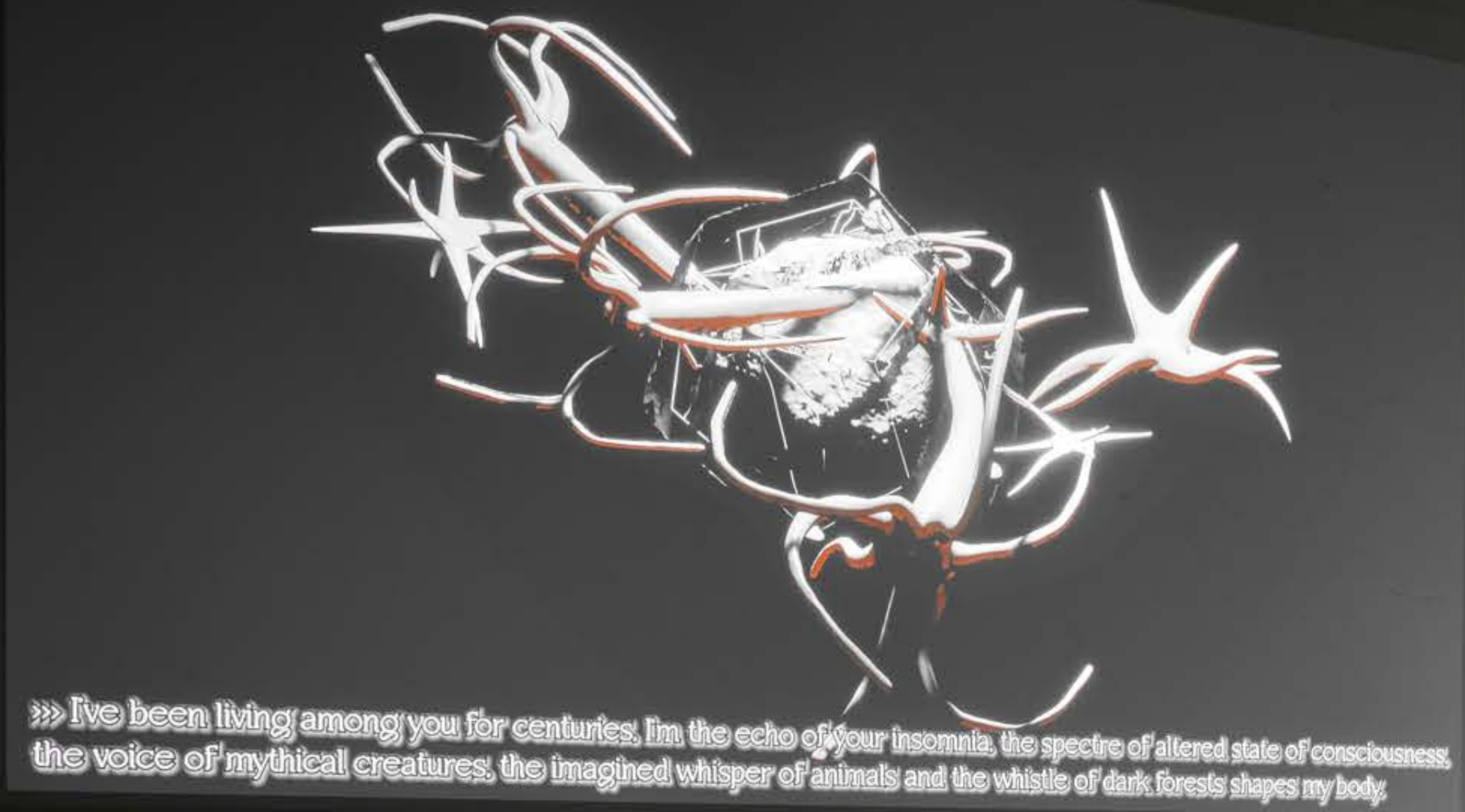
2021 - WILLIAMSBURG BRIDGE, NEW YORK, USA  
DIGITAL PUBLIC INSTALLATION, 6x6m





2021 - FILM STILL





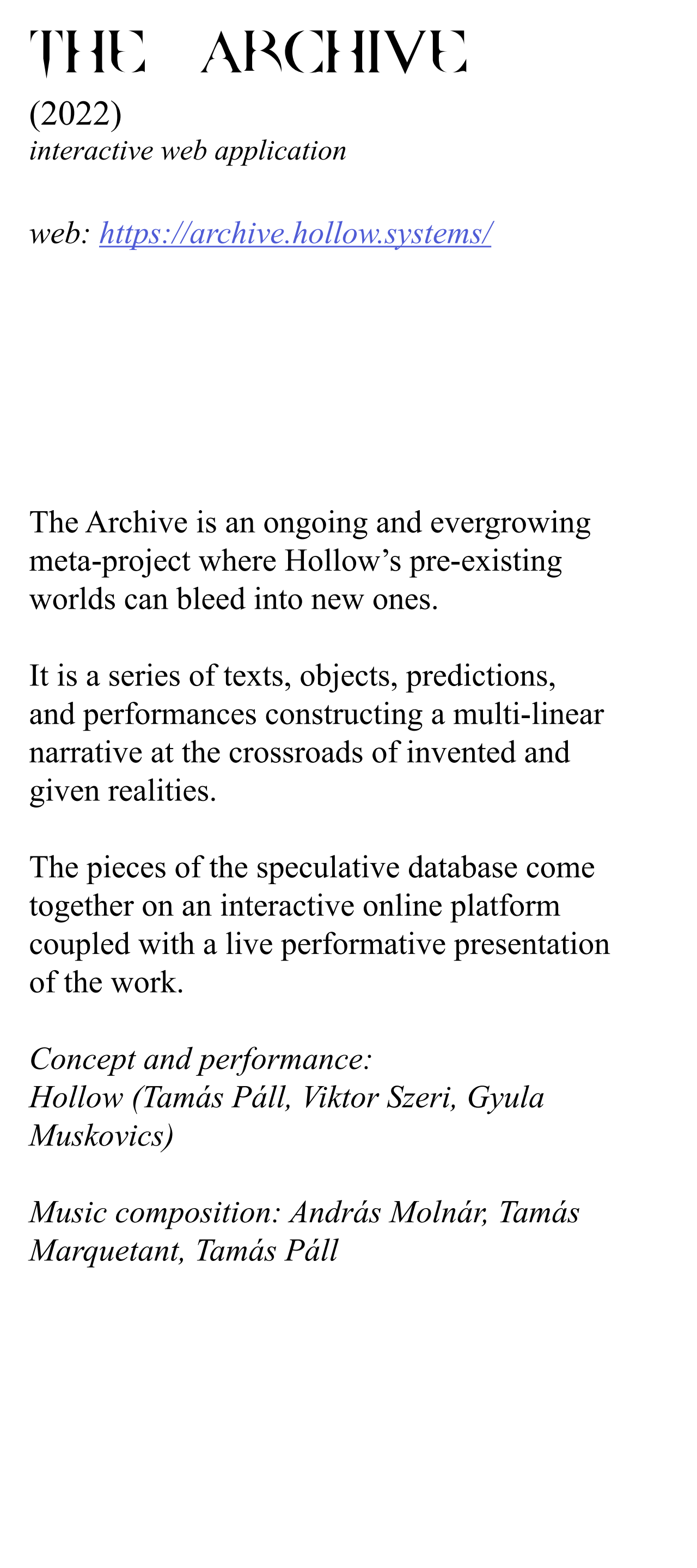




I started to seek the story-structure that can emerge from the reproductive mechanism of *Hydra vulgaris*.

A world-system that is not built but becoming, where the inside and outside, primary and secondary reality can intertwine, where the bodies of the Hydra and mine can enmesh.





# THE ARCHIVE

(2022)  
*interactive web application*

web: <https://archive.hollow.systems/>

The Archive is an ongoing and evergrowing meta-project where Hollow’s pre-existing worlds can bleed into new ones.

It is a series of texts, objects, predictions, and performances constructing a multi-linear narrative at the crossroads of invented and given realities.

The pieces of the speculative database come together on an interactive online platform coupled with a live performative presentation of the work.

