

PORTFOLIO

greta milla zeitvogel

i always wanted to be a mermaid

image, A3 print

through my journey of experimenting with writing i wrote a myth, about someone who is always calm. i wanted to take a picture to illustrate the text.

i was aiming to create an accurate capture of selfexpression through my body. i created two research series. first to explore how i my perspective of myself is evolving over time, collecting images from videos of me looking at myself. then i created an exercise for myself to fit into a frame that is cut it from paper therefore limber, so i catch myself in compromising positions.

i am on the beach
theres no one else
guggolok!
i am close to the sand
no distruption
my palm is horizontal to the ground
i am focused/aware/paying attention engaging

'guggolok(hungarian): crouching or siting with one's knees bent and one's heels close to or touching one's buttocks or the back of one's thighs.



mirror mirror on the wall who am i

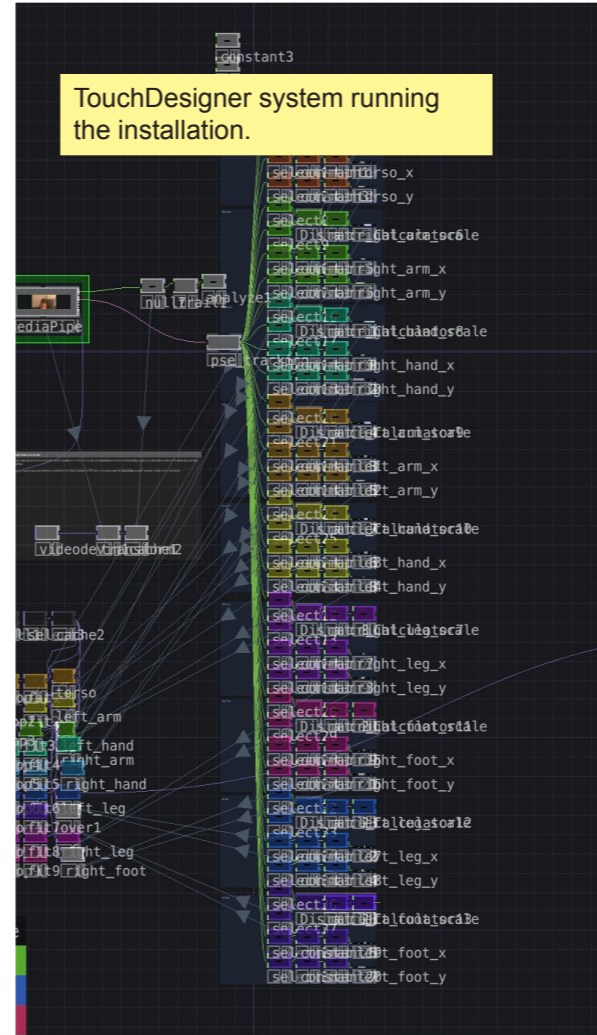
mixed-media installation

commissioned by Cinekid, a large scale media festival for kids in Amsterdam, I have created an installation exploring the festival's theme that reflects on being extraordinary, and the age of averageness. this installation was exhibited in the Quartair gallery in The Hague.

in the installation visitors are prompted to draw their dreamseves on a paper. then this paper gets scanned, and with usin TouchDesigner and MediaPipe it is mapped on the persons body, that they can play with in real time through a magic mirror(screen).

text displayed at the exhibition:

“the installation invites children to explore various identities by imagining themselves in different physical identities(such as animals, superheroes, or historical figures...), seeing these “new selves” in a mirror. emphasizing the fluidity of identity, children are encouraged to freely change their “physical identities” as many times as they please, showcasing the idea that identities are constantly evolving. by displaying these imagined selves together, the installation shows how we have control over our identity and how others see us, highlighting the the positive aspect of embracing change and having control over one’s identity.the collective image also aims to celebrate the beauty of our differences and encourage embracing diversity.”

