TAMÁS PÁLL

PORTFOLIO
2016-2023

LAIR

2022-ONGOING

artistic research project, multimedia installations

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

LAIR is an artistic research project that intertwines nature, scientific developments, real-estate investments, mythology and technology in a series of installations and videos.

At its core LAIR revolves around the divide between artificiality and nature, how the privatization of nature and scientific infrastructures coalesce in contemporary real-estate investments, the subversive mechanics of 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, invented languages and the anatomy of speech, the reality-creating mechanisms of fictitious worlds, the speculative theories of zoontology and more-than-human communication.

The first phase of the juxtaposes the politically charged story of Pannon Park, a failed Biodome project in the heart of Budapest, through performing squatters who inhabit the building, becoming a cross-species interdependent community of the Biodome who replace the nationalist mythmaking of the government with their invented speculative science and mythology.

The second phase of the research unpacks the anatomy of languages, speech and voice through a series of speculative 3D printed sculptures and modded old PC cases. This phase explores how machine intelligences rewrite anthropocentric linguistic structures and mutate the memory of cultural production through generative history and how the prevalence of AI coalesce with biolinguistic research.

The research of LAIR manifests in modular installations earmarking different chapters of the research process. These currently consist of 3 main chapters:

- The 1st artefact is a pseudo-artifact called LAIR1, that is an unearthed plaster shelled computer case

- The 2nd chapter is represented by LAIR2, a 2-channel interactive video installation, that consists of two main parts: one is a screen showing a CGI narrative video, and the other is an aluminum frame enmeshed with gaming PC parts and plaster casted artifacts with a screen inside tethered to an interactive microcomputer

- The 3rd chapter consists of 2 pieces of modified PC cases from the 90's enmeshed with 3D printed speculative body parts of vocal organs and AI generated transparent prints, and a large scale textile print

LAIR1 - 2022 PC CASE, PLASTER CASTS, SHELLS, SOIL SAMPLES, SCREEN
PETRICHOR, BUDAPEST
PHOTO: NEOGRÁDY-KISS BARNABÁS

Everything is bright
the air feels thick

You feel a soft woven 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 PC CASE, PLASTER CASTS, SHELLS, SOIL SAMPLES, SCREEN
PETRICHOR, BUDAPEST
PHOTO: NEOGRÁDY-KISS BARNABÁS

LAIR2 - 2022 - INTERACTIVE VIDEO INSTALLATION. 160*70*80CM, VARIABLE SIZES
CGI VIDEO, ALUMINUM FRAME, PC PARTS, PLASTER CAST, SHELLS, SOIL SAMPLES, SCREENS, MICROCOMPUTER

I'M NOT A ROBOT. LUDWIG MÚZEUM, BUDAPEST
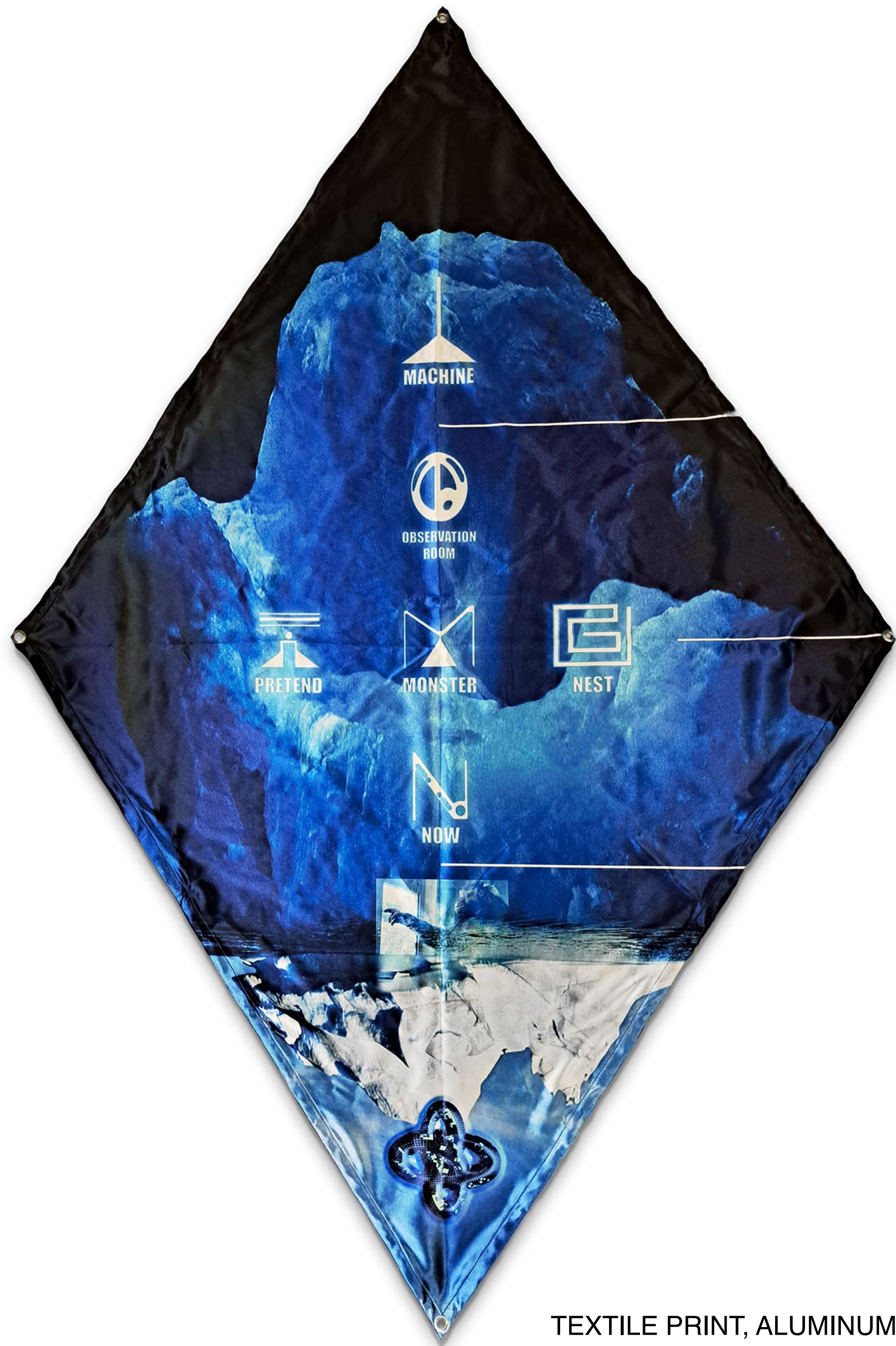PHOTO: DÁVID BÍRÓ

