MARIA GYARMATI

CURRICULUM VITAE

Profile

Maria Gyarmati is an interactive media and visual artist creating art that integrates dance performance, extended reality, and combines classical art techniques with new media art.

Exploring topics: psychology, social catastrophes, opportunities and level of awareness of people at the present moment of history. Has participated in numerous group and personal exhibitions.

Contact

+36309389186

masha.gyarmati@gmail.com
www.mariagyarmati.com
instagram: @maria_gyarmati

Education

Saint Petersburg State University of Cinema and Television

Director of interactive media

Eszterházy Károly Főiskola

Arts and design

CONTENTS

Art Direction

Panel Magazine

For last 5 years I'm acting as an art director for a magazine of contemporary writing and art from Central/Eastern Europe.

Panel is a magazine of fiction, poetry, non-fiction and the arts, being produced in Central and Eastern Europe and originally written in English or translated into English.

Panel magazine is published twice a year and available both in print and online.

Panel's readers are well-educated, open minded individuals who appreciate both human connections and digital technologies, who care about their personal development as well as about their careers, who are not afraid of life, and who can think "outside the box".

Panel is a publication that deserves to be kept alongside other favorites – set on coffee tables or tucked into bookshelves. It's a publication unique to Central Eastern Europe that is aesthetically and intellectually provocative. We, its editors and founders, strive to foster connections within artistic communities, encourage openness and collaboration between writers, translators, illustrators and designers.

Year
2018 - present

If We're Talking Budapest

"If We're Talking Budapest" is a short story anthology, written by Hungarian and international writers that live in Budapest or have resided there in the past.

Every story in the anthology provides a unique perspective through which it explores the city of bridges, baths and bars, it's odd encounters and existential quandaries.

Budapest is a unique city that is worth being, observed and explored. Producing this anthology has become a way for us to show affection for this great city and to provide a platform to the writers who have stories to tell.

I worked on the style and design of the anthology.