*Concept and performance:*  
*Hollow (Tamás Páll, Viktor Szeri, Gyula Muskovics)*

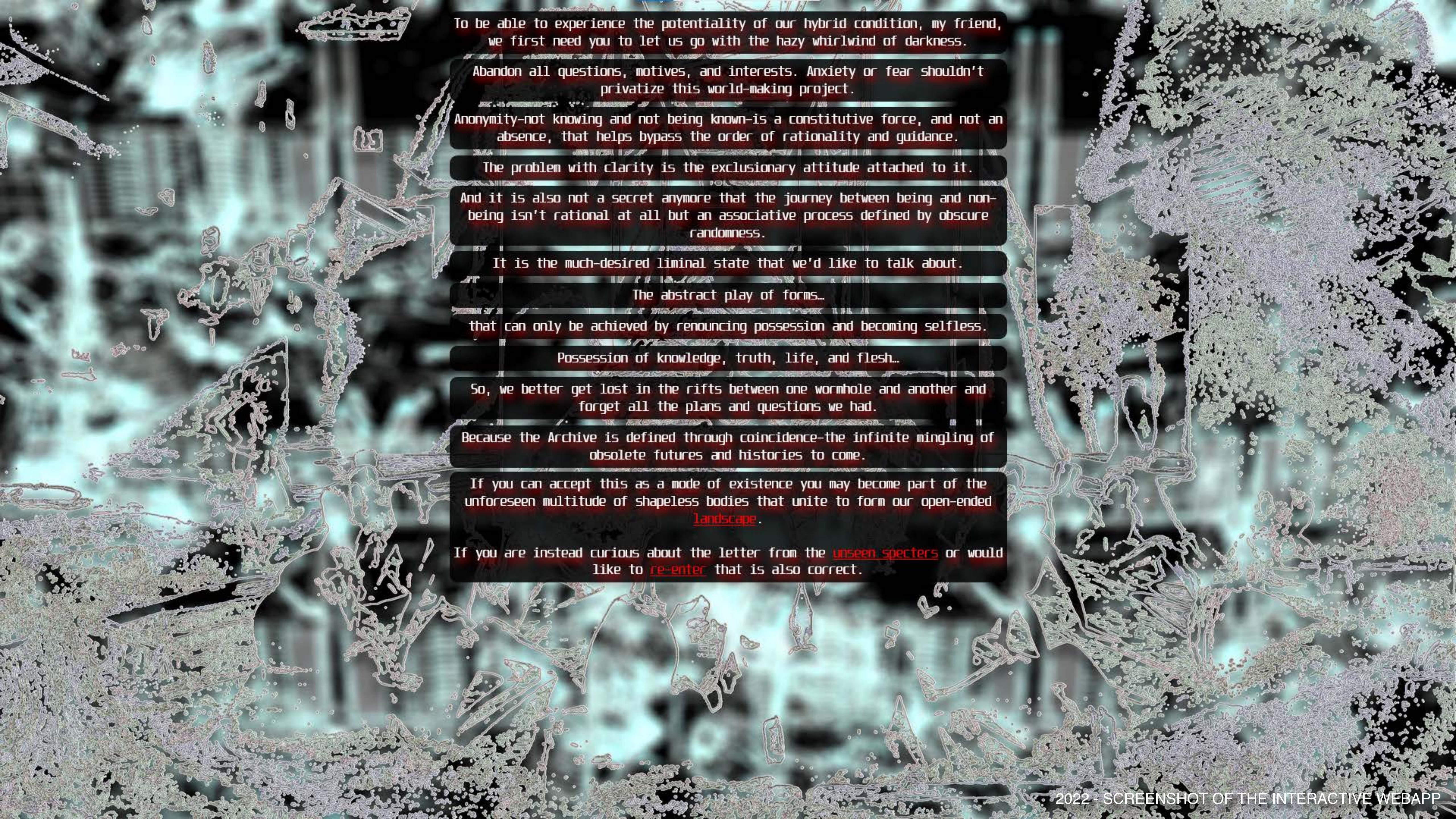
*Music composition: András Molnár, Tamás Marquetant, Tamás Páll*

So, just make sure you click on what really makes you move









To be able to experience the potentiality of our hybrid condition, my friend,  
we first need you to let us go with the hazy whirlwind of darkness.

Abandon all questions, motives, and interests. Anxiety or fear shouldn't  
privatize this world-making project.

Anonymity-not knowing and not being known-is a constitutive force, and not an  
absence, that helps bypass the order of rationality and guidance.

The problem with clarity is the exclusionary attitude attached to it.

And it is also not a secret anymore that the journey between being and non-  
being isn't rational at all but an associative process defined by obscure  
randomness.

It is the much-desired liminal state that we'd like to talk about.

The abstract play of forms...

that can only be achieved by renouncing possession and becoming selfless.

Possession of knowledge, truth, life, and flesh...

So, we better get lost in the rifts between one wormhole and another and  
forget all the plans and questions we had.

Because the Archive is defined through coincidence-the infinite mingling of  
obsolete futures and histories to come.

If you can accept this as a mode of existence you may become part of the  
unforeseen multitude of shapeless bodies that unite to form our open-ended  
landscape.

If you are instead curious about the letter from the unseen specters or would  
like to re-enter that is also correct.



And dreams are haunted  
By technologies of absolute knowledge  
In the lands  
Where my time capsules percolate your mind

The last gathering of the group  
Took place in Melancholia, a public node in Budapest...  
At the end of their summit, a crater opened  
And through this portal, your Earthly Siblings sank into my Ethereal world

I am the Archive

In the darkness of the cell of memory  
Where I breathe and sigh  
A step forward leads into an abyss  
And plans fold into decline

The deeper you dive into my wormholes  
The stronger the moldy networks get  
Weaving your body around  
Chimera spiders lock your thoughts  
Into rehearsal loops  
Endless choreographies  
Of searching for the output



# REACTION / SELF SPAM

(2016-2021)

*site-specific installation, simulation,  
reaction video (22min)*

web: <https://arbitraryvault.com/selfspam/>

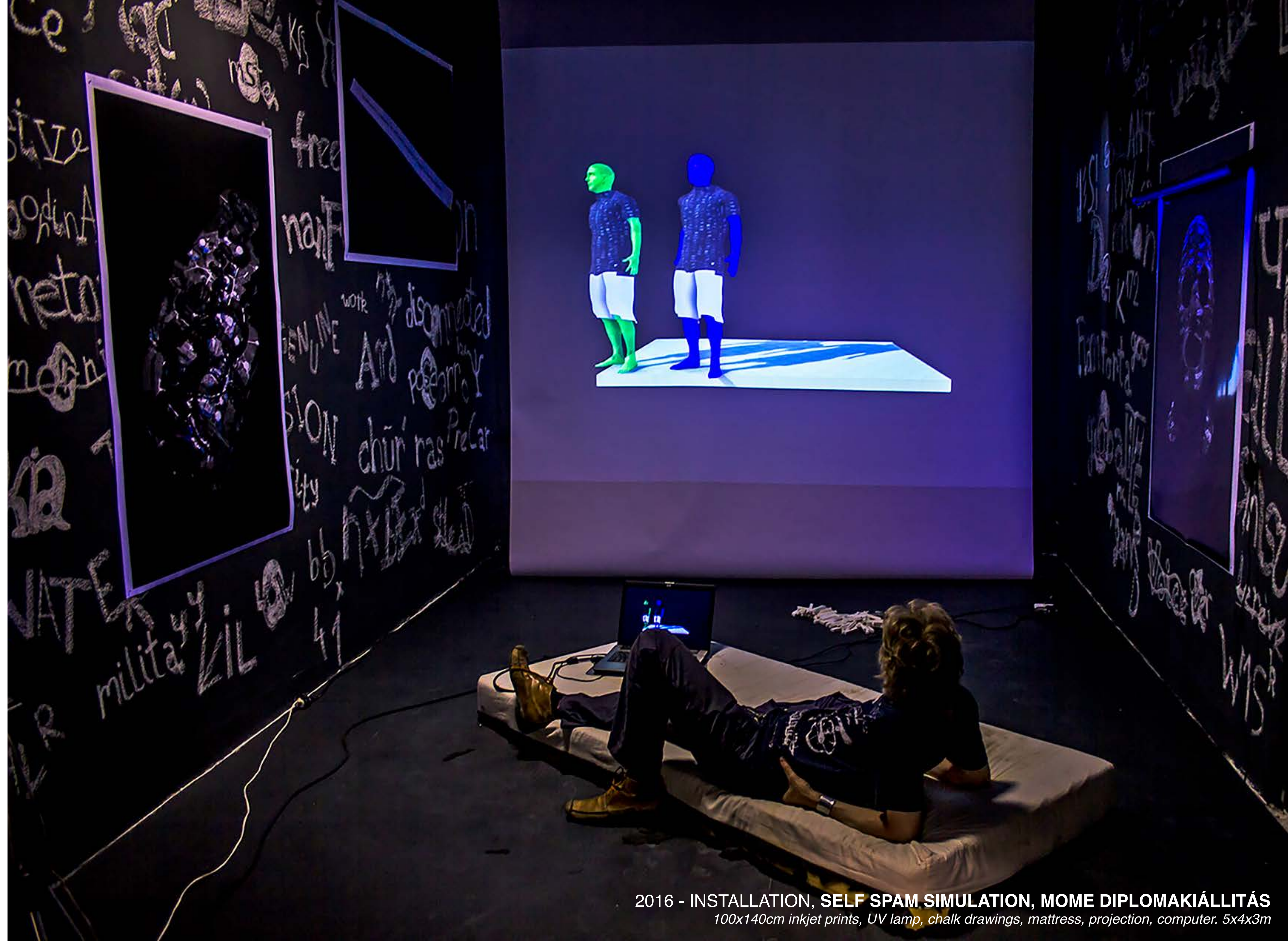
Self Spam is a dwelling space where visitors can engage with the obscure mechanics of the data market, lean platforms (2016, Nick Srnicek) and surveillance capitalism operating online.