LAIR2 - 2022 - INTERACTIVE VIDEO INSTALLATION. 160*70*80CM, VARIABLE SIZES
CGI VIDEO, ALUMINUM FRAME, PC PARTS, PLASTER CAST, SHELLS, SOIL SAMPLES, SCREENS, MICROCOMPUTER

I'M NOT A ROBOT. LUDWIG MÚZEUM, BUDAPEST
PHOTO: DÁVID BÍRÓ

MACHINE

OBSERVATION ROOM

PRETEND   MONSTER   NEST

NOW
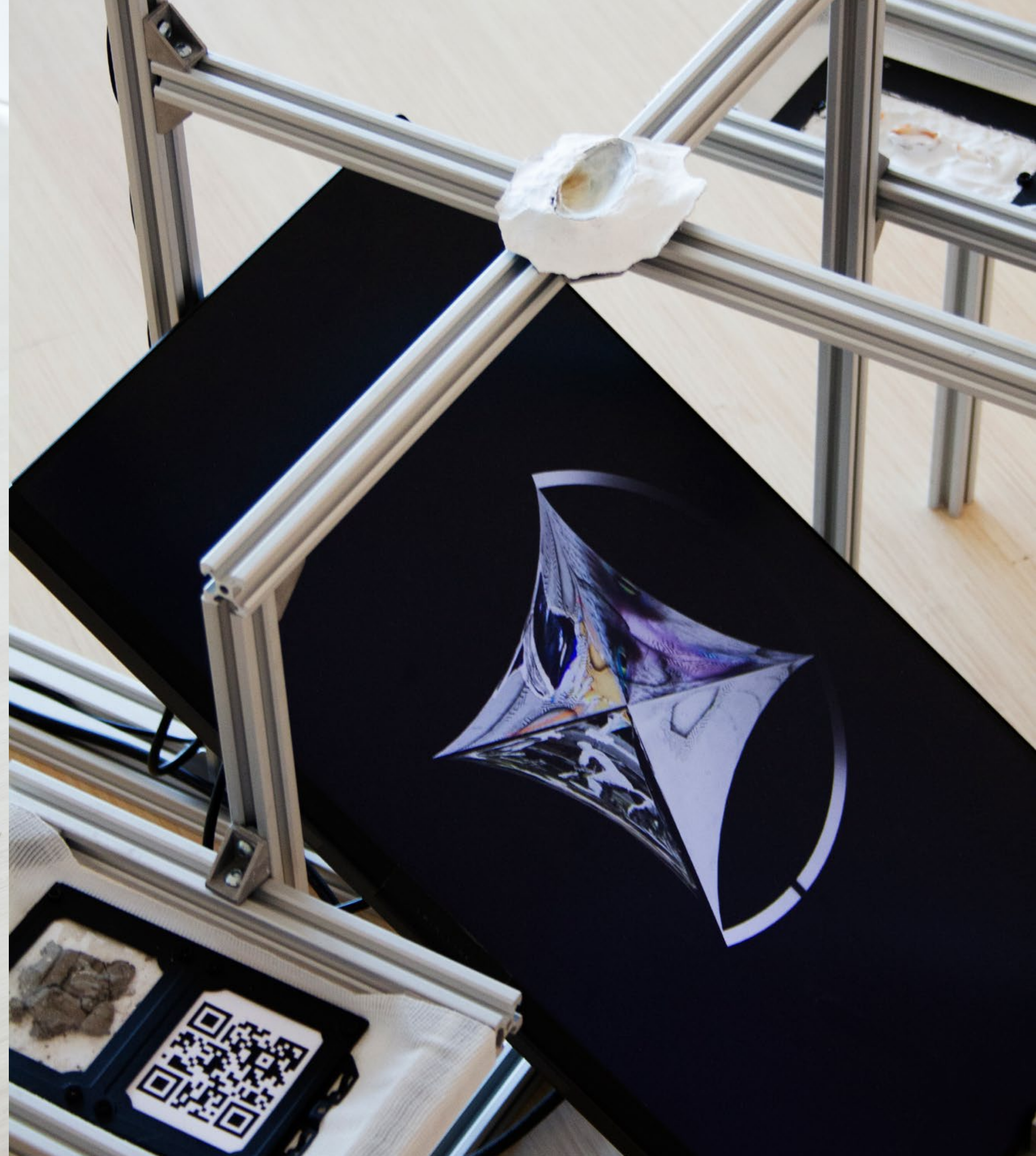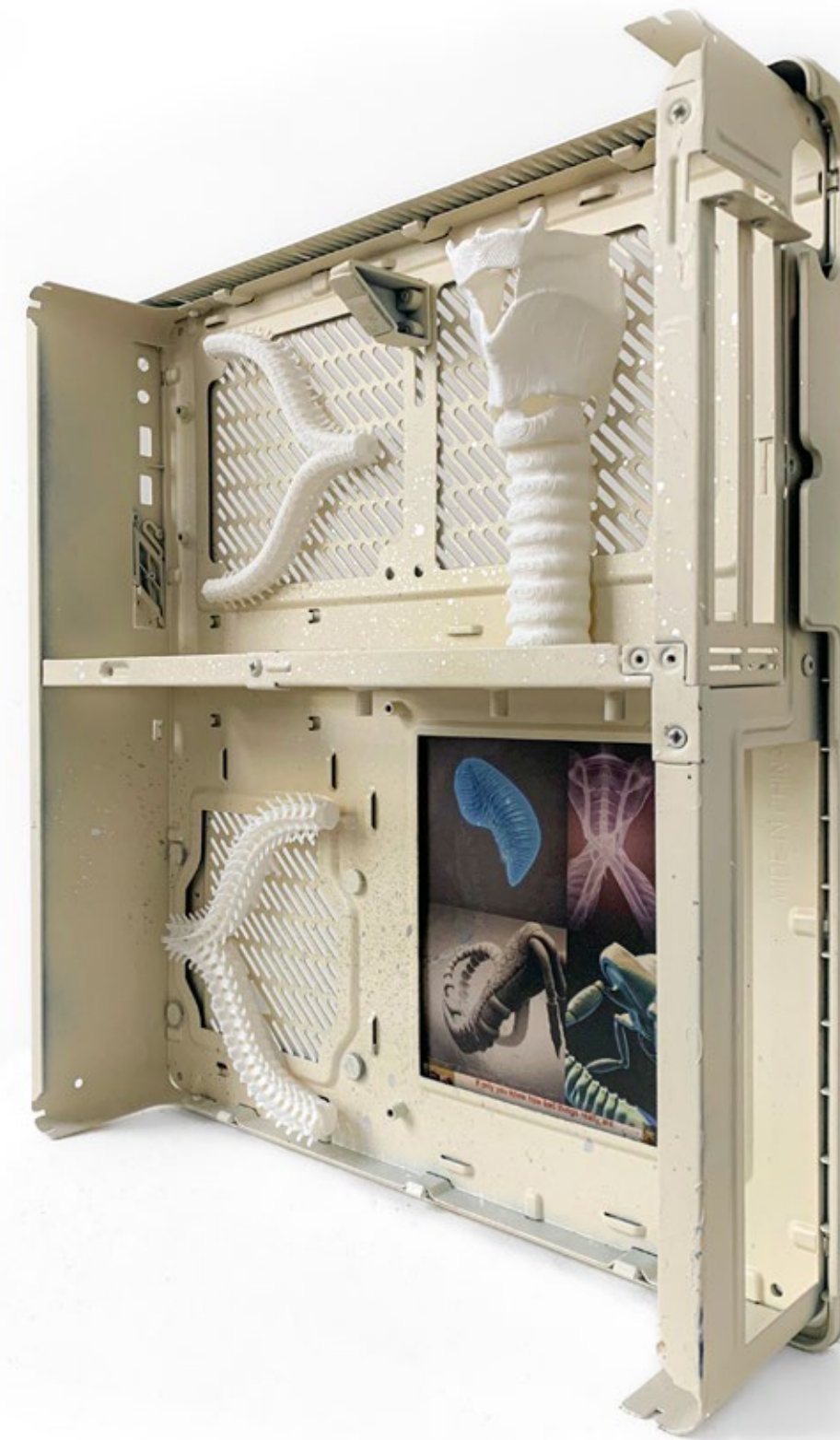
LAIR3 - 2023 - VARIABLE SIZE
TEXTILE PRINT, ALUMINUM PC CASE, AI GENERATED IMAGES ON TRANSPARENT FILM,
RECYCLED PLA 3D PRINTS, SPRAY PAINT