Year
2021
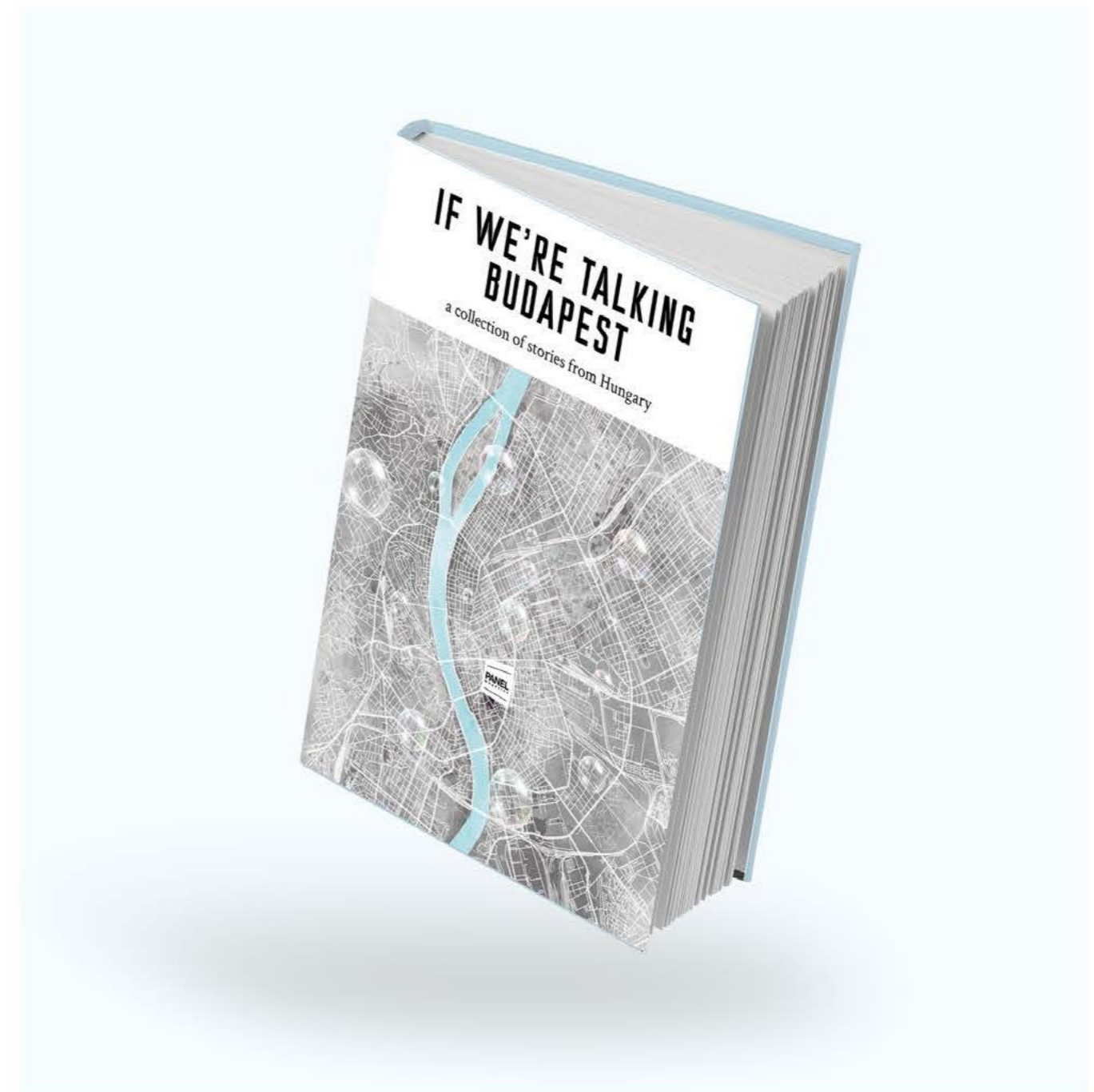
Electric Dreamers

Humanity is always dreaming about
something bigger, but we have our limits.
Technical progress is helping to expand
technical ideas and perfect them into precise
forms. This is the story of breaking limits,
exemplified by a little boy who grew up as an
engineer and crossed the sky.

Tools:
Midjourney
DALL-E
Stable Diffusion
Runway
Synthesia
ChatGPT

Link to the video

AI

Year
2023

Frozen in Fire

Video inspired by an antiwar exhibition's artwork, kicks off with a vivid image of a nuclear explosion, bursting with fiery reds, blues, and purples, symbolizing destruction and renewal. This video artfully blends pop and nuclear art within a surreal red dream world, all framed by a sharp border. The journey leads to a post-apocalyptic realm, a world both empty and captivating. Throughout, glimpse a sun and planets against war-torn backdrops, inspired by Takashi Murakami's airbrush style. These scenes transition from deserted Soviet towns to lone figures in snow-covered cityscape.

Tools:
Midjourney
Stable Diffusion

Link to the video

Year

2023

Next Steps

Currently, I hold the position of the art director of the Panel magazine, a literary and artistic publication covering Central and Eastern Europe. We have been publishing the magazine for over five years, but its future is now in question.

This is happening because every member of our team is currently undergoing significant changes in their lives. Some are transitioning to the realm of new media, others are becoming parents and opening bars, while some have chosen the path of a full-fledged career in publishing. Our future and the future of our magazine remain uncertain, but we keenly feel the approach of the winds of change.

This is the main feeling that I sought to convey through this animation. The first frame of the video showcases the cover of the 11th issue of the magazine. This video serves as a symbolic reflection of our potential future, our next steps.

Link to the video

Tools:
Midjourney
Stable Diffusion

Year

2023

Dreamscape Descent

When I was a child I dreamed to dig to the core of the Earth. This short video is a fantasy on how it could happen, video was made fully only via AI tools.

Tools:
Midjourney
DALL-E
Stable Diffusion
Runway
ChatGPT

Link to the video

Year
2024

Distance to the Moon

The project is a recording of a psychological dance performance with elements of augmented reality that took place in Brno, Czech Republic on October 25, 2022. The performance features a person alone in a boat in the middle of the ocean, serving as a metaphor for the experience of living and analyzing one's own feelings and emotions alone.

As the moon approaches the Earth, the person in the boat plunges into a melancholic state, which triggers the rise of various underwater creatures from the ocean. These creatures personify different emotions, and their emergence symbolizes the surfacing of repressed feelings and emotions within the person.