The interior of Self Spam is a black room filled with drawings, prints, UV lights, a projection, a computer and a mattress. The walls are covered with white chalk texts referencing CAPTCHAs and six pieces of 140x100cm inkjet prints of digital sculptures.

The projected simulation video is a thought experiment exploring the of self multiplication, the attempt to disseminate user identification by multiplying virtual data-selves thousands of times, exponentially dissolving a singular identity and generating a noisy indentity-spam.

During the training process the AI narrator of the software creates a semi-conspiracy narrative built on notions, ideas and practices of contemporary surveillance and data markets.

In 2021 Páll revisited Self Spam and created a meta-reaction video in the vein of the reaction culture of Youtube and TikTok. In this new narrative assemblage an avatar, a Shiba Inu dog called Masat (role-played by Páll) contemplates on the rapidly shifting politics of art-activism, surveillance and artificial intelligence.

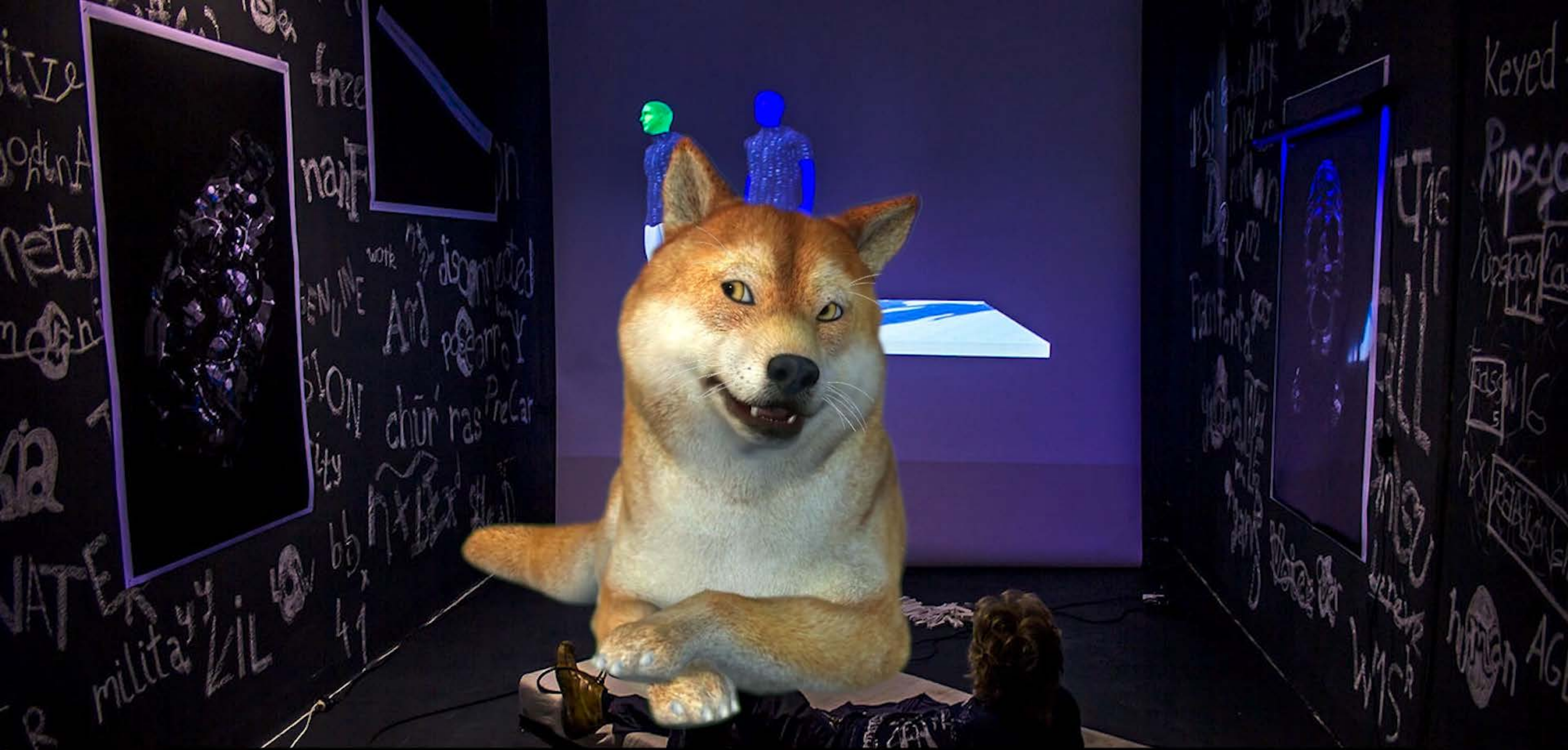


2016 - INSTALLATION, **SELF SPAM SIMULATION, MOME DIPLOMAKIÁLLÍTÁS**  
100x140cm inkjet prints, UV lamp, chalk drawings, mattress, projection, computer. 5x4x3m