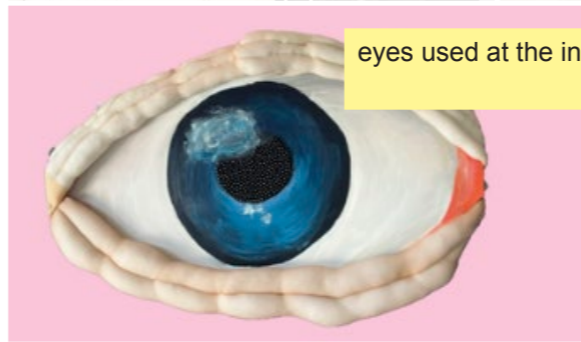


All individuals are kindly asked to consistently prioritize pro-social intentions in their actions(if it pleases them to do so)”

mixed-media installation

after researching alternative ways of governing and non-violent law enforcement I have made a law: all individuals are kindly asked to consistently prioritize pro-social intentions in their actions(if it pleases them to do so)”

Introducing an utopian word where law enforcement relies on human good, it is without enforcement and is not forced, violence is not present, governing is community focused and roots from willpower. this research is looking for alternatives on achieving this state of society, and signs of progress in reliance on exercising power.



eyes used at the installation



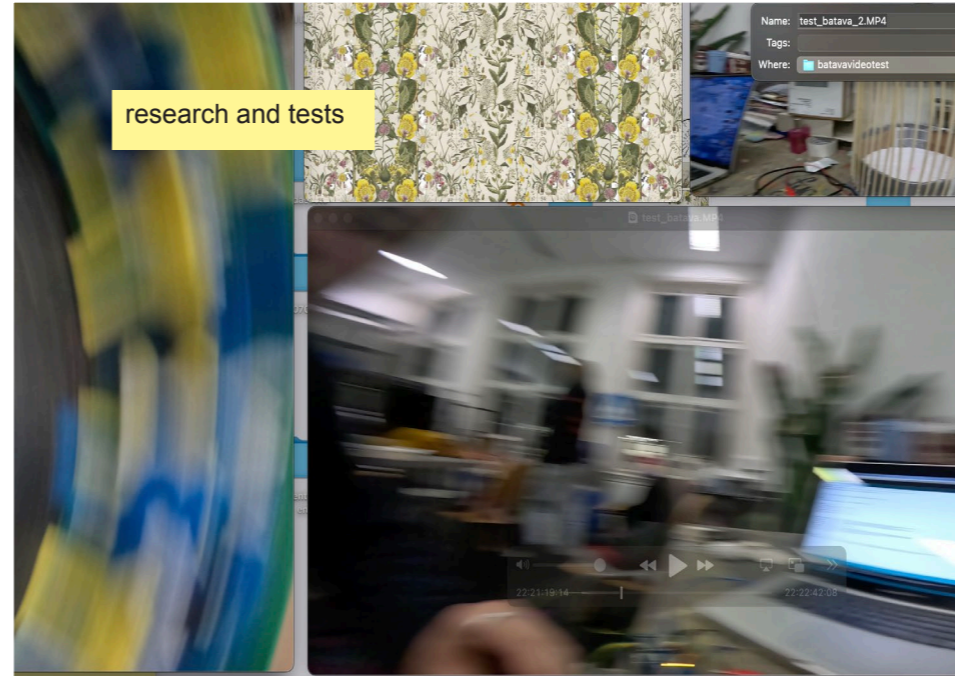
flora batava

rotating electronic sculpture, youtube live(now archive) video 2 hours

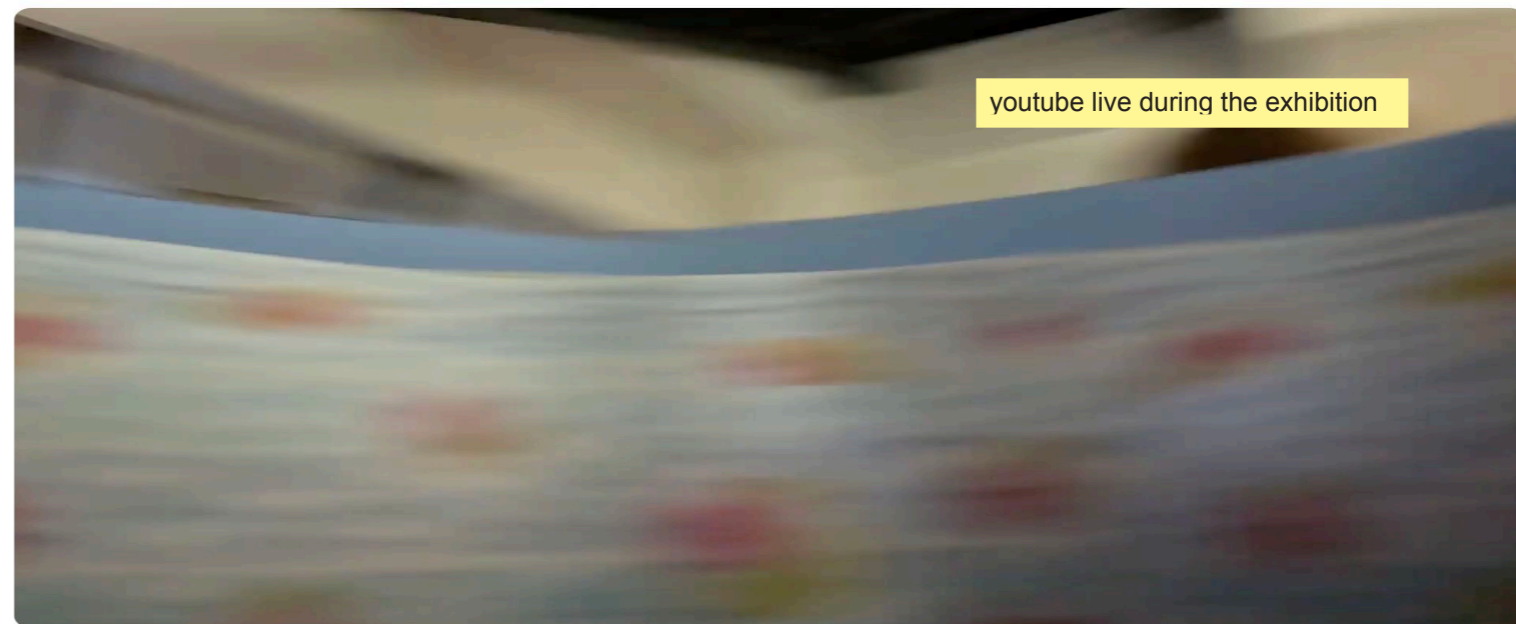
an alternative video installation commissioned by and exhibited at the Royal Library of The Netherlands.

text displayed at the exhibition:

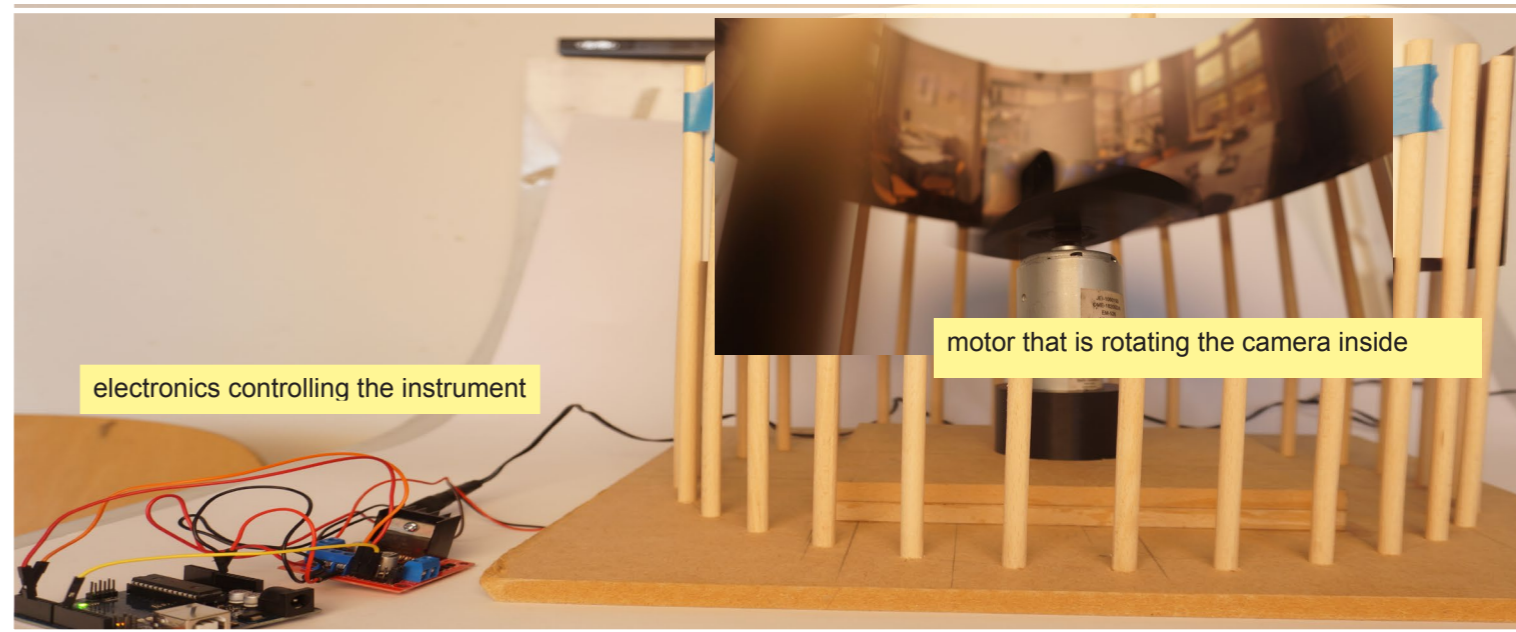
“nostalgia is often perceived as a bittersweet feeling. my instrument was created coming from a place of revisiting a memory. i am looking for an accurate description of a sense of reminiscence, without the bitterness. i often encounter a difficulty finding the right word to accurately articulate my thoughts . this piece is my attempt to visually express a sensation that I struggle to vocalize.”