Link to the video

Year
2022

XR

The performance incorporates elements of augmented reality to enhance the storytelling and create a more immersive experience for the audience. The AR elements complement the story and create sensations similar to the associative figurative work of the subconscious. This allows the audience to experience the performance in a more visceral and emotional way, connecting with the underlying themes and emotions of the performance.
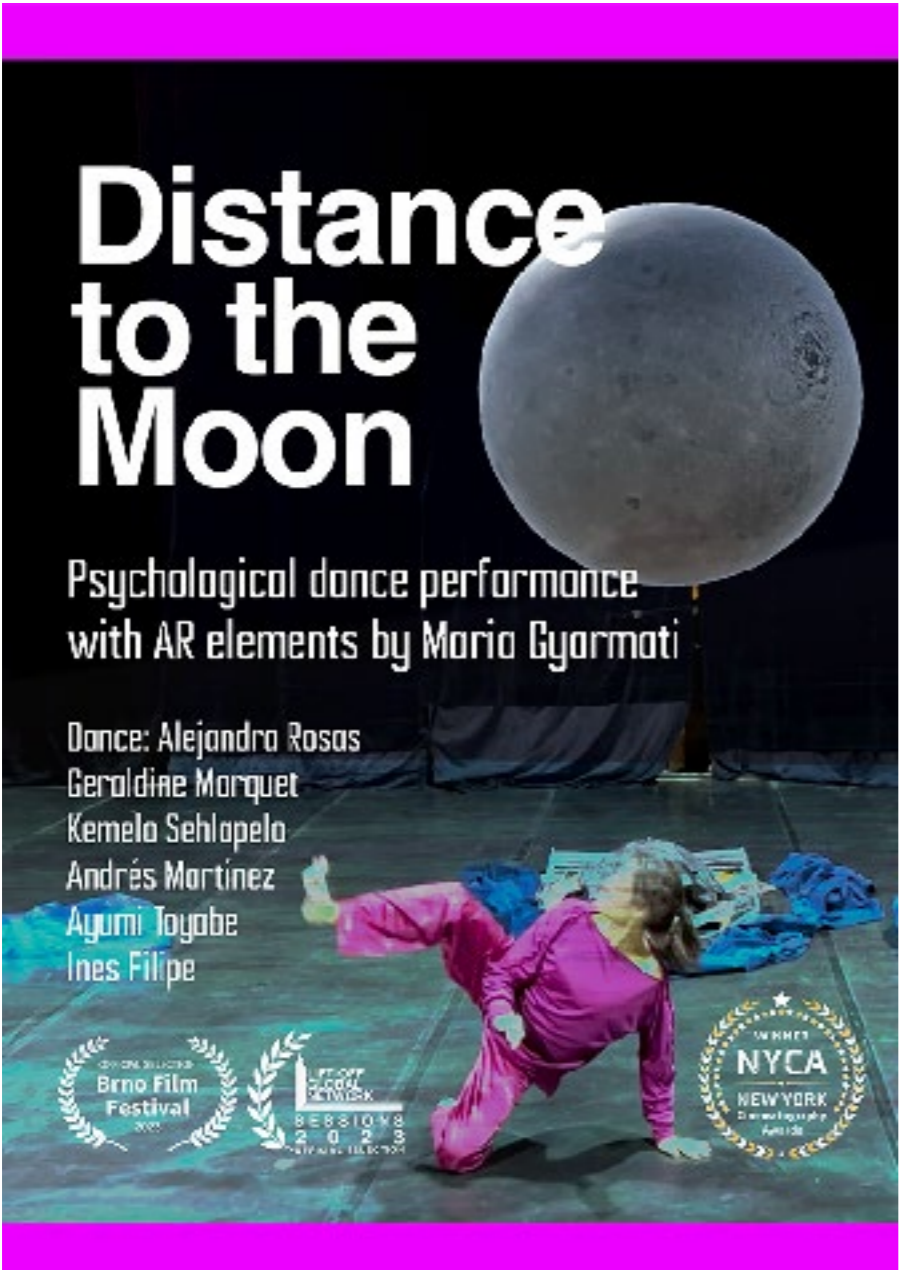
Overall, the performance offers a powerful and evocative exploration of the human experience of emotions and the process of self-analysis. The use of augmented reality elements adds a layer of engagement and immersion, allowing the audience to connect with the performance in a more visceral and emotional way.