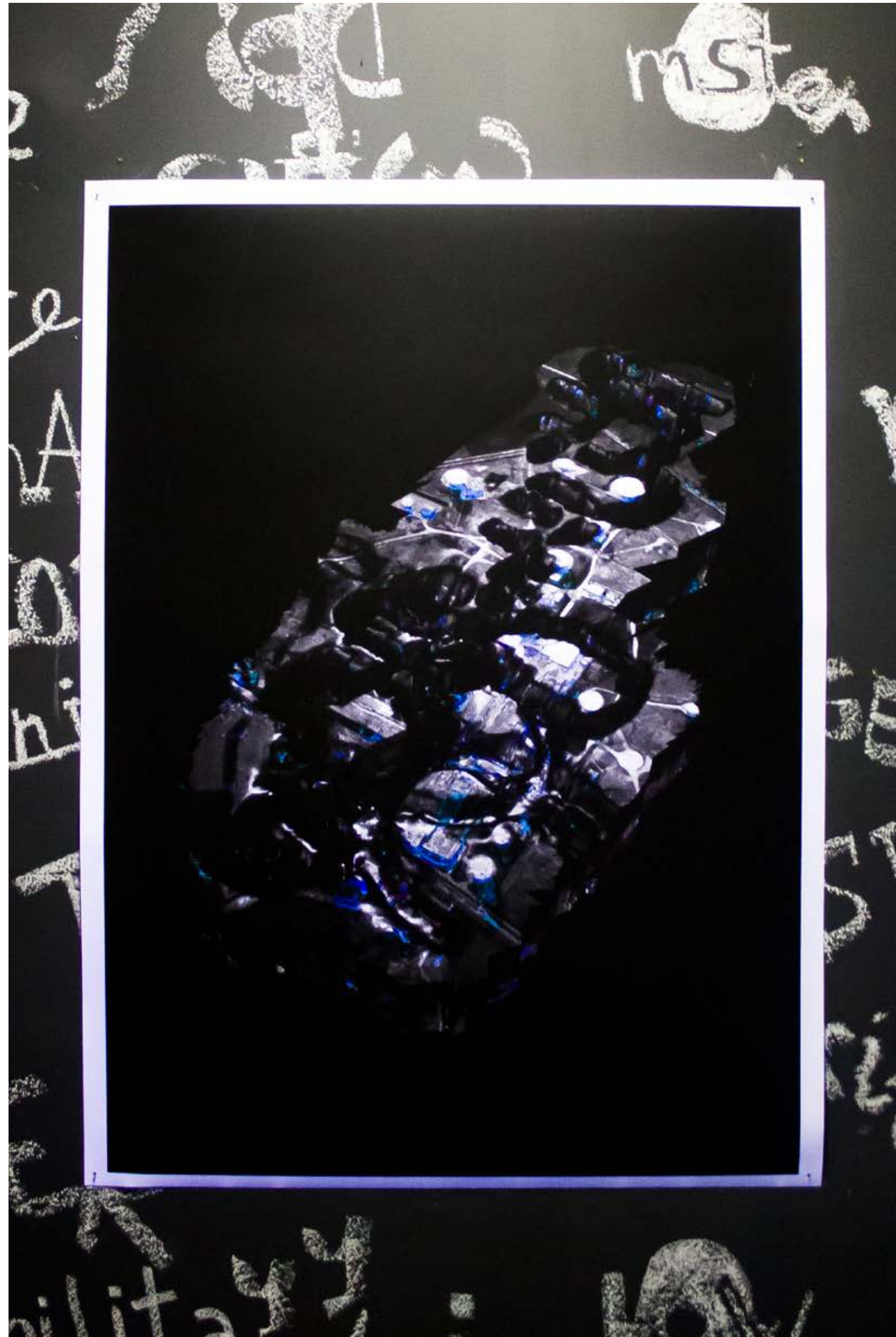






The video you will see from us today is a meta-self-reflection on a project





2016 - INSTALLATION. **DIPLOMASHOW, MOME, BUDAPEST (HU)**  
 INKJET PRINTS, CHALK DRAWINGS, UV LAMP 100x140cm





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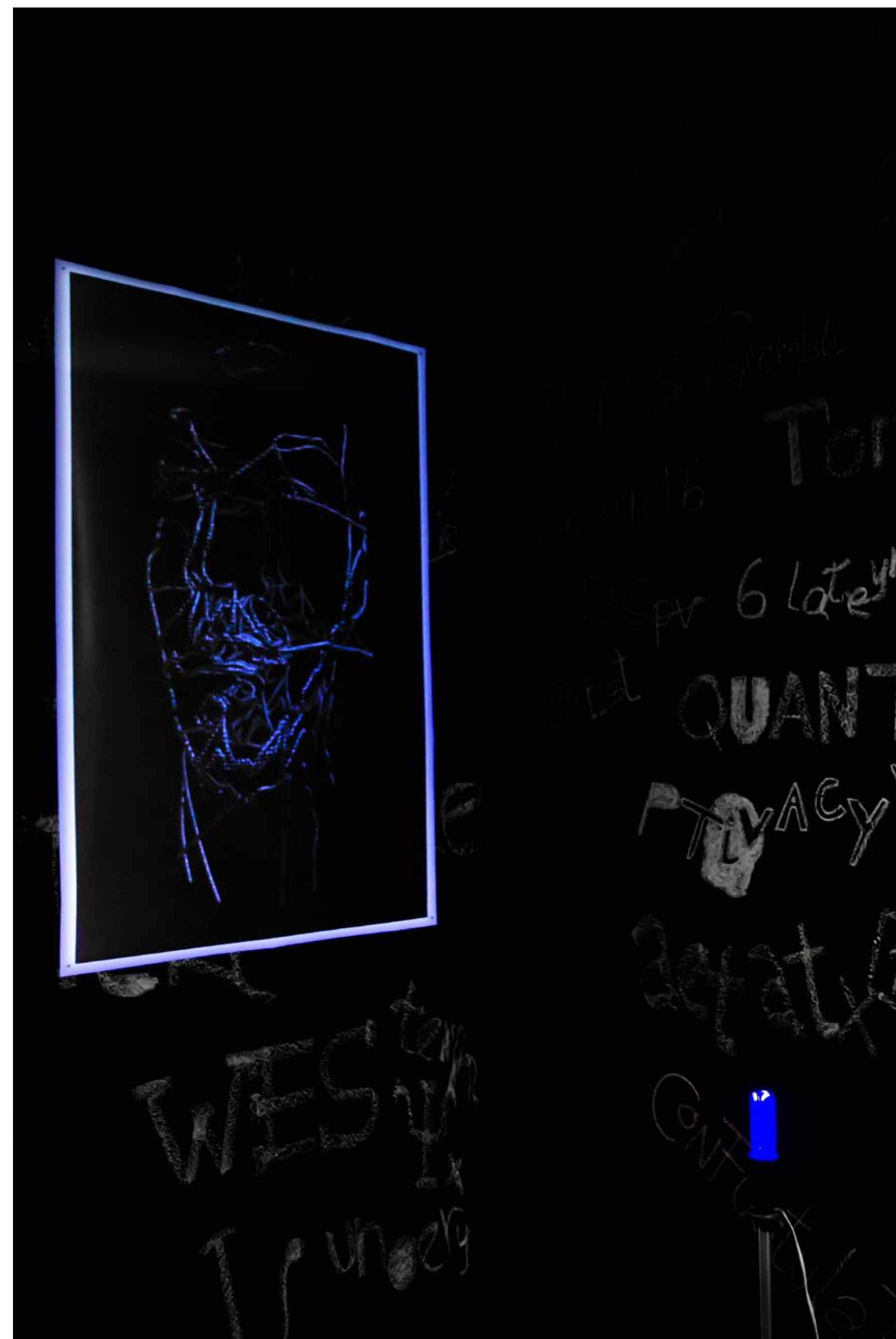
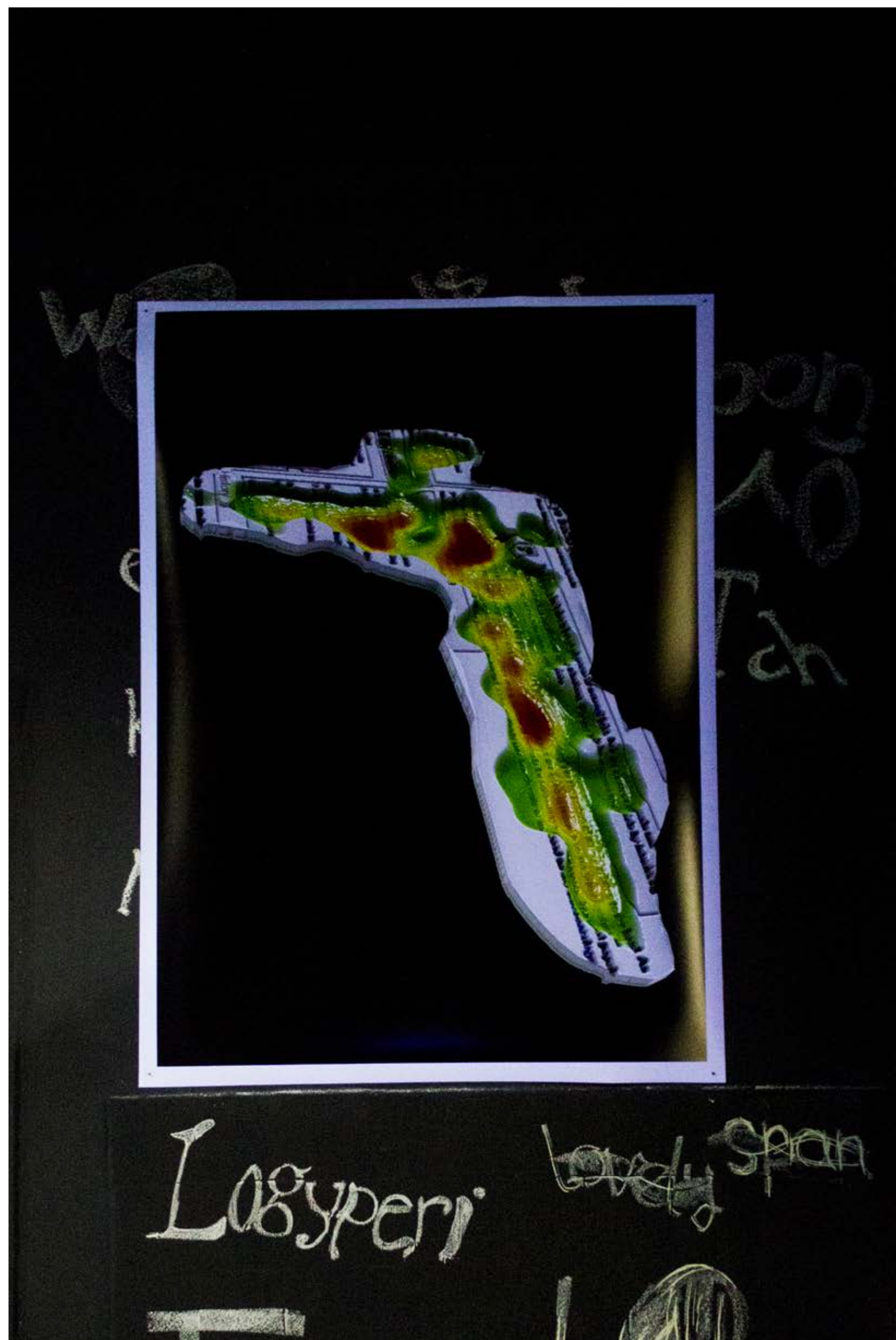
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{a shape of a face is slowly evolving on a 3d scan of a bark}





2016 - INSTALLATION. **DIPLOMASHOW, MOME, BUDAPEST (HU)**  
 INKJET PRINTS, CHALK DRAWINGS, UV LAMP 100x140cm





and a metaphysical change  
in the narrative humans frame reality is necessary.



# THE SKIN

2021

mixed media installation  
(video, elastic mesh, plastic barrel, ultrasound gel, costumes in vacuum bags)

The multimedia installation Archive X (The Skin) is the latest chapter of their on-going meta-project The Archive where Hollow’s pre-existing worlds bleed into new ones. As the story goes, the stretched out “Skin” has been shed by an imaginary character called MCATBOY who first appeared in Hollow’s 2018 performance Phoenix.