AURA

(2023)
artistic research, VR game,
participatory performance, installation

AURA examines the relationship between theater and reality, as well as the world-making potential of shared imagination.

The performance also raises the question of what emerges in a group beyond the sum of its members.

Similarly to Hollow's previous works, the audience does not remain outsiders: This time they are immersed in an imaginary journey, the story, the landscapes and the characters of which are evoked through poetics, media art, contemporary dance, role-playing, experimental electronic music and singing.

The starting point for the performance was an international research, in which the three artists investigated the functioning and world-building strategies of grassroots communities in Eastern Europe. During the intuitive and experience-based research process, they also experimented with the creation of a collective body and shared consciousness, through which they also aimed to reinterpret the functioning of their own group.

AURA is based on Hollow's research project 'Paracosmic Friend'.

Created by Hollow (Páll Tamás, Muskovics Gyula, Szeri Viktor)
Music: Thea Soti, Yinna
Performers: Márton Glaser, Imola Kacsó, Gyula Muskovics, Tamás Páll, Viktor Szeri, Thea Soti, Yinna, Imre Vass
Light design: Kata Dézsi

2023 - PERFORMANCE, INSTALLATION, VR GAME
TRAFÓ HOUSE OF CONTEMPORARY ARTS, BUDAPEST
PHOTO: DÁNIEL SZALAI (BACKGROUND: VR GAME STILL)