Through the Noise - AI exhibition in VR

The "Through the Noise" exhibition invites viewers to explore the intersection of artificial intelligence and art. It serves as a culmination of research into using AI as a therapeutic tool in artistic expression. The exhibition's theme is symbolized by a train journey through the information chaos, where artists excavate buried emotions and memories, providing a unique lens into their personal experiences. You are in a carriage. You are moving through chaos. Outside is a world of news, data, and constant overload. Inside is art – AI-generated videos, images, and sound. Connect, and you will be able to hear the melody through the noise. This experience assumes roles; your role is that of a passenger. We have designed the train in such a way that it will certainly take you from point A to point B. But you have a task: during the journey, you will look through every window.

Here, we collaborated again with many Ukrainian artists who had experienced or were enduring bombardments, as well as Russians who had moved and were struggling to cope with the ongoing situation. This community is a populated online island. And now, we have an additional virtual space where you can view our works with VR glasses or through a browser and contemplate where this train, piercing the media noise, can lead.

We've created an exhibition that has meaning. We don't want to be just part of the noise. AI can indeed be an instrument of art, not just a meaningless stream of consciousness or drafts from which something randomly emerges. We developed prompts, lived through them, and embedded artistic references in them.

Curators: Maria Gyarmati and Lida Nesmachna

Link to the project

Year   2023
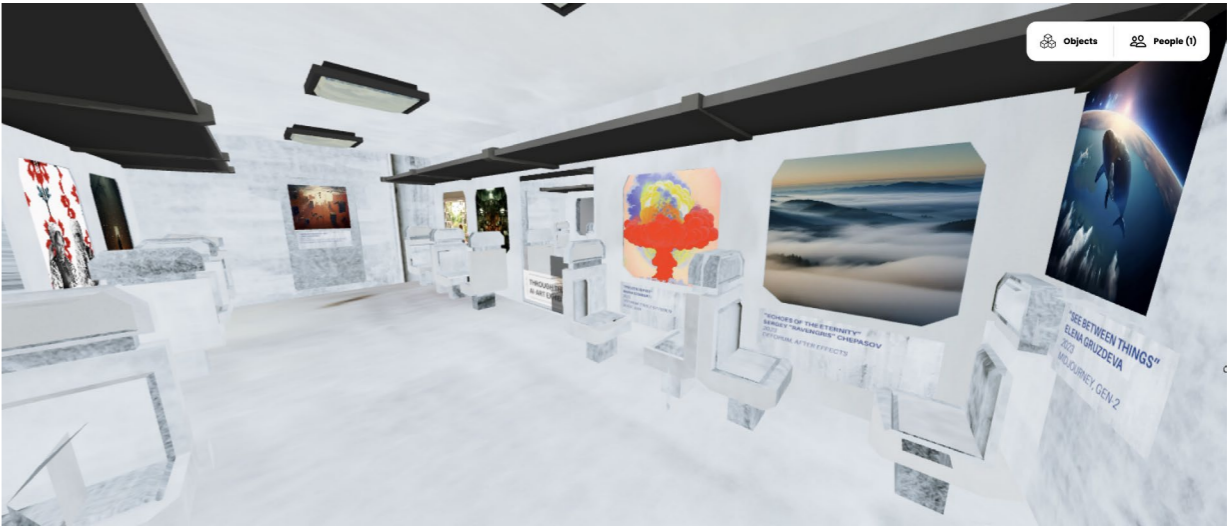
Interactive projects

Mine Towns - Documentary (Hybrid)

The interactive documentary project focuses on the potash mines failures that have occurred in the Russian cities of Berezniki and Solikamsk since 2007. The project features videos filmed in these cities, showcasing the damage caused by sinkholes and the resulting resettlement of affected residents in houses contaminated by formaldehyde.

The project includes an interactive map with buttons that users can click on to access the videos. By clicking on the buttons, users can view the videos and gain a better understanding of the extent of the damage caused by the sinkholes and the impact on the lives of the affected residents.