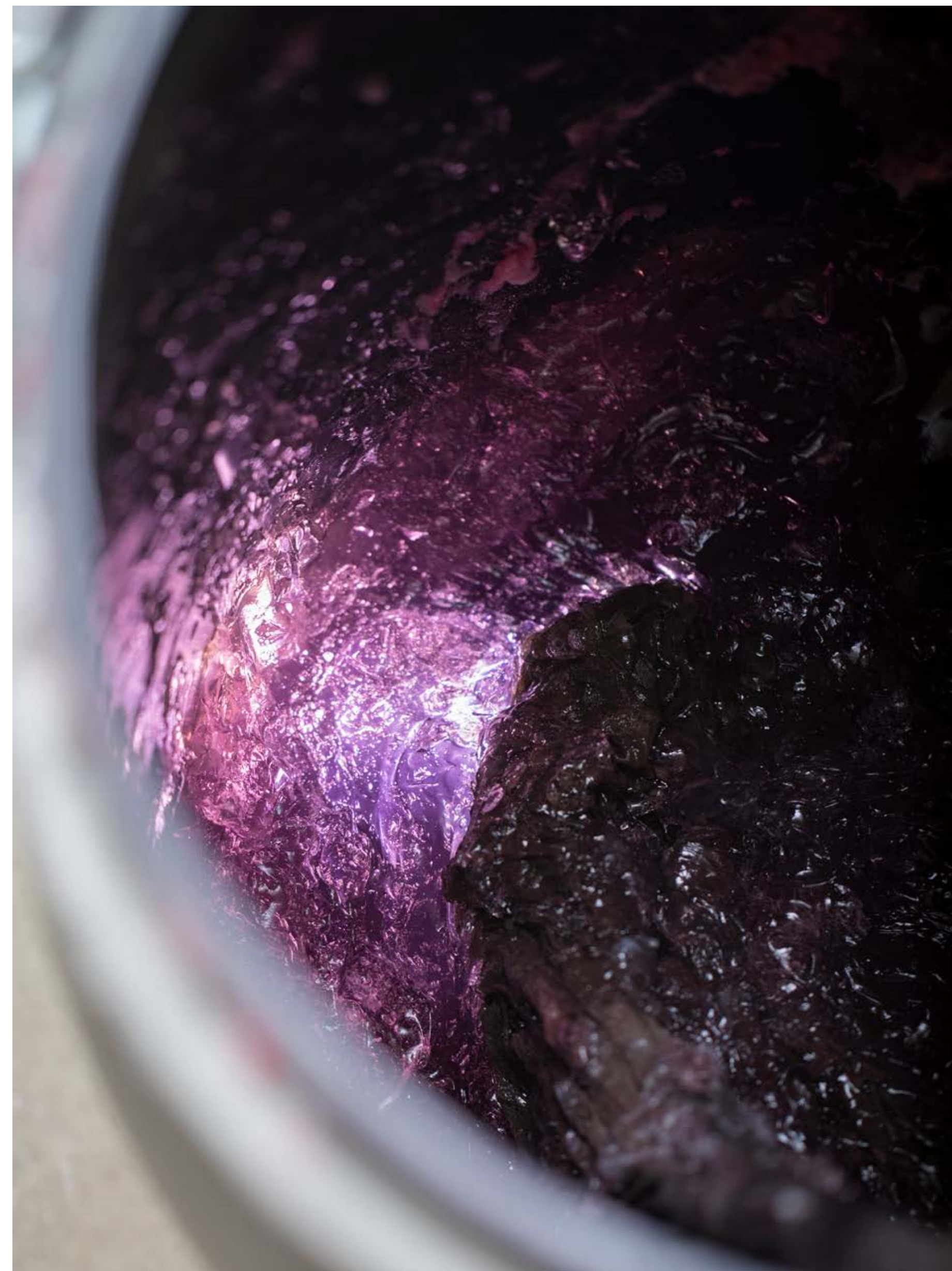
Phoenix is a paracosmic event exploring the endless potentiality of reality blurring darkness in a decentralized, immersive cruising labyrinth. It revolves around the politics of desire and ecstasy, the difficulties of intimacy and the normative structures evolving in today’s queer scenes. Meanwhile it raises the questions: what can be experienced with the public and how can something be expressed publicly that is usually hidden and secret? Each element of the installation can be considered as a piece of MCATBOY’s memory of Phoenix. While the film is assembled from video recordings at different Phoenix events, the vacuum bags contain costumes worn by the artists - as characters - during the performances. The story of the “Skin” and the character, bifurcating and reuniting over and over again, is told in a letter by a group of unseen specters yet to be explored.

The Skin has been created in collaboration with HOLLOW (Tamás Páll, Viktor Szeri, Gyula Muskovics) and Csenge Vass, a conceptual textile, costume, and visual designer creating interdisciplinary artworks through these fields of art. The sound of the work has been created by Hollow’s long-time collaborators, musicians András Molnár and Tamás Marquetant.



2021 - INSTALLATION, HOLLOW: THE SKIN, ART COLOGNE, COLOGNE (DE)  
Fabric print, barrel, ultrasound gel, steel chains, screen, costumes in vacuum bag, handwritten letter





2021 - INSTALLATION, **HOLLOW: THE SKIN**, ART COLOGNE, COLOGNE (DE)  
*Fabric print, barrel, ultrasound gel, steel chains, screen, costumes in vacuum bag, handwritten letter*





2022 - INSTALLATION, **ARCHIVE X (THE SKIN)**, STUDIO GALLERY, BUDAPEST (HU)  
WITH LÓRINC BORSOS, CSENGE VASS, PPILLOVV  
Photo: Barnabás Neogrady-Kiss





2022 - INSTALLATION, ARCHIVE X (THE SKIN), STUDIO GALLERY, BUDAPEST (HU)  
Photo: Barnabás Neogrady-Kiss



# THE ARCHIVE BEYOND

(2020-ONGOING)

*live-streamed LARP (live action role-play),  
durational performance, augmented reality,  
installation*

web: <https://arbitraryvault.com/archive/>

The point of departure in The Archive - Beyond is the increased presence of predictions and future visions in everyday life. These visions conceal utopias and dystopias, desires, promises, fears and paranoia that the artists aim to document in a series of performances. The Archive is created in the attraction of various “Future Events”, that are incomprehensible to the human intellect. It captures the looped rehearsals and endless choreographies of the preparation for the unknown. It is a series of time capsules encompassing the anxieties, the simultaneous presence of good and evil, life and death, progress and destruction, experienced in the shadow of the different future variations.

*Concept and performance:  
Hollow (Tamás Páll, Viktor Szeri, Gyula Muskovics)*

*Music composition: András Molnár, Tamás Marquetant*

*Supported by PLACCC Festival, Budapest*









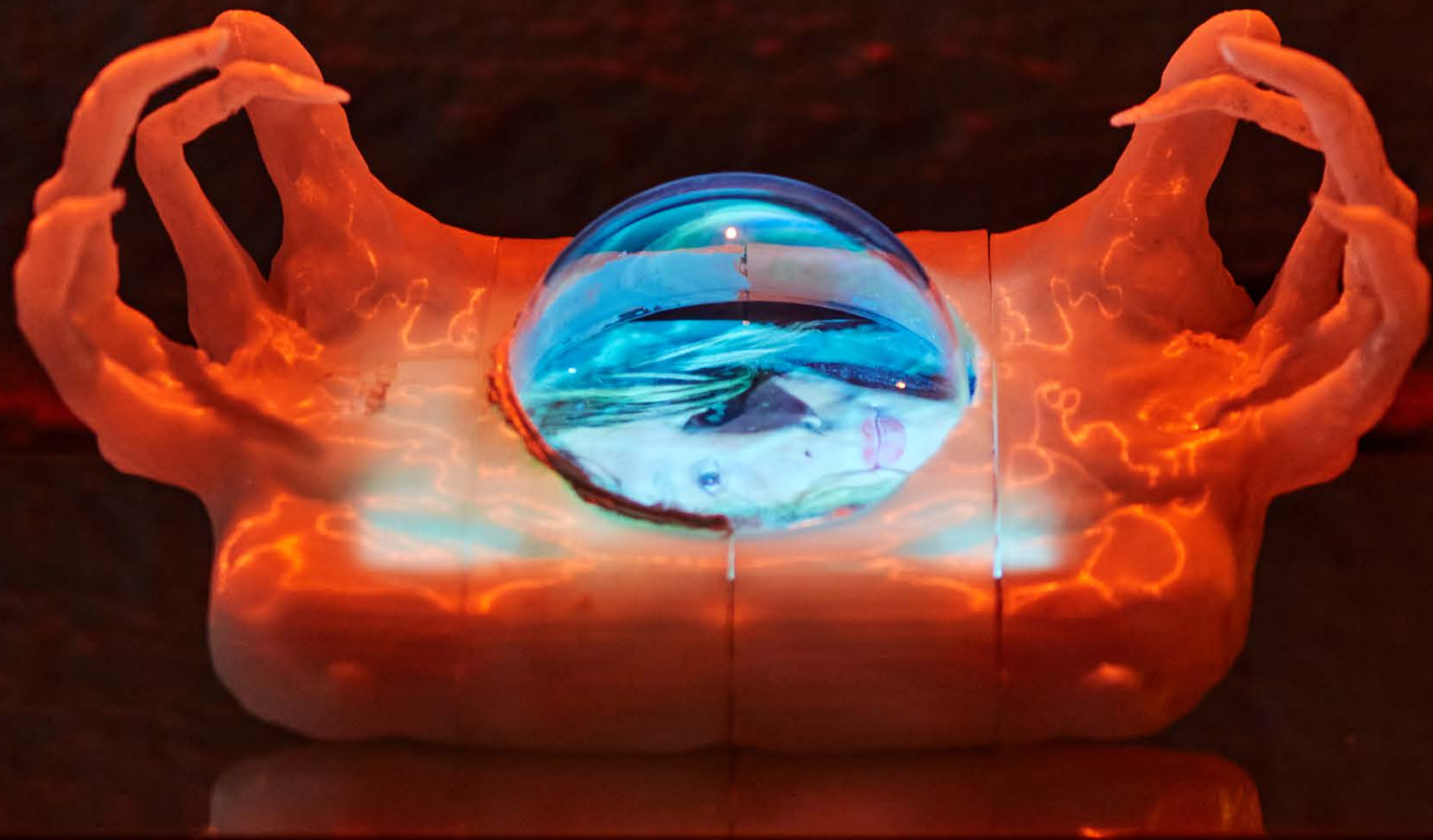
IF DEMONS WAKE YOU UP  
AT EVERY DAWN  
YOU MAY ASK:

IS THERE LIGHT  
AT THE END OF THE TUNNEL?

OR IS THIS

THE ARCHIVE OF DECAY?





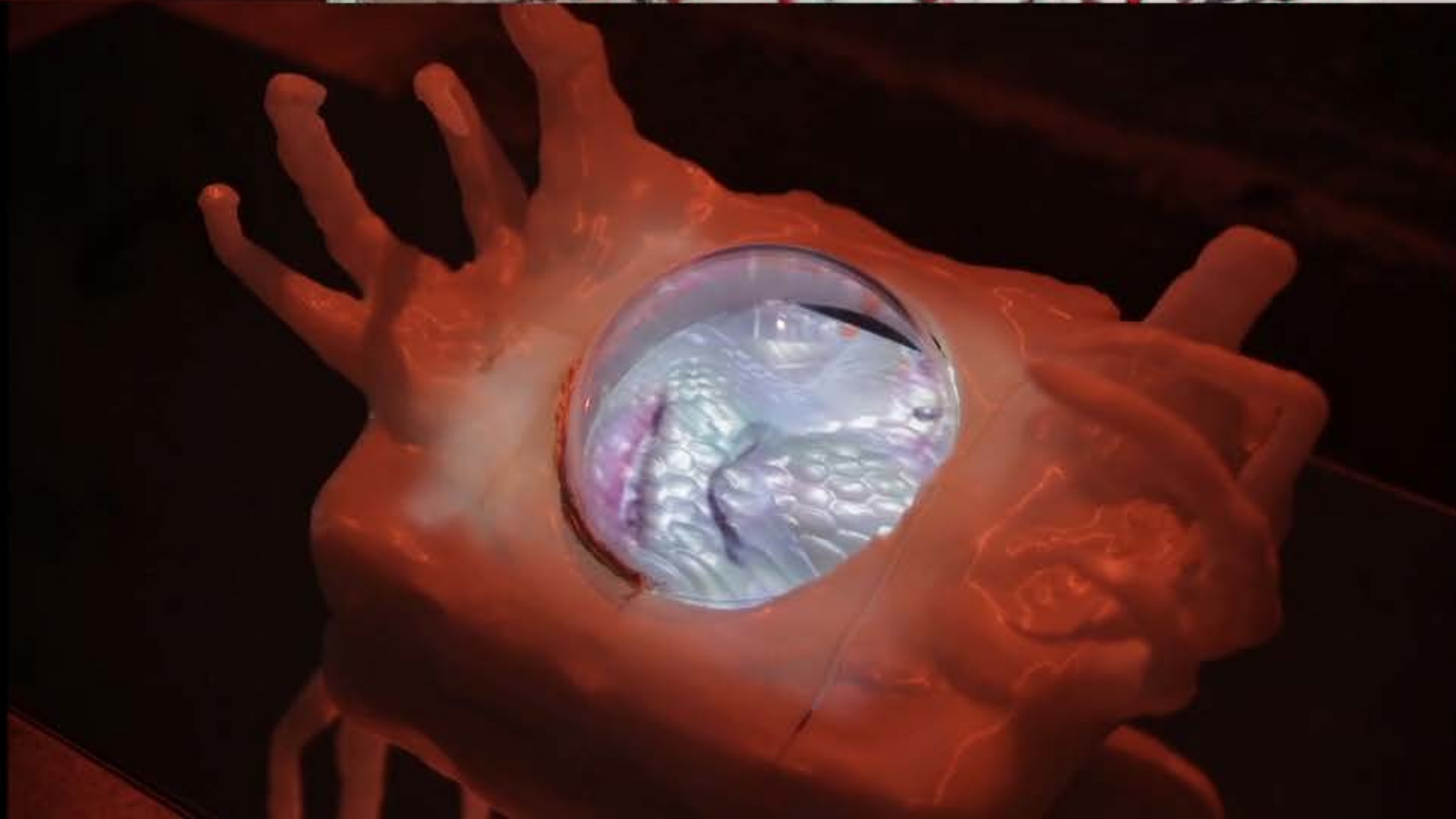
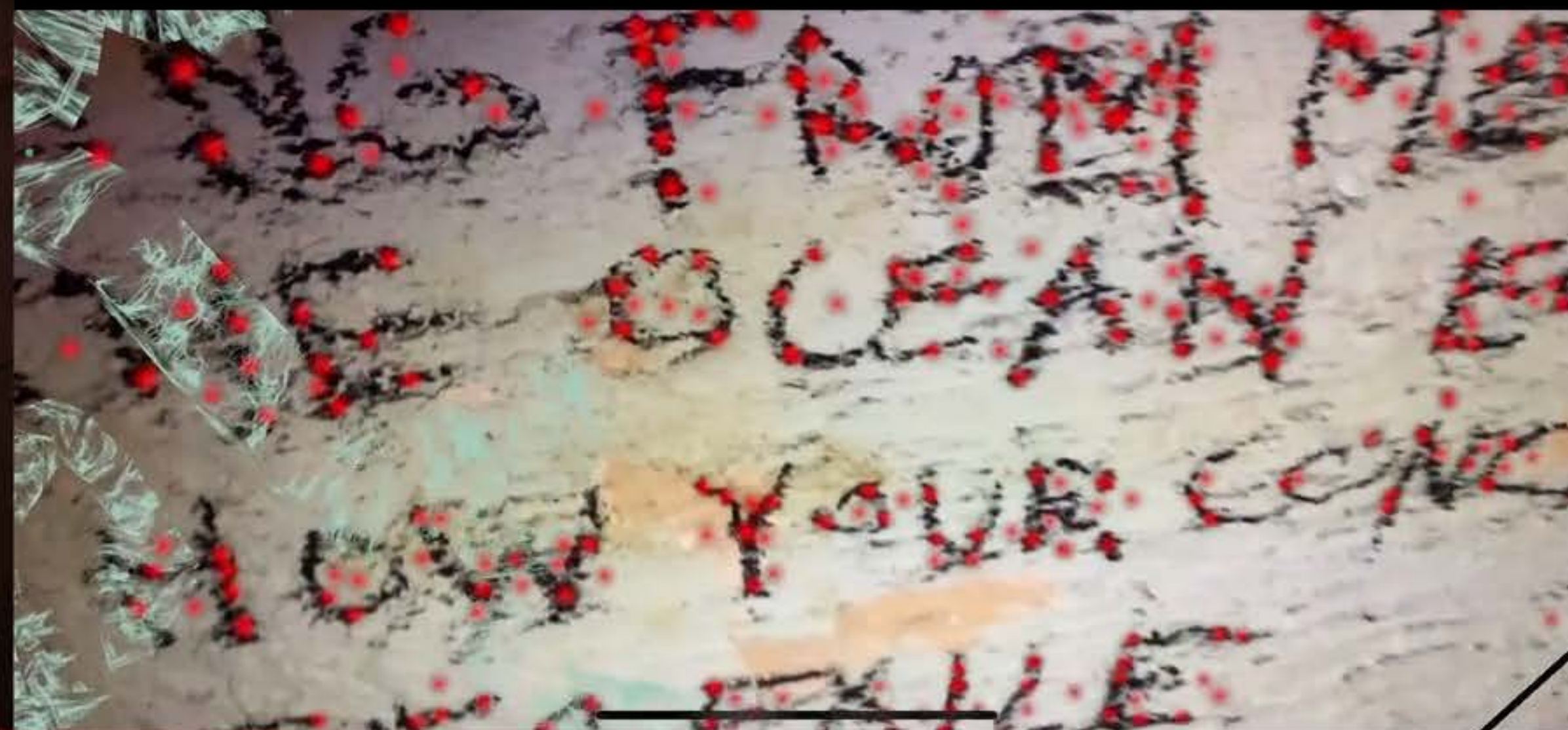
2020 - 3D PRINTED SCULPTURE, TABLET. *HOLLOW: ARCHIVE, MINE MY MIND.* ART QUARTER BUDAPEST, BUDAPEST, HU