code that runs the instrument.



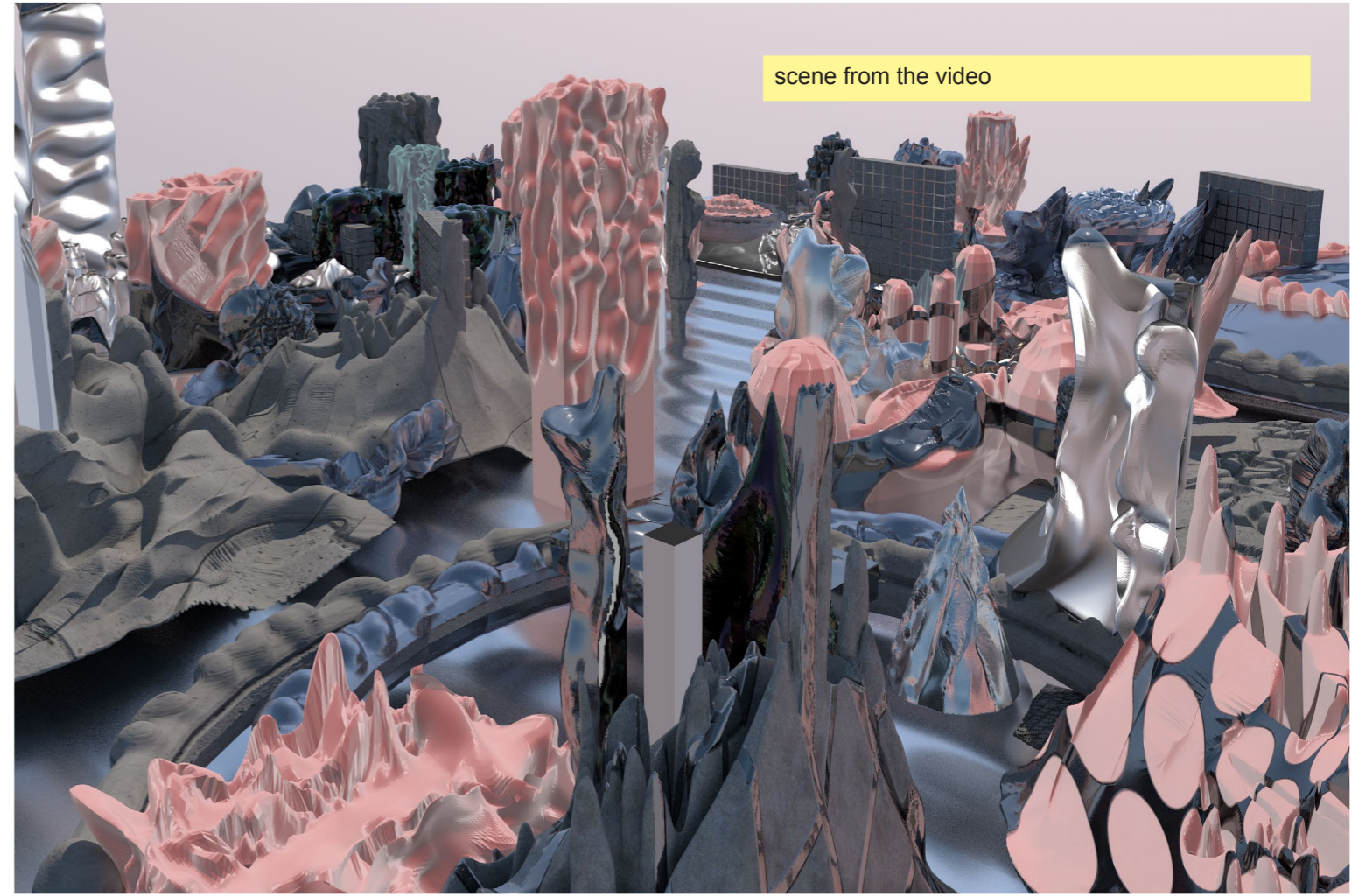
florabatava stream



dopamine desktop

3D animation, 3'

this 3d animated video explores alternative ways of organizing digital spaces, reflecting how neurodivergent minds create their own systems. using metaphors like islands, desktops, and stacking, it shows how information is structured in unique, fluid ways. the islands shift based on mental states, symbolizing how organization is constantly changing. the game like style of the video is reflecting on dopamine-driven productivity how searching for quick dopamine hits plays a role, as small tasks bring satisfaction and motivation. sometimes, the systems break down, and stacks of information grow out of control, mirroring the chaos that can arise. the piece highlights that organization isn't fixed but a personal and ever-evolving process.



i love my grandpa

video, 5'

this video performance is as a remembrance about the morning routine I had with my grandfather.

i wrote a descriptive text about of an object, a cup that says i love my grandpa.

i went through a journey where my perception of this cup has changed over time while trying not to address the memory of my grandfather. later i truthfully rewrote the piece while reliving my memories. i recreated my most vivid memory, our routine in the form of a video performance.

in this morning routine he would always have the same exact breakfast. milk and carefully square shape cut bread.



the cup i wrote the descriptive text



trying his breakfast

boo.dog.rrawwwrr./üdvözöllek

1x2 m wooden sign, video work, 2'