The interactive format of the documentary project provides a unique opportunity for viewers to engage with the material and learn about the issue in a more immersive and interactive way. Through the use of videos and interactive elements, the project aims to raise awareness about the potash mines failures in Berezniki and Solikamsk and the impact they have had on the affected communities.

Year   2016

Antiwar exhibition "Art for Sanity"

During war, everyone suffers. War destroys. War dehumanizes. It distorts optics, tampers with perception, takes away joy, and sows hatred. War is a trap; it is pure insanity. The reality we once knew has split into countless sub-realities. The reality of war, the reality of those who help others, the reality of those that mourn, the reality of those that count losses, the reality of those bogged down in hatred – to name just a few. Distant objects become as close as if they stand in our own living-rooms. Something, that is just in front of our eyes, becomes invisible, or senseless.

They say art is needed in all times. Art helps to preserve sanity.

We want to believe in that, too.

The exhibition displays art works, produced in different media: paintings, collages, graphics, digital art, installations.

Curators – Maria Gyarmati, Taras Tolstikov.

Link to the video

Antiwar exhibition "Layers of Sense"

Since the full scale Russian invasion in Ukraine lots of artists have been through a lot of challenge to continue their work. They have shown enormous dedication to their vocation.

The project "Layers of Sense" is aimed to support the artists, who have suffered from the Russian war in Ukraine, and to give them a platform and audience.

From the artistic perspective, "Layers of Sense" is an attempt to reflect on the current moment, and to provide an audience with a glimpse of artists' emotions, personal experiences, and thoughts.

"Layers of Sense" is a combination of "traditional" visual artworks and modern, innovative technologies, such as augmented reality (AR). All artworks displayed on the walls of the venue, valuable and solid as they are, will have an AR component: interactive visuals, audio, text or film. We selected AR, because it is a pragmatic and logistical solution for many of the challenges faced by contributors seeking to address the exhibition's themes.

We believe that "multiple realities," as well as our fractious world, can be effectively explored while using augmented reality. To enjoy the AR component of the exhibition, viewers will be required to have phone with Instagram's mobile application installed.

Digital artist, curator – Maria Gyarmati.

Wonder Around!

The project is an interactive virtual tour of the Salgotarjani Street Jewish Cemetery in Budapest, Hungary. It is a joint effort of the Hungarian Jewish Museum and Archives and the TechLab at Moholy-Nagy University of Art and Design. The goal of the project is to make this hidden gem accessible to the public worldwide through the use of interactive spherical panoramas and interactive buttons.

The virtual tour allows visitors to explore the cemetery and view the unique architectural features of the tombs, as well as learn about the prominent figures buried here. The cemetery is considered one of the finest examples of Hungarian Cemetery Art and is of great cultural and historical significance.

To create the interactive spherical panoramas, multiple photos were taken and combined using PTGui software. The resulting panoramic images were then integrated with interactive elements using Easypano program, allowing visitors to click on interactive buttons to access additional information and learn more about the cemetery and its history.

Overall, the project provides a unique opportunity for visitors to explore and learn about the Salgotarjani Street Jewish Cemetery, an important cultural and historical site that may otherwise be inaccessible to many.

Year   2015

Lajta Béla által tervezett öntöttvas madár és korsó, az előudvar kerítésének részlete, 1908 körül.

A szertartási épület főhomlokzata, 1907-1908

INFO

Programming: Maria Gyarmati
Photography: Maria Gyarmati & László Gyarmati
Content: Réka Majsai & Zsolt Sárközi & Szvetlana D. Juhász
Consultants: Zsuzsa Toronyi & Rudolf Klein
Concept: Zsófi Ruttkay
Special thanks to: Sarolta Hüttl

KÜLGAZDASÁGI ÉS KÜLÜGYMINISZTÉRIUM

Magyar Zsidó Múzeum és Levéltár

MOHOLY-NAGY MŰVÉSZETI EGYETEM
MOHOLY-NAGY UNIVERSITY OF ART AND DESIGN BUDAPEST

TECHLAB

Resurrection (Lenin)

The interactive installation created during the MMKF 2012 workshops is centered around the idea of waking up Vladimir Lenin, the leader of the proletariat. The installation is designed to create an immersive experience for visitors by incorporating an actor who looks like Lenin. The use of sound as the basis for interaction adds a unique layer of engagement, allowing visitors to actively participate in the installation.