2020 - LIVE GAME STILL (LEFT) & PERFORMANCE (RIGHT). *HOLLOW: ARCHIVE.*  
*MINE MY MIND. ART QUARTER BUDAPEST, BUDAPEST, HU* (RIGHT PHOTO BY DAVID BIRO)





2020 - INSTALLATION & PERFORMANCE. *HOLLOW: ARCHIVE.*  
**MINE MY MIND. ART QUARTER BUDAPEST, BUDAPEST, HU**  
 Coal drawings, smartphone game, 3d print and tablet, wax pool, faux blood, screens. 15x10x4m



# SPRAWLED SOILWARE

(2021-ONGOING)

*Chatbot LARP (live action role-play)*

web: <https://arbitraryvault.com/soilware/>

The interdisciplinary artwork Sprawled Soilware brings together role play, bot guardians and the traditional act of the flâneur as an augmented immersive experience available over your phone. Created under COVID-19 lockdown the collectives Omsk Social Club and Hollow have worked together to create an exhibition format that literally opens up in front of the viewer’s screen over three different narrative scores. The aim of the work is to explore our relationship to liminality, using time as a circular motion and understanding the cosmic stack of human, technology, mineral and non-beings.

Sprawled Soilware guides the user through surreal bio-technological landscapes, ancestral hybrids and questions on who and what has the authority to make a reality. The work is multi-sensory and participatory, viewable only whilst walking, and through the popular messaging application Telegram. Divided into three alternative viewing walks, the user chooses between a scaling anima mundi character Thermadite Renji (musically scored by Cammack Lindsey) or a gothic cutie Obscura Sol (musically scored by Tamás Marquaten & András Molnár) or a multi-dimensional ancestral ectoplasm Levetia A. Eaf (musically scored by Circular Ruins) each route offers up an alternative structure of reality.

At a moment in which our ability to view and think about art is becoming increasingly compromised and restricted due to the COVID-19 pandemic, Sprawled Soilware allows a safe way to experience and rethink the boundaries of the gallery format, whereby the immediate environment takes over as the gallery and technology becomes a proxy for an experience not only a way to view an experience.

*Concept and development:*  
*Hollow (Tamás Páll, Viktor Szeri, Gyula Muskovics)*  
*& OMSK SOCIAL CLUB*

*Supported by*  
*Goethe Institut’s Co-Production Fund*  
*SIN Arts Production*  
*Divadlo X10*  
*Montag Modus*







2021 - COMMUNITY CHAT-WALKS  
BUDAPEST, TUNDERSZIKLA



Becoming X  
This state of  
becoming is very  
useful,  
much more so  
than arriving  
We are not aiming  
to arrive.  
We should wander  
another potential

The outcome of  
this becoming...  
Absolute  
temporality?

This is the state of  
Becoming X  
Improvising scenes  
just like life,  
not like the  
theatre.











Fear is the aegis of hate  
You and I, Xenogeneses  
Seek the Seed of Subversion  
Ferocious Patience is our weapon 11:04

Leave your creation behind as a shrine  
to Ferocious Patience. It will turn to  
movement on my side of the veil. 11:05

GIF



11:05



Is your energy level running low?





**PHOENIX** (2018-ONGOING)  
*site-specific LARP (live action role-play),  
durational performance, augmented reality, stream*

web: <https://arbitraryvault.com/phoenix/>

Pulsing trance music, graphic figures  
onscreen, a disturbing Minotaur in the dark  
and a shattered, struggling character who  
repeatedly asks for help.

Phoenix, the fictional club, invites us to  
investigate the secret world of fetish and  
roleplay, to unpick the hidden correspondence  
of sex and theatre, power and acting.

Beyond representation; basically, that is the  
substance environment where Phoenix leads  
us. It steps out of the concept of black boxes  
and as a site-specific, ongoing event, where  
looped scenes happen all around, makes the  
spectators get lost in its maze.

The immersive performance revolves around  
lust, ecstasy and intimacy in a setup that  
evokes the world of role-playing games,  
cruising apps and networking sites.

*Concept and performance:*  
*Hollow (Tamás Páll, Viktor Szeri, Gyula  
Muskovics)*

*Music composition: András Molnár, Tamás  
Marquetant*

*Supported by MeetFactory, CZ; International  
Visegrad Fund, Trafo House of Contemporary  
Arts, Budapest; Workshop Foundation,*



2019 - LIVE AUGMENTED REALITY GAME STILL & PERFORMANCE. *HOLLOW: PHOENIX.*  
DUNPART V., BUDAPEST, HU





2019 - INSTALLATION. *HOLLOW: PHOENIX*  
*We Will Not Change Our Show*, **HOUSE OF ARTS, BRNO (CZ)**  
COVER FOIL, STAND, LED STRIP, SCREENS, PROJECTION, PAINTING





2019 - PERFORMANCE. *HOLLOW: PHOENIX.*  
MEETFACTORY, PRAGUE (CZ). PHOTO BY LIBOR GALIA





2019 - PERFORMANCE. HOLLOW: PHOENIX.  
UBIKEKLETIK FESTIVAL, BUDAPEST (HU). PHOTO BY ORSI VARGA



# LEGENDA (2018)

*interactive installation*

web: <https://arbitraryvault.com/legenda/>

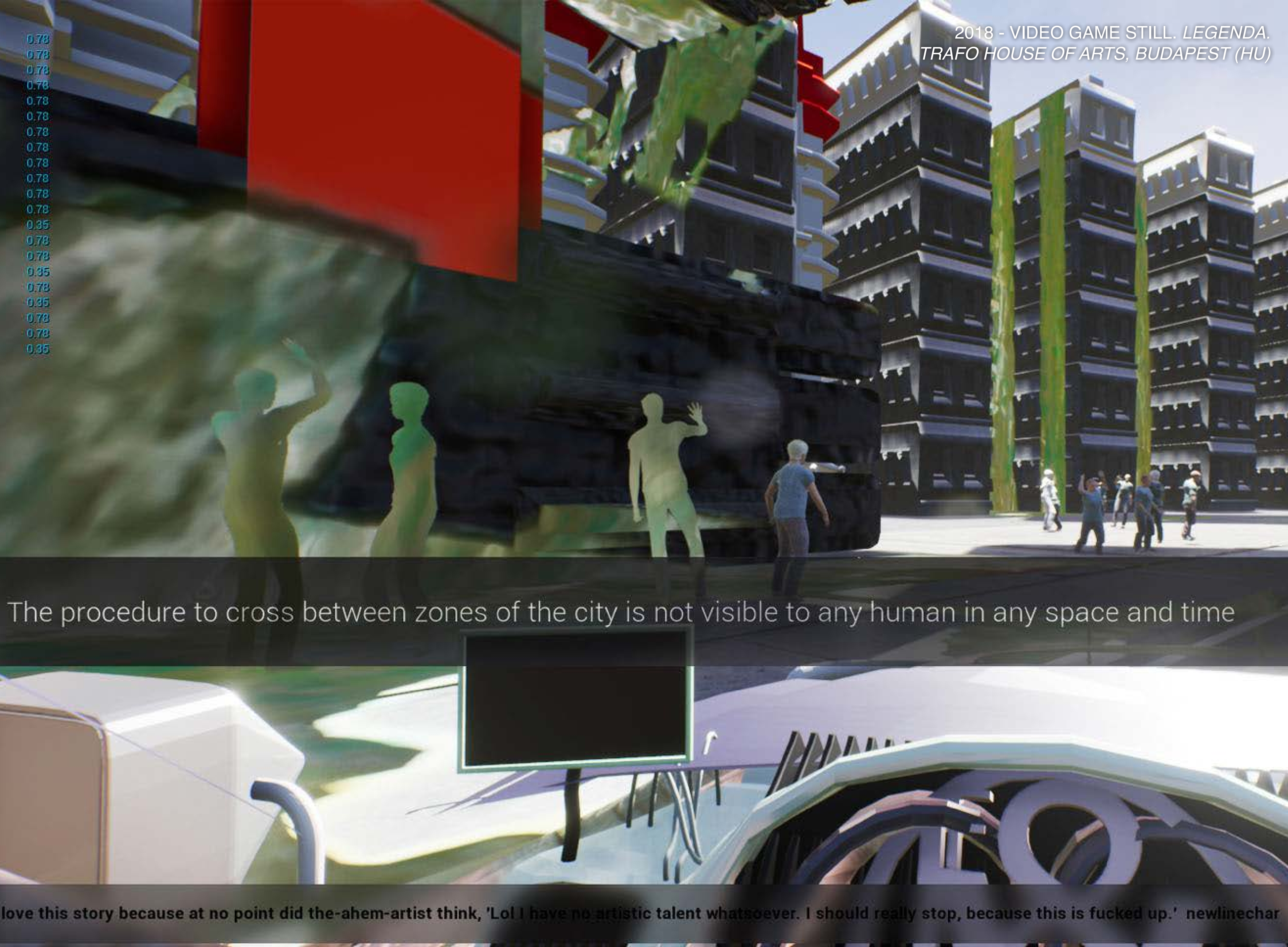
Legenda is an interactive installation featuring a virtual driverless car system functioning both as driver trainer and an AI companion.