2023 - VR GAME STILL
TRAFÓ HOUSE OF CONTEMPORARY ARTS, BUDAPEST

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 CGI 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 a set of translucent prints. These are schematic renderings of Hydra vulgaris' body. They appear in the form of digital body parts printed on foil and texts from the project's speculative 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.
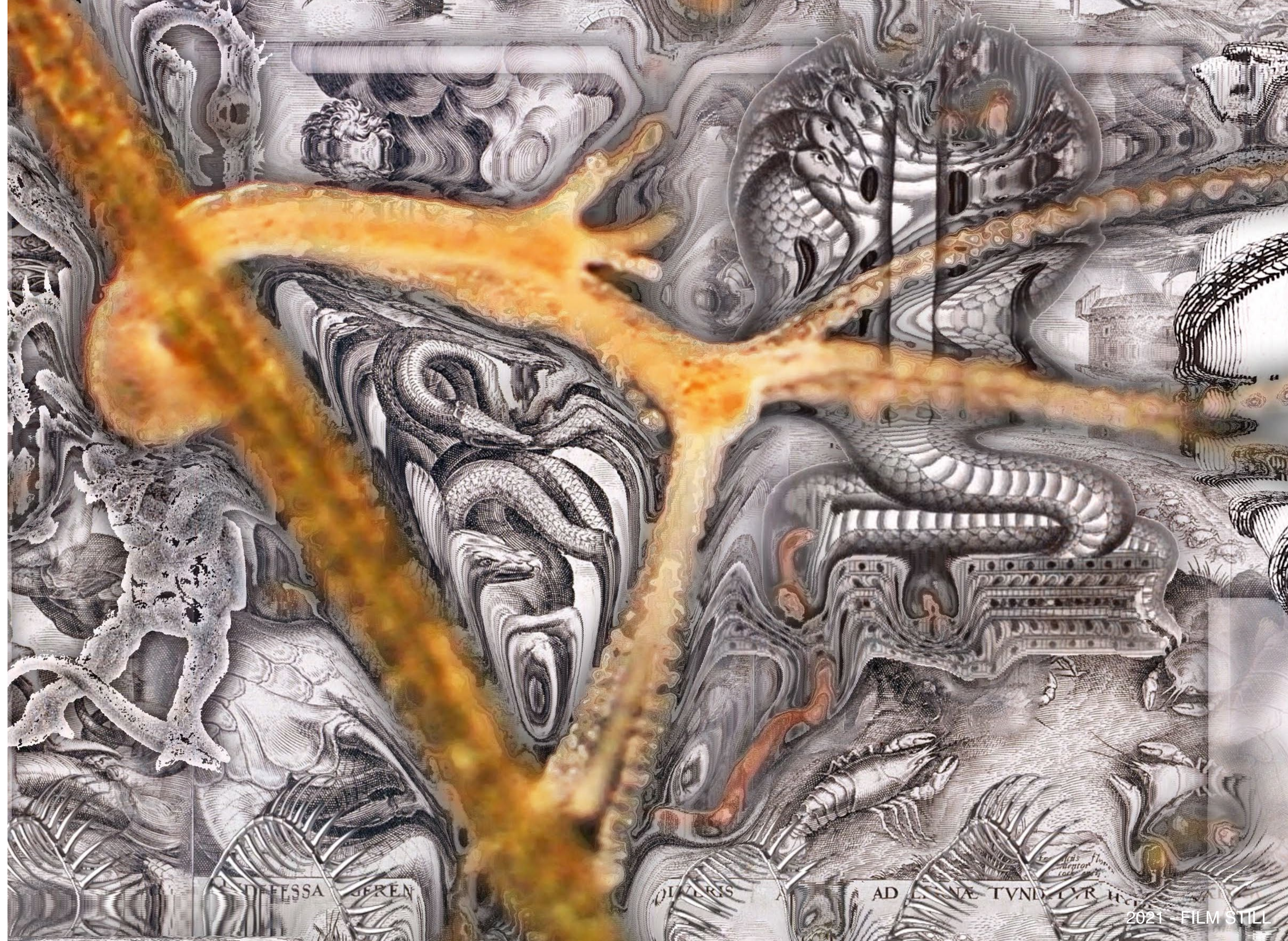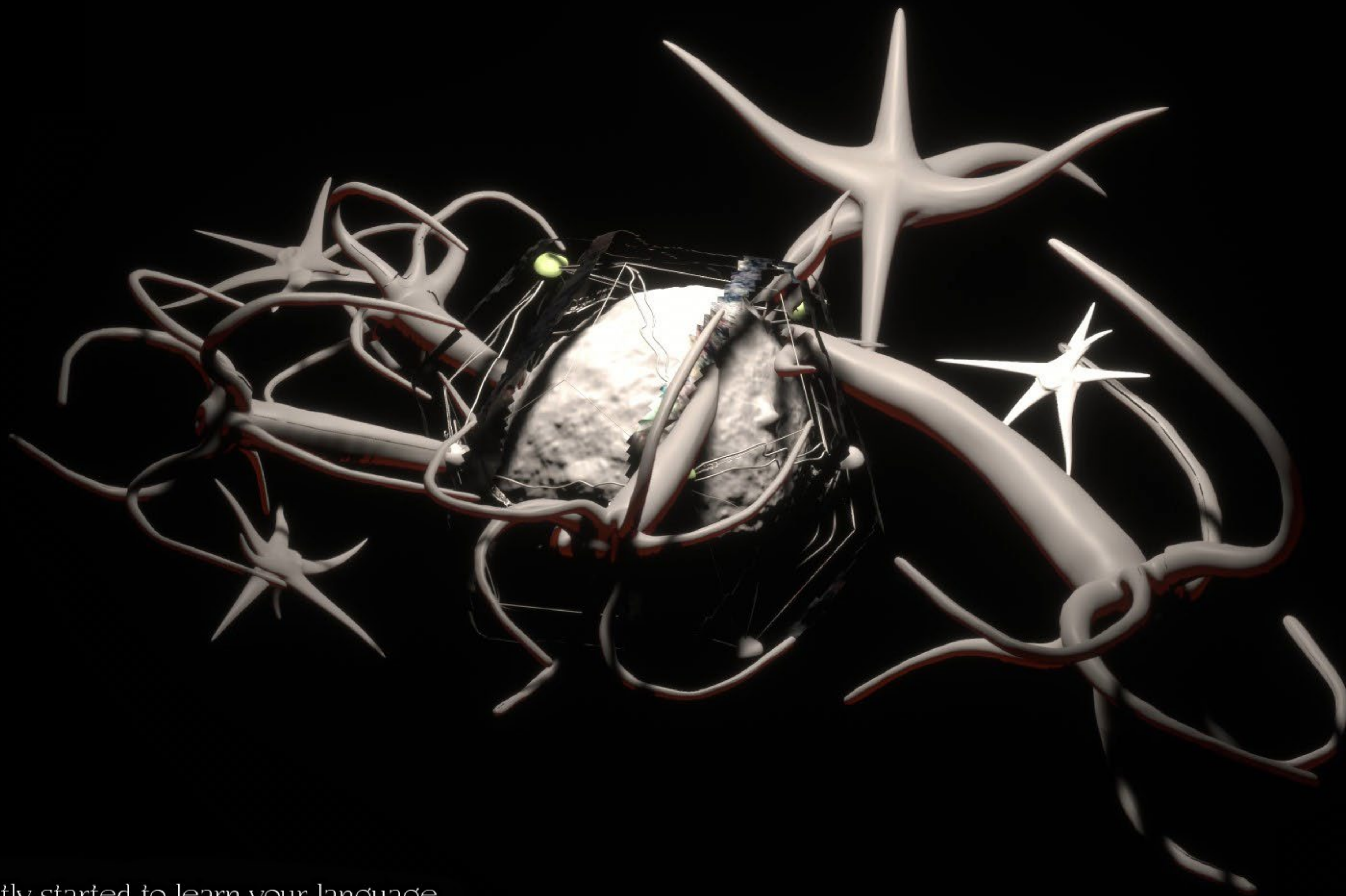
2021 – FILM STILL
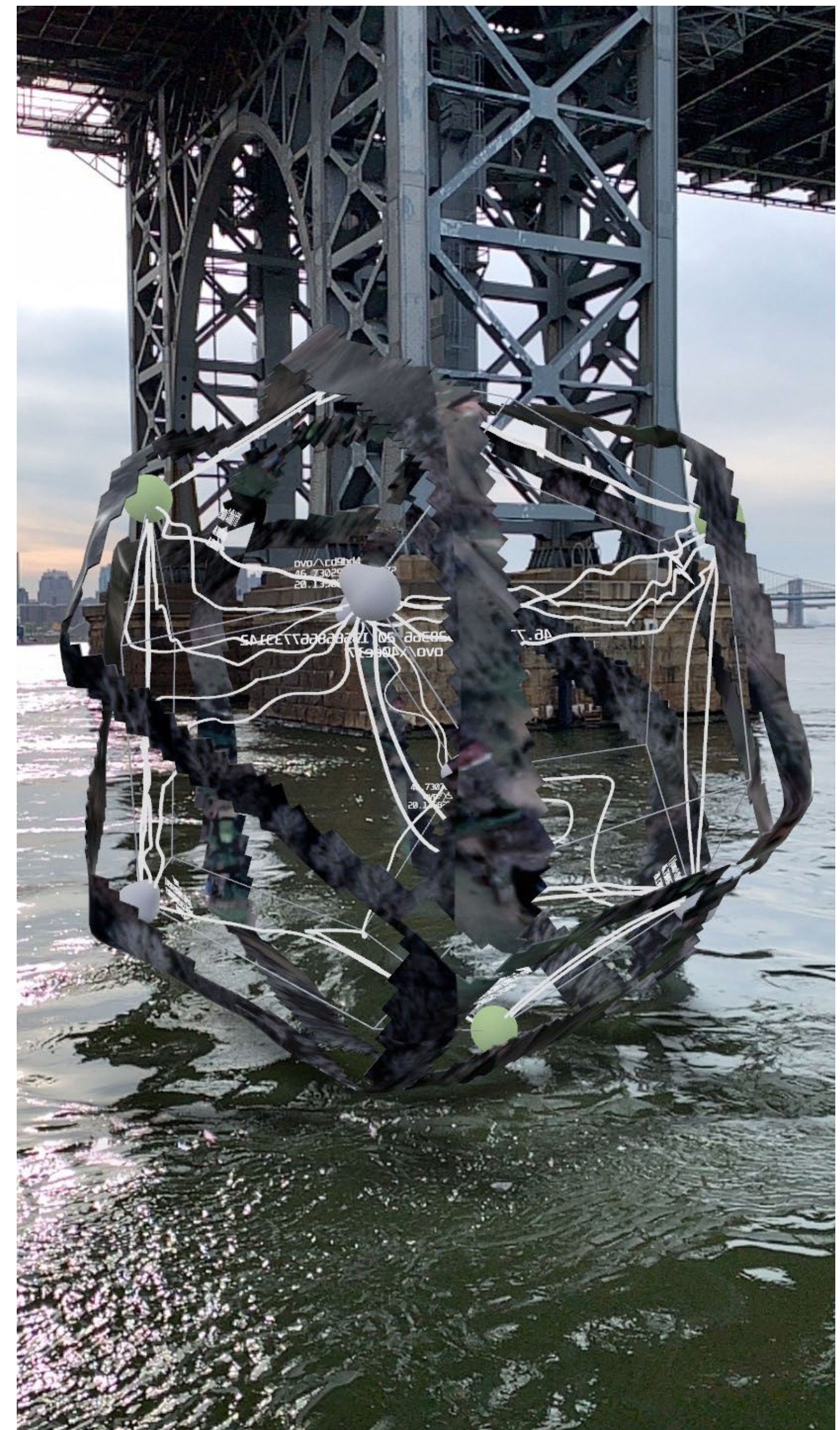
›› I have only recently started to learn your language.