i made a large hand carved wooden sign inspired by Hungarian welcome signs that can be found at the border of smaller towns. i put a microphone and a proximity sensor in the holes in the middle of the sign, and with the help of Arduino I made the sign bark at people when they came close to the sign. then i placed the sign on the street and with a camera in the sign filmed people's reaction. with this work I wanted to explore the duality of the gesture of welcoming and create a contrasting experience. this sign was a tool for public research, where i could examine how people act in such a situation.



to do to do to do to do

4x1m printed poster

this poster is aiming to capture the change in one's perception of self throughout a set period of time. i sat down every evening, set a timer to ten minutes turned on my webcam and modified myself by live coding, directly responding to the visuals that i am creating

with this i am to show how my perception of myself changes throughout seven days. i related this experiment to my to do lists as graspable objective indication of my day so i am able to realte and compare the results to something.

the outcome of this is a video a poster 4x 1 meter hanging from the wall. where the code and my list is all displayed.



plastic lenses

video, 8'

In this project, I explore the distance between content and reality on social media, focusing on the filters or modifications that mediate this space. The work materializes this concept by creating DIY, camera-distorting lenses from melting plastic. The video will include shots of the making process and the visual distortions these lenses produce, highlighting the gap between social media content and reality. I am also experimenting with three audio elements: a short essay summarizing my thoughts on the topic, modified recordings of everyday sounds and the lens-making process, and an audio-reactive TouchDesigner system that responds to trending sounds. These elements aim to reflect how trends shape content consumption and the space between creation and reality.