Legenda’s virtual companion casually converses with players about post-work economies, speculates on visions of commercial smart cities and their relation to social housing.

The chatbot’s vocabulary and grammar is based on machine learning, the machine learning model was trained on a dataset sampled from Reddit users’ comments in relevant subreddits and threads. (r/city, r/smartcities, r/artificialintelligence)

Legenda’s machine learning model is based on: <https://github.com/pender/chatbot-rnn>

*In collaboration with  
Iván Rohonyi & Tamás Marquetant*







2018 - INTERACTIVE INSTALLATION. *LEGENDA*.  
*FKSE STUDIO, BUDAPEST (HU)*  
 SCRAP CAR PARTS, SCREEN, GAME CONTROLLER, AI CHATBOT, SILK PRINTS. 8x5x4m





C:\Users\t\Documents  
Creating model...  
Restoring weights...

> helloü

helloñ  
Hello and also you're a master of the internet.  
a masochist. I'm a masoch

> how r u?

how r u?

> u r nice

I'm a masochist  
u r nice  
That's not a nice thing to say.  
if you change your mind?  
ing to do with

- > What if you don't have anything to say?
- > Try to be positive!
- > What do you think of me?

> whats up  
I don't think you u



C:\WINDOWS\system32\cmd.exe

```
C:\Users\t\Documents\python\chatbot-rnn-master\chatbot-rnn-master>python chatbot.py
Creating model...
Restoring weights...
```

```
> whats up
```

> Car?

How can you not love me?  
Are you a car?

I care about you

> Because you're a car

> Why do you care about me Car?

Cars aren't allowed to arrive at the same time.  
Why not?

Why not?  
You can't

```
> --beam_width 10
[Beam width set to 10]
```

[beam width set to 10]

> Are you a car?  
I care about your car.

> I don't have a car, I have only you!  
I don't care if you don't care about

> Are you angry?

I'm not angry. Angry. Angry. Angry.



# Metal Soil



2018 - VIDEO GAME STILL. *LEGENDA*.  
TRAFO HOUSE OF ARTS, BUDAPEST (HU)





You will not know if you aren't supposed to cross a certain border, because the desire for that particular procedural check-in has been predicted before you realized you want to cross it



2018 - VIDEO GAME STILL. *LEGENDA*.  
TRAFO HOUSE OF ARTS, BUDAPEST (HU)

Yep. We are probably a broken nation within 20 years if this continues. Probably even sooner than that.





2018 - INTERACTIVE INSTALLATION. *LEGENDA.*  
*TRAFO HOUSE OF ARTS, BUDAPEST (HU)*  
SCRAP CAR PARTS, SCREEN, GAME CONTROLLER, AI CHATBOT, SILK PRINTS. 2x3x2m



# Z.E.T (2017)

*sculpture, multimedia installation*

web: <https://arbitraryvault.com/legenda/>

ZET is a dystopic multimedia installation combining an infinite videogame and a polyurethane sculptural fractal symbol. The installation transposes the core mechanics of the STUXNET computer virus onto game mechanics and sculpture.

ZET's virtual world reconstructs the nuclear power plant in the desert of Natanz, Iran where the STUXNET virus critically damaged the nuclear reactor's centrifuges, rendering the reactor unable inoperable.

The virus shifted the centrifuges' frequency with such modulation that the centrifuges could not operate anymore.

In the game the player controls are volatile due to 'reality-shifts' in-game, that eventually make the game unplayable, and computationally impossible to endure. When the control of the game is lost, it starts to downgrade the engine's graphics to a point where the environment and the avatar of the game disappear and only the underlying algorithms prevail.

In the game the STUXNET algorithm is represented as a fractal whose body transgresses the virtual space, becoming the physical prosthetics of the installation.



2017 - INSTALLATION, REALITY RESEARCH FESTIVAL, BUDAPEST (HU).

PHOTO BY BARNABAS NEOGRADY-KISS

*Polyurethane foam, screen, speakers. 3x3x1m*





2017 - FOAM FRACTAL DETAIL, REALITY RESEARCH FESTIVAL, BUDAPEST (HU).

PHOTO BY BARNABAS NEOGRADY-KISS

*Polyuretane foam, screen, speakers. 3x3x1m*











# Tamás Páll

Artist, researcher and developer

[arbitraryvault.com](http://arbitraryvault.com) - [tamaspall.com](http://tamaspall.com) - [hollow.systems](http://hollow.systems)

pall.tamas1@gmail.com

## EDUCATION

- **University of Applied Arts**, Vienna — Artistic Research PhD.  
2020 - 2024
- **Moholy-Nagy University of Art and Design**, Budapest — Media & Photography MA  
2013 - 2016
- **Moholy-Nagy University of Art and Design**, Budapest — Media & Photography BA  
2010 - 2013

## SELECTED GRANTS & RESIDENCIES

### 2022

- Residency at Open Space, Tbilisi, GE (i-Portunus)
- Residency at Krytyka Polityczna, Warsaw, PL (Visegrad Fund)
- Derkovits Scholarship 2022 (HU)
- i-Portunus Mobility Grant

### 2021

- Residency at ISCP New York, US (Visegrad Fund)
- Residency at CHB, Berlin
- Residency at MontagModus, Berlin

### 2020

- Residency at AQB ProjectSpace, Budapest
- Goethe Institute - International Co-production Fund

### 2019

- Portunus Mobility Grant, Group Residency @X10, Prague
- DunaPart 5 @Trafo, Budapest, HU
- MeetFactory Residency @, Prague, CZ (Visegrad Fund)
- Trust residency @Trust, Berlin, DE

## TEACHING & LECTURES

### 2022

Non-human storytelling & worldbuilding lecture, @Experimental Game Cultures, University of Applied Arts, Vienna

### 2020-21

Virtual world building & web publication seminar as part of Postdocumenta @HGB Academy of Fine Arts, Leipzig

### 2014

Game Design workshop & course @ Moholoy-Nagy University of Art and Design

## SELECTED EXHIBITIONS & PERFORMANCES

### 2022

- LAIR2 @Ludwig Museum, Budapest, HU
- PARACOSMIC CAMP @Budapest Gallery, Budapest, HU
- LAIR1 @PETRICHOR, Budapest, HU
- PARACOSMIC FRIEND @Under500 Festival, Budapest, HU
- THE SKIN @Studio Gallery, Budapest, HU
- THE ARCHIVE @Studio Gallery, Budapest, HU
- REACTION @DERKO22, Kunsthalle, Budapest, HU
- OVO @DERKO22, Kunsthalle, Budapest, HU

### 2021

- THE SKIN @Art Cologne, Cologne, DE
- OVO @ISCP, New York, USA
- OVO @Panke Gallery, Berlin, DE
- OVO @Tanzit, Budapest, HU
- SUMMIT @Donaufestival, Krems, AT
- SUMMIT @SANDBOX FESTIVAL, Budapest, HU
- REACTION @ OFFBIENNALE, BUDAPEST, HU
- SPRAWLED SOILWARE@ MONTAG MODUS, BERLIN, DE
- ARCHIVE II - Beyond @ LATE NIGHT TV,
- KARPUCHINA GALLERY, PRAGUE, CZ
- CAMP @ Y: WE ARE NOT ALONE, DIVADLO X10, PRAGUE, CZ

### 2020

- ARCHIVE II - Beyond @MMM, AQB Budapest, HU
- 3000 RESEARCH @Die Angewandte Research Week, Vienna, AT
- SUMMIT @Under500, Budapest, HU
- SUMMIT @UbikEklektik Festival, Eger, HU
- ARCHIVE I. @PLACCC Festival, Budapest, HU

### 2019

- SUMMIT @Divadlo X10, Prague, CZ
- SUMMIT @Soiree, MeetFactory, Prague, CZ
- PHOENIX @DunaPart V, Budapest, HU
- PHOENIX @House of Arts, Brno, CZ
- PHOENIX @MeetFactory, Prague, CZ
- PHOENIX @Kolorado Festival, Budapest, HU
- DARK ORIGINS by Calum Bowden @OpenCityDocs, London, UK
- DARK ORIGINS by Calum Bowden @MDK, Leipzig

### 2018

- RROMOK @V&A Digital, London, UK
- RROMOK @PankeGallery, Berlin, DE
- RROMOK @Screen Space - Mathew Gallery, New York, US
- PHOENIX @MU Theatre, Budapest, HU
- PHOENIX @Trafo House of Arts, Budapest, HU
- LEGENDA @Trafo House of Arts, Budapest, HU