As visitors approach the installation, they may be prompted to wake up Lenin by triggering a sensor by their voice. Upon activation, the sound of Lenin stirring and waking up plays.

The interactive nature of the installation encourages visitors to engage with the historical figure of Lenin in a more personal and intimate way, potentially opening up opportunities for dialogue and further exploration of Lenin's life and legacy. The use of an actor who looks like Lenin adds to the immersive experience and creates a sense of realism and authenticity.

Overall, the installation creates a unique and engaging experience for visitors, allowing them to interact with the historical figure of Lenin and potentially sparking further dialogue and exploration. The use of sound and an actor adds a layer of immersion and engagement, creating a memorable and thought-provoking experience.

Link to the video

Year   2012
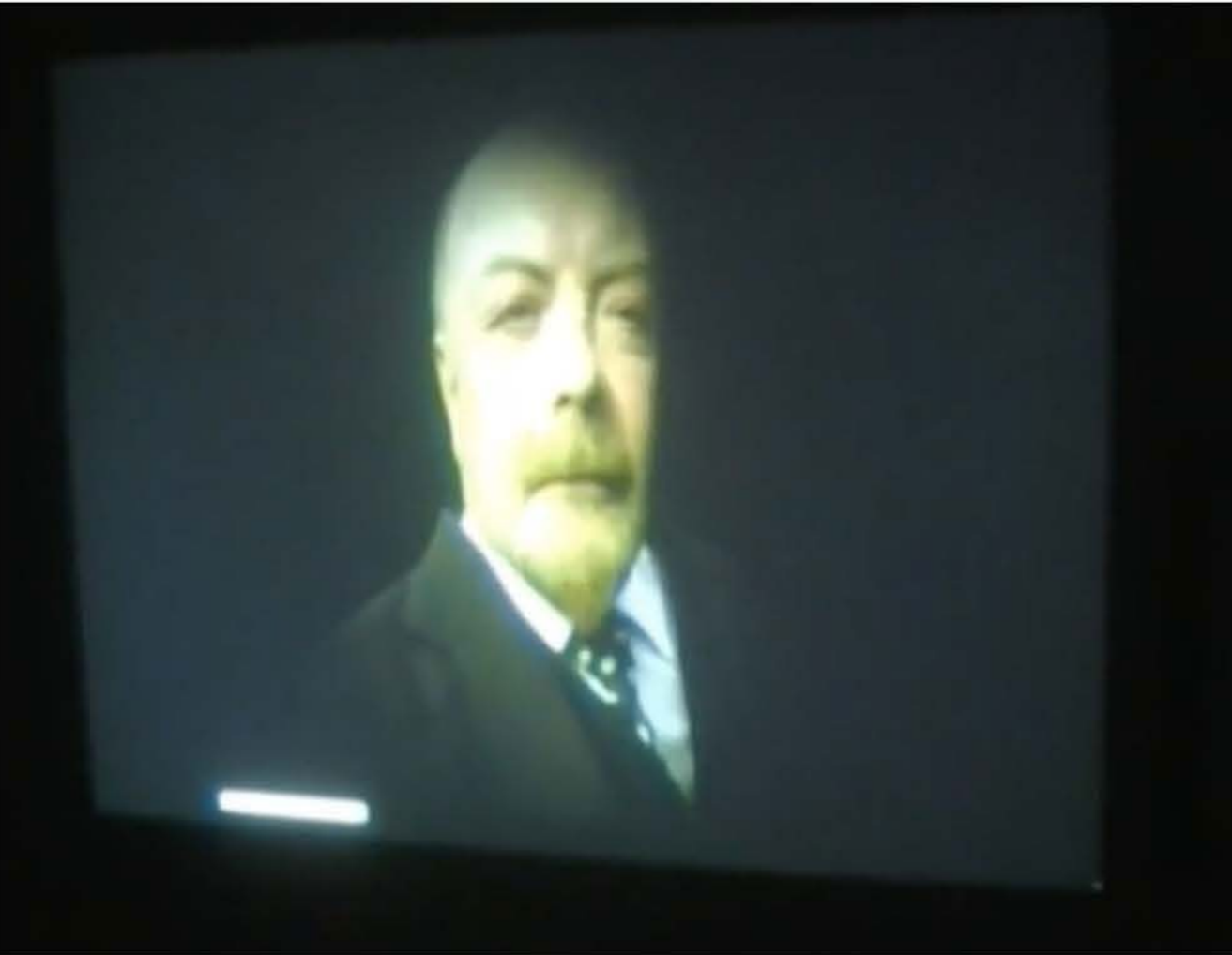
Dying Swan

The interactive installation is based on sound and revolves around the idea of extending the life of the swan and the ballet dancer through the applause of the audience. The installation features a representation of the famous ballet dancer Anna Pavlova, and a sensor or button that visitors can interact with to trigger an audio response.

When the sensor is triggered, the sound of applause plays, extending the life of Pavlova's metaphorical swan and allowing her to continue dancing. The use of sound as the basis for interaction in this installation adds a unique layer of engagement for visitors, as they can actively participate in the performance by triggering the sound of applause.

The installation serves as a reminder of the importance of recognition and support for artists, and how their artistic practice can be prolonged by the applause and appreciation of their audience. It also pays homage to the timeless and iconic performance of Anna Pavlova's "The Dying Swan", which continues to inspire and captivate audiences over a century later.