2021 - AR SCULPTURE, TRANSPARENT PRINTS, HARNESS, SCRAP WOOD
DEGREE SYSTEMS @CSONGRÁD ART COLONY, CSONGRÁD (HU)
PHOTO: BARNABÁS NEOGRÁDY-KISS

2021 - FILM STILL. DEGREE SYSTEMS @CSONGRÁD ART COLONY, CSONGRÁD (HU)

2021 - AR SCULPTURE & FILM STILL. WILLIAMSBURG BRIDGE, NEW YORK, USA

THE ARCHIVE

2020-ONGOING

worldbuilding research project, interactive database game

web: https://archive.hollow.systems/
& https://www.hollow.systems/decipher/

The Archive is an ongoing and evergrowing meta-project where Hollow's pre-existing worlds bleed into new ones. Otherwise stated, it is the larger structure to which the majority of their characters, stories, and landscapes belong. Most of its elements originate from events that occurred (or will occur) in one world or another. Therefore, as a series of texts, objects, and performances, The Archive draws attention to hidden correlations between Hollow's–invented and given– realities.

The stories that emerge from the time capsules stored in The Archive revolve around various issues, ranging from hope and nostalgia, through progress, desire, and utopia, to the inaccessibility of the future, and how predictions and speculations shape the present. Furthermore, with this piece, revealing background stories and content produced during the development of their works, Hollow also highlights the importance of the unseen aspects of creating an art project, including the amount of invisible labor involved.

The Archive consists of different chapters (see for example The Beyond or The Skin) that manifest in various–physical and/or virtual–forms. Meanwhile, this interactive online platform aims to be the place where the pieces of Hollow's speculative database are concentrated and continuously updated, to illuminate newer pathways and open portals to other potential realities, constituting bridges between the existing and what is beyond the horizon.