scenes from the video(through the lenses i created)

touch me textile

mixed media installation

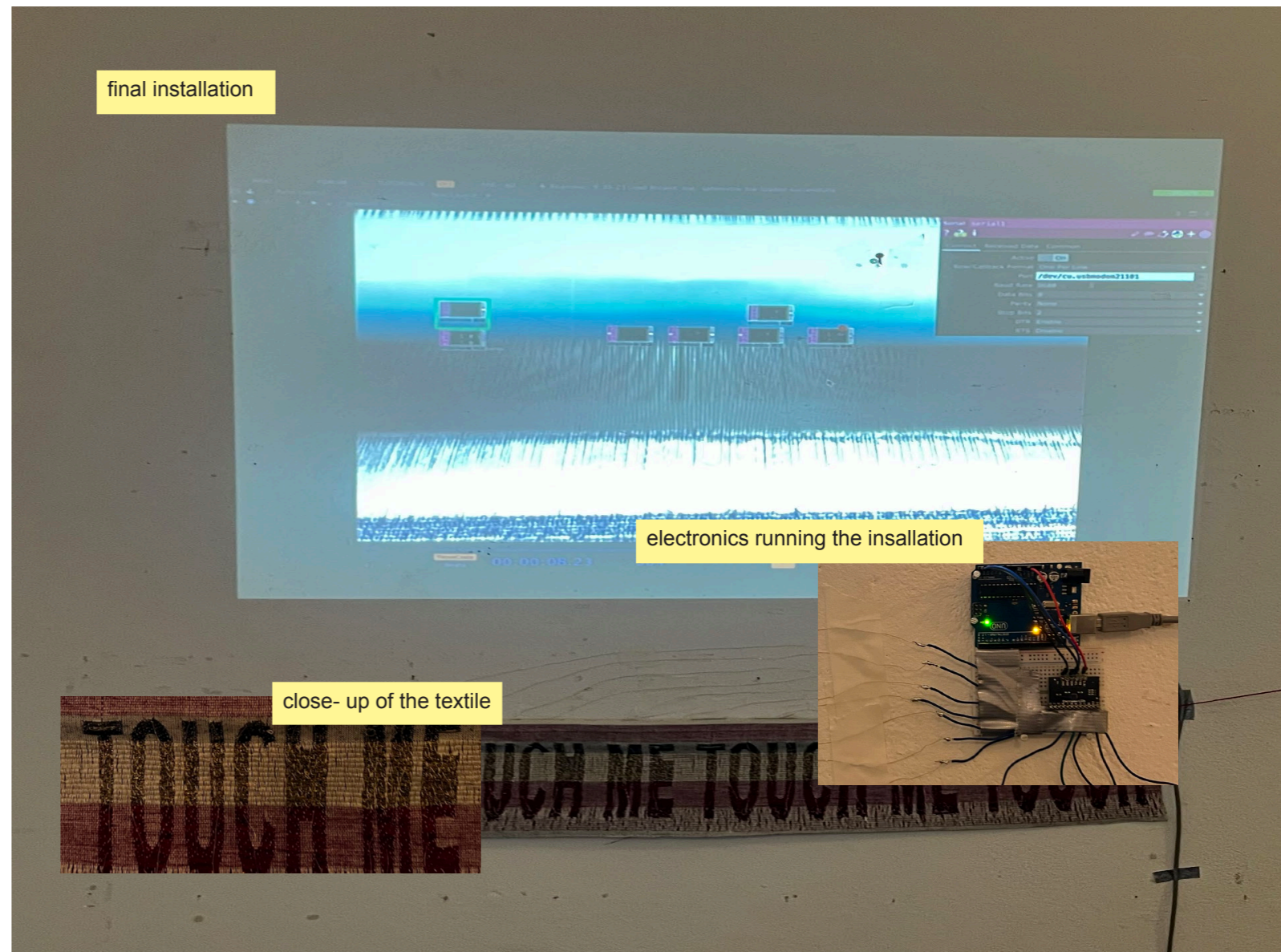
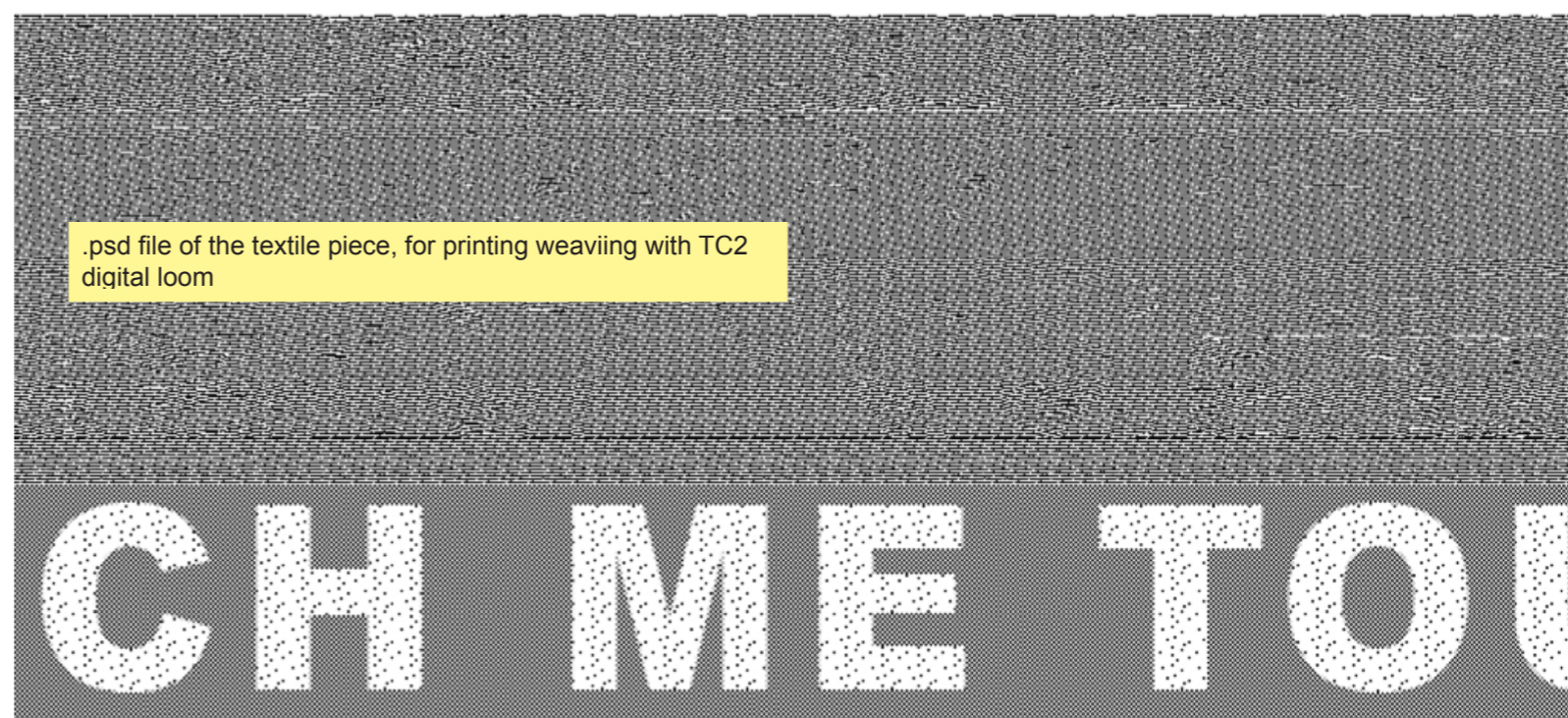
i learned how to i made a woven textile piece, spelling the words "touch me touch me touch me", directly prompting to viewer to engage with the work.