Overall, the installation provides a unique and engaging experience, allowing visitors to participate in the ongoing life of the swan and the ballet dancer, while also reflecting on the importance of support for the arts.

Link to the video

Year   2012

NOTHING CROSSED MY WAY, I CHOSE WHICH I THOUGHT WAS A FREE WAY OF WALKING THROUGH MY SUBCONSCIOUSNESS.

Look Into Your Heart This Day

The interactive art project created as my diploma work in 2012 at St. Petersburg State University of Cinema and TV. The title of this story is a string of Native Americans poem. The project explores the idea of perceiving life not just rationally, but also intuitively. The inspiration for the project comes from William Blake's cycle "Songs of Innocence and Experience."

What served as inspirational material was William Blake`s cycle "Songs of Innocence and Experience". In Blake`s works ignorance does not exist separately from cognition; these polarities do not deny one another, and everything coexists in unity "One cannot reject one thing by praising another because in life everything is indissolubly interwoven".

The project is made using Adobe Flash and features a series of interactive slides that tell the story of a hero who begins to question the rationality of his perceptions. The hero's doubts are evident from the very beginning of the project, as he begins to question the coexistence of polarities such as ignorance and cognition.

The project encourages viewers to embrace both rationality and intuition as necessary components of understanding and experiencing life. The interactive elements of the project allow viewers to engage with the story and explore the themes in a more immersive way.

Overall, the project provides a thought-provoking and engaging exploration of the complex and interwoven nature of life, encouraging viewers to embrace both rationality and intuition in their perceptions and experiences.