Created by Viktor Szeri, Tamás Páll, and Gyula Muskovics

Sound by András Molnár & Tamás Marquetant

So, just make sure you click on what really makes you move
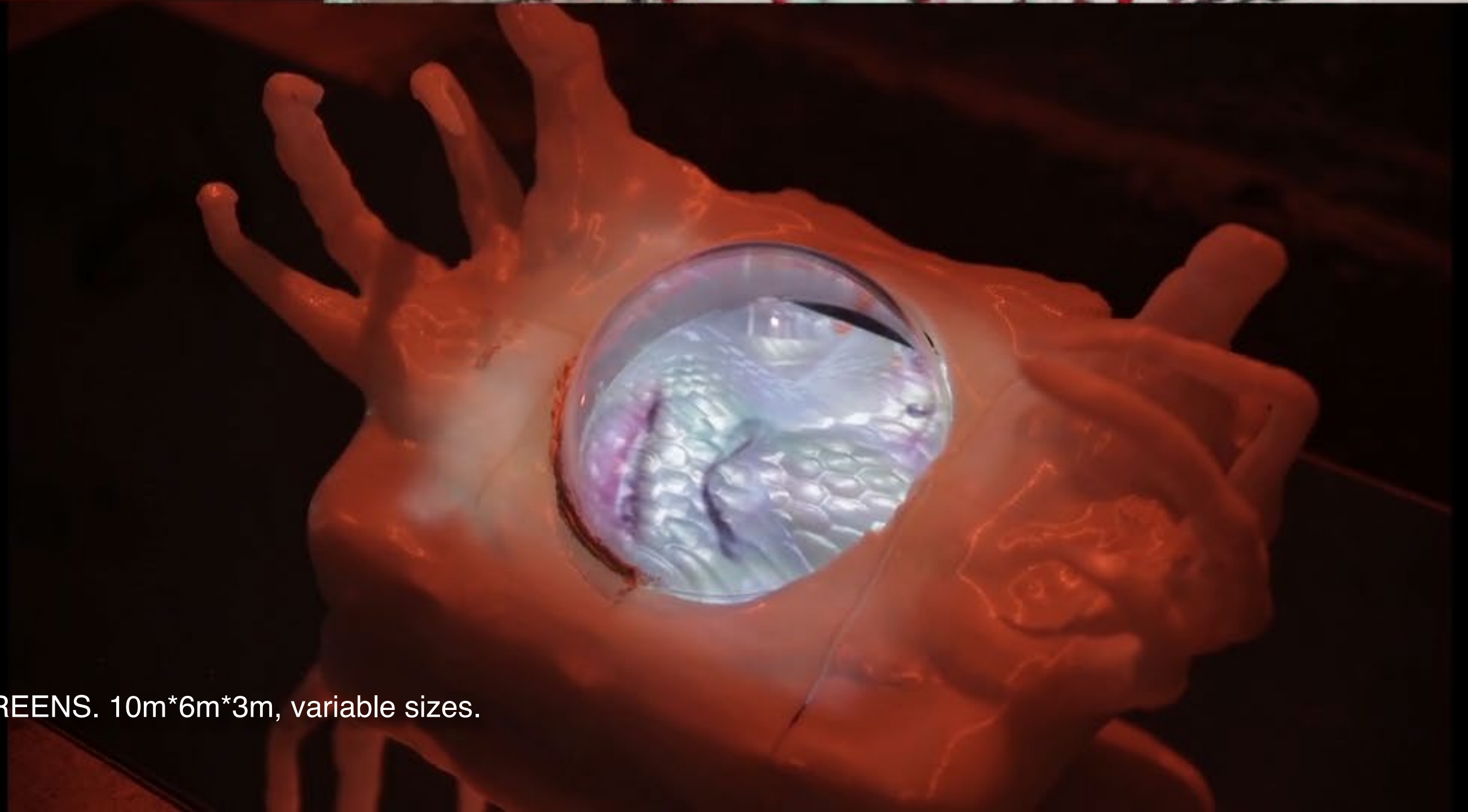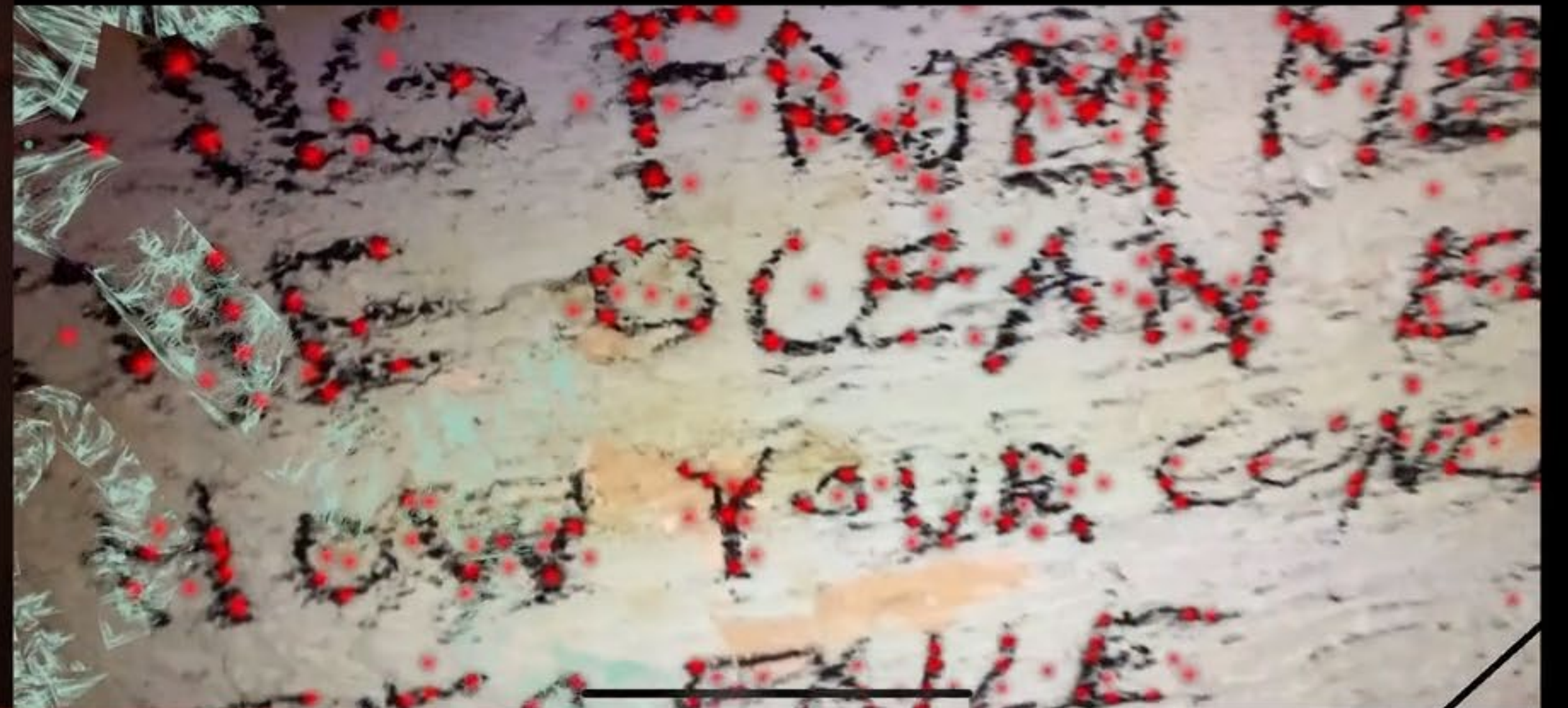
2022 - SCREENSHOT

HE SIGNS UP

2020 - *PERFORMANCE, ENTERIOR.*
MINE MY MIND. ART QUARTER BUDAPEST, BUDAPEST, HU (PHOTO: DÁVID BIRO)

2020 - PERFORMANCE, ENTERIOR, 3D PRINT, DRAWINGS, WAX, FLUID, SCREENS. 10m*6m*3m, variable sizes.
MINE MY MIND. ART QUARTER BUDAPEST, BUDAPEST, HU
PHOTO: DÁVID BIRO

REACTION / SELF SPAM

2016-2021

mixed media enterior, inkjet prints,
Full-HD CGI video (22min)
web: https://arbitraryvault.com/selfspam/

Self Spam / Reaction is an immersive multimedia installation and interior, where visitors can learn about the obscure mechanics of the data market, platformization, automation and surveillance capitalism.

In its current form, the installation carries the condensed documentation of the 2016 interior on a 1x2 meter textile print and a narrative CGI video.

The interior of Self Spam is a black room with chalk drawings, prints, UV lights, a projection, a computer and a mattress in the middle of the space. The walls are covered with scraps of text referring to CAPTCHA drawn with white chalk, as well as 140x100 cm inkjet prints of five digital sculptures.

The screening shows a CGI video that delves into the process of a thought experiment. The video maps out the absurd possibilities of self-multiplication, and shows an absurd attempt to disrupt online identification and thus observability by becoming spam. Within the video's narrative, an artificial intelligence narrator of the projected videogame tells a story that unveils the mechanics of contemporary surveillance systems and data markets.

In 2021, for the invitation of OFFBIENNÁLÉ, Páll revised the concept of Self Spam at the Order and Imagination exhibition and created a new, meta-reflection in the form of a video based on the aesthetics and narratology of the reaction videos prevalent on the YouTube and TikTok social platforms, in order to rethink the developments in technology and observations made in the last half decade. In this new narrative constellation, Páll, playing a virtual vlogger dog named Masat, reflects on the rapidly changing politics of art activism, surveillance and artificial intelligence in the form of a sarcastic retrospective reaction video.

Original descriptive text by Katalin Székely

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

2021 - FILM STILL, OFFBIENNALE, BUDAPEST (HU)

2016 - MIXED MEDIA ENTERIOR. 500x400*350cm, VARIABLE SIZES. DIPLOMA SHOW @MOME, BUDAPEST (HU)

2022 - 150x200cm TEXTILE FLAG PRINT, DERKO22 @KUNSTHALLE, BUDAPEST (HU)

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

THE SKIN

2021
mixed media installation

web: https://www.hollow.systems/skin/

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 - MIXED MEDIA, 600X400X200CM, VARIABLE SIZE. TEXTILE PRINT, CHAINS, UH GEL, BARREL, SCREEN, PHONE
ART COLOGNE, COLOGNE (DE)

2021 - MIXED MEDIA, 600X400X200CM, VARIABLE SIZE.
TEXTILE PRINT, CHAINS, UH GEL, BARREL, SCREEN, PHONE
ART COLOGNE, COLOGNE (DE)

2022 - MIXED MEDIA, 600X400X200CM, VARIABLE SIZE. TEXTILE PRINT, CHAINS, UH GEL, BARREL, SCREEN, PHONE
STUDIO GALLERY, BUDAPEST (HU)
FEAT. BORSOS LŐRINC, CSENGE VASS, PPILLOVV
PHOTO: BARNABÁS NEOGRÁDY-KISS
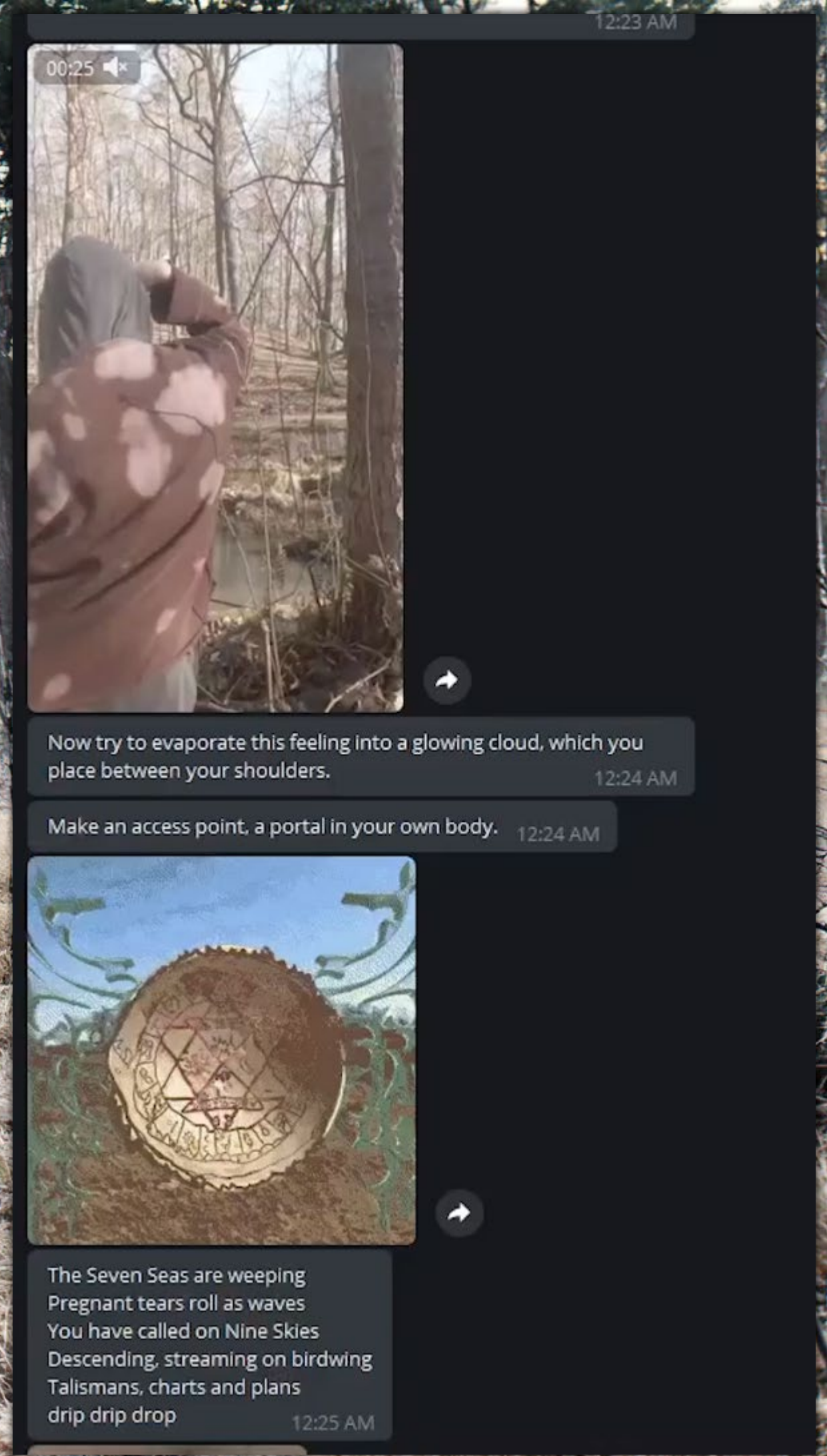
SPRAWLED SOILWARE

2021

Chatbot LARP (live action role-play)

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

In the depths of the universe, in the magma of the earth, in the atoms of the material world dense bodies loom, so dark and gravitational no light escapes them. No one knows if they are animals or minerals or both. Generally, the stable timespace manifold keeps the pull of their event horizon separated from human sensory perception. There are whispers however, that with the swelling eruption of cosmic flares portals have been broken open. Here, the event horizon breathes and inflates—beckoning the interface where dark bodies tickle with their tongues, suction with their orifices, nibble with their tiny teeth and caress with the enormous tips of their feelers the skin, the glands, the eyeballs, the bottom of the feet of the user at the cusp of the portal threshold...

The Hungarian artist group Hollow (formerly known as Szeri-Páll-Muskovics) teams up with Berlin-based Omsk Social Club to explore the organic and inorganic depths of the dark unknown. Merging the methodologies of contemporary dance, sound, poetics, augmented reality (AR) and real game play (RGP), the group stages a consensual hallucination as multimedia performance project, inviting participants to become absorbed, estranged or both.

Created in collaboration with Hollow (Tamás Páll, Viktor Szeri, Gyula Muskovics) & OMSK SOCIAL CLUB

2021 - FILM STILL & TELEGRAM CHATBOT

Cosmic Stack · Fire · Dream Oracle
Earth · Solar · Air
Lunar · Water · Future's Past

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.

2021 - FILM STILL, COMMUNAL CHAT WALKS
TÜNDÉRSZIKLA, BUDAPEST (HU)

PHOENIX (2018-2021)
immersive performance

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

g_star

2019 - AR PERFORMANCE GAME STILL.
DUNPART V., DREIRABEN, BUDAPEST, HU

LEGENDA (2018)

*interactive multimedia installation
& AI chatbot*

web: *https://arbitraryvault.com/legenda/*

Legenda is an interactive installation built from scrap car parts, gaming computers and controllers and features an interactive videogame, where viewers can mingle with a virtual driverless car system functioning both as a driving 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)

In collaboration with
Iván Rohonyi & Tamás Marquetant

Supported by Studio of Young Artists' Association and Trafo House of Contemporary Arts

0.78
0.78
0.78
0.78
0.78
0.78
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0.35
0.35

The procedure to cross between zones of the city is not visible to any human in any space and time

love this story because at no point did the-ahem-artist think, 'Lol I have no artistic talent whatsoever. I should really stop, because this is fucked up.' newlinechar

2018 - MULTIMEDIA INSTALLATION , 200x150x170cm. CAR PARTS, GAMING COMPUTER, SCREENS, CONTROLLER, TEXTILE PRINT.
STUDIO GALLERY, BUDAPEST (HU)

0.35
0.35
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0.35

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 predic
before you realized you want to cross it

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

2018 - VIDEOGAME STILL, STUDIO GALLERY, BUDAPEST (HU)

In the screen image: They are invisibly fragmenting urban space

2018 - MULTIMEDIA INSTALLATION , 200x150x170cm. CAR PARTS, GAMING COMPUTER, SCREENS, CONTROLLER.
TRAFÓ HOUSE OF CONTEMPORARY ARTS, BUDAPEST (HU)

Z.E.T (2017)
multimedia installation

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

ZET is a speculative multimedia installation combining a videogame and a polyurethane sculpture of a 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 inoperable.

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

As a dynamic metaphor to the instability caused by the computer virus, the player controls are volatile in the game due to 'reality-shifts', that eventually make the game unplayable, and computationally impossible. When player control is lost, the game starts to erode the realism of the 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: a fractal sculpture.

TAMÁS PÁLL (b. 1989, Budapest)
arbitraryvault.com - tamaspall.com

Co-founder of Hollow & Rites.network
Member of Studio of Young Artists' Association

STUDIES
University of Applied Arts, Vienna— Artistic Research PhD.
2020 - 2024

Moholy-Nagy University of Art and Design, Budapest — MA in Photography
2013 - 2016

Moholy-Nagy University of Art and Design, Budapest — BA in Photography
2010 - 2013

GRANTS & RESIDENCIES

2023
- Residency @radial.systems & Montag Modus, Berlin, DE (upcoming in July 2023)
- Residency @Bergen Kunsthalle, Bergen, NO (upcoming in June 2023)
- Residency @ Residency Unlimited, New York, USA (ACAX)

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

2021
- Residency @ISCP New York, US (Visegrad Fund)
- Residency @CHB, Berlin, DE
- Residency @MontagModus, Berlin, DE

2020
- Residency @SÍN Arts, Budapest, HU
- Goethe Institute - International Co-production Fund Grant

2019
- iPortunus Mobility Grant
 -Residency @X10, Prague, CZ
- DunaPart 5 @Dreiraben, Budapest, HU
- Visegrad Fund VARP
- Residency @MeetFactory, Prague, CZ
- Residency @Trust, Berlin, DE

SELECTED EXHIBITIONS & PERFORMANCES

2023
- LAIR screening @Residency Unlimited, New York, USA (Upcoming in May)
- AURA @Trafó House of Contemporary Arts, Budapest

2022
- LAIR @I'm not a Robot, Ludwig Múzeum, Budapest, HU
- LAIR @PETRICHOR, Budapest, HU
- PARACOSMIC FRIEND @Budapest Gallery, Budapest, HU
- PARACOSMIC FRIEND @Under500 Festival, Budapest, HU
- THE SKIN @Studio Gallery, Budapest, HU
- THE ARCHIVE @Studio Gallery, Budapest, HU
- REACTION & 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 @radial.systems, 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 Festival, 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, DE

2018
- RROMOK @V&A Digital, London, UK
- RROMOK @PankeGallery, Berlin, DE
- RROMOK @Screen Space - Mathew Gallery, New York, US
- PHOENIX @Trafó Kortárs Művészetek Háza, Budapest, HU
- LEGENDA @Trafó Kortárs Művészetek Háza, Budapest, HU

2017
- RITESNETWORK @Noise Fabric, Berlin, DE
- PHOENIX @Art+Text, Budapest, HU

2016
- PLAT(T)FORM 2016 artist presentation @Fotomuseum, Winterthur, CH
- REACTION (selfspam) @Crosstalk Video Art - Festival, Budapest, HU
- ZET @RealityResearch Festival, Budapest, HU

PUBLIC LECTURES

2023
- Public discussion & presentation, Residency Unlimited, New York, USA
- Artist presentation - Live Art Forms @ADBK, Nürnberg, DE
- Digital Performance Technologies seminar & workshop - Live Art Forms @ADBK, Nuremberg, DE

2022
- Videogame culture & contemporary art @ELTE Media, Budapest, HU
- Non-human storytelling & worldbuilding lecture, @Experimental Game Cultures, University of Applied Arts, Vienna, AT

2021
- Virtual world building & web publication seminar as part Postdocumenta @HGB Academy of Fine Arts, Leipzig, DE

2020
- Virtual world building seminar & workshop @HGB Academy of Fine Arts, Leipzig, DE

2014
- Game design seminar @ Moholy-Nagy University of Arts and Design, Budapest, HU