during the making of this piece i took videos of each and every step that i needed to take to consturct this exact piece of tetxtile.

then i embroidered my textile piece with conductive thread that allowed me connect it to a touch sensor.

i connected the sensor with the videos in TouchDesigner which allowed my to create an installation where every time someone touches the textile a video of it's making process is played.

with this i wanted to create an intimitae relationship with between viewer and the textile piece, where the viewer can explore how the fabric came to be.



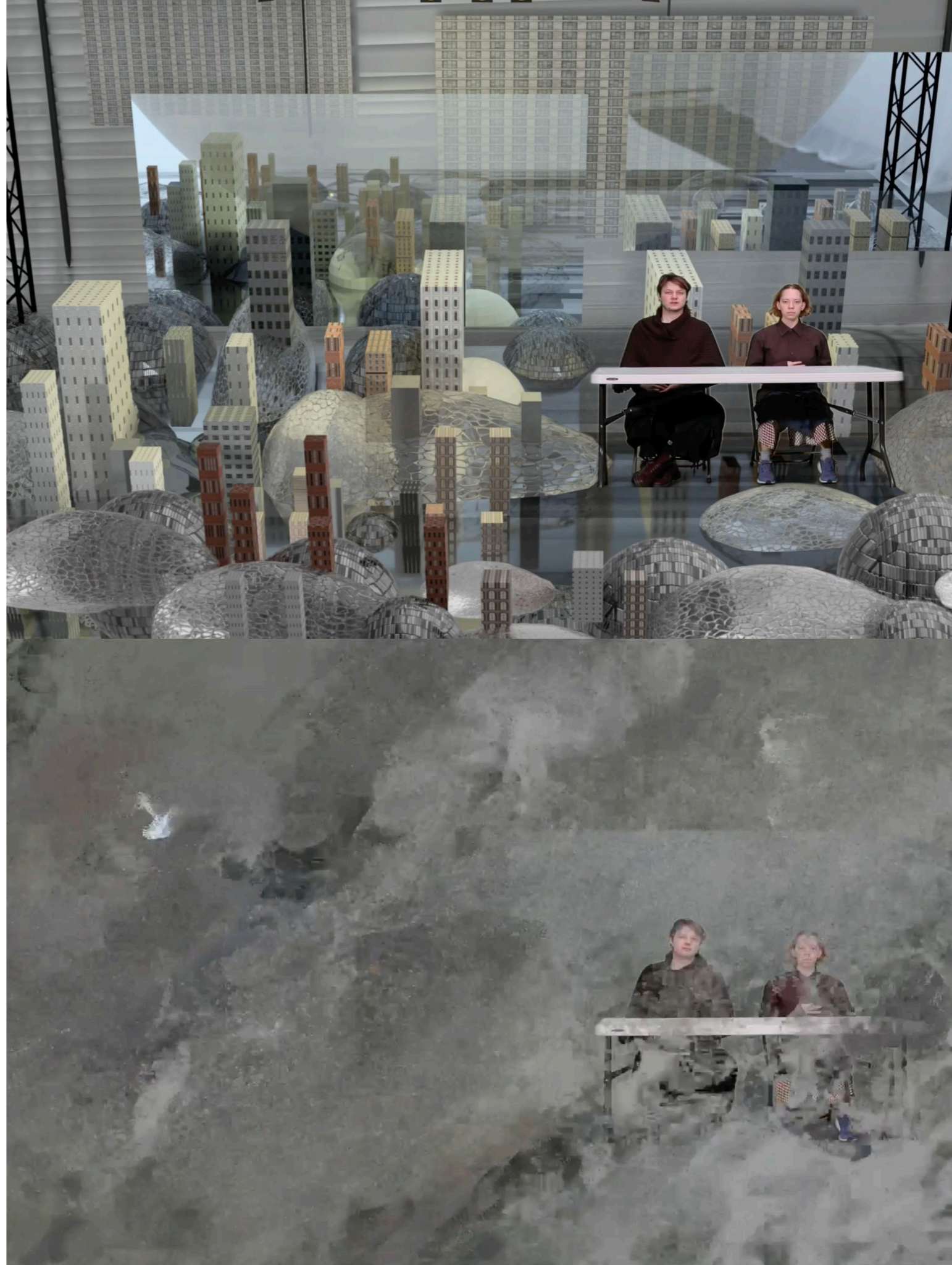
newscast

3D video, 5'

This video artwork come from personal experience, coming from Hungary, where access to reliable information is a huge issue. I've seen firsthand how media there can be so misleading, with important context often missing, which leaves people confused or misinformed. It feels like news outlets aren't focused on informing us anymore, but rather on grabbing attention, no matter how distorted the story becomes.