Year   2012
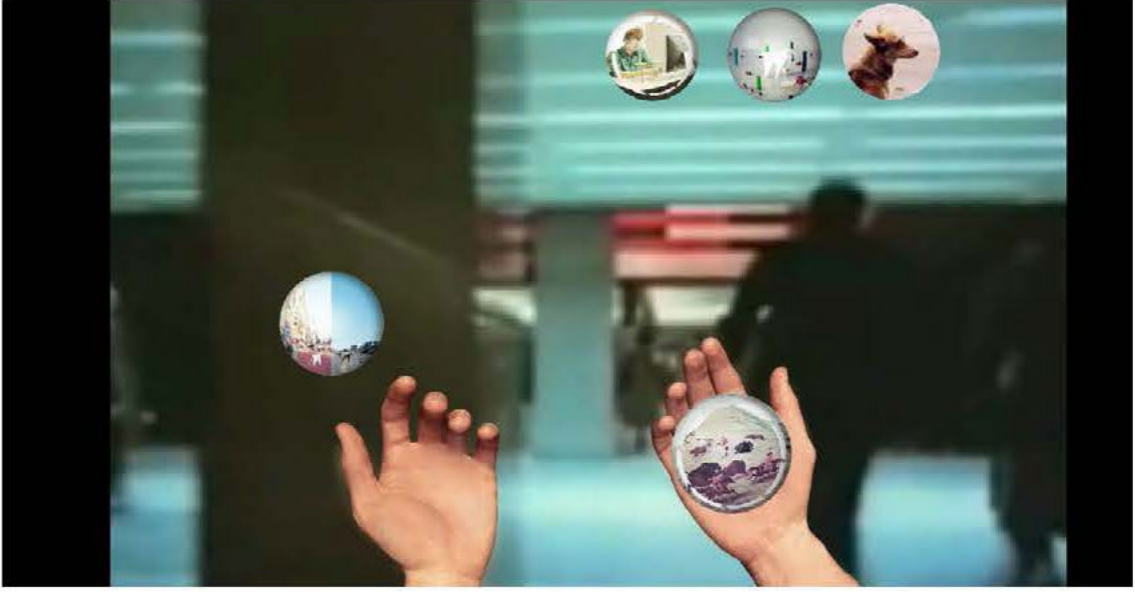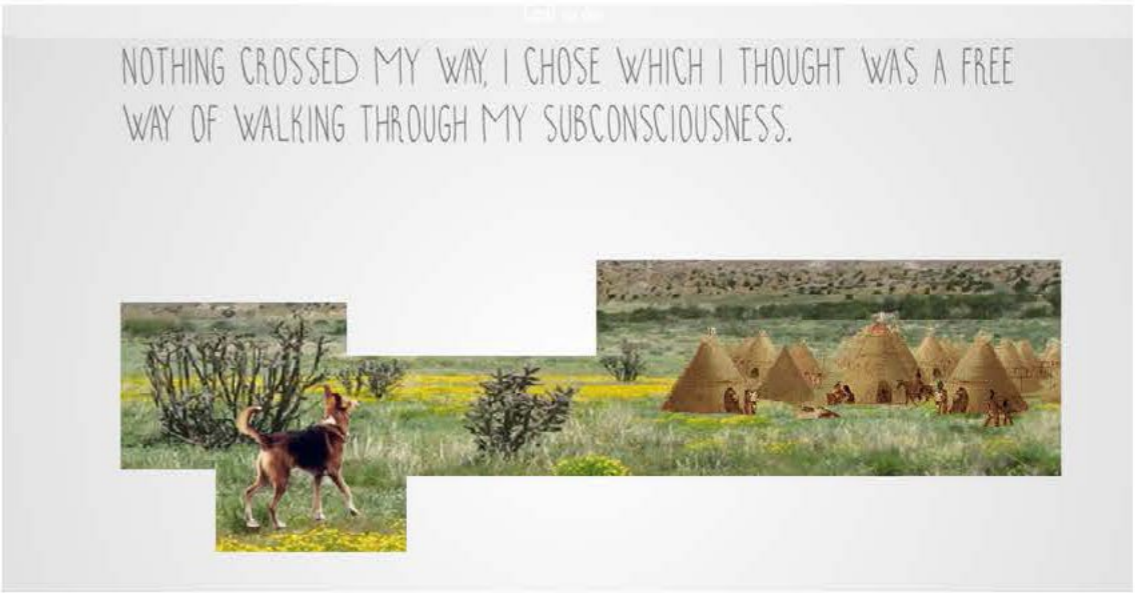
Experimental

StereoDance

The figure of the dancer is a hidden stereo image in each frame. The dancer is visible when viewed in the form of normal video, however, switching to stereo images, the frame area gains volume and we see only the ghost of the character in stereo space. As a child such stereo images seemed magical: we decided to revive them.

The sound design in this particular work also follows the same basic principles. To record it, microphones are placed in an ear-like manner, using an artificial- or a real head: therefore when listening to the recording on headphones, it will create the feeling of hearing the original sonic reality of a space. This binaural recording technique creates the illusion of aural depth and the sensation of presence, all leading to a similar three-dimensional experience that is achieved by the stereo imagery. The viewer therefore feels the place that is shown as imagery much more. This helps the observer to be more involved in the process of creating an image of reality that can now exist between artist and viewer, with the help of both of them.

Link to the video

Year   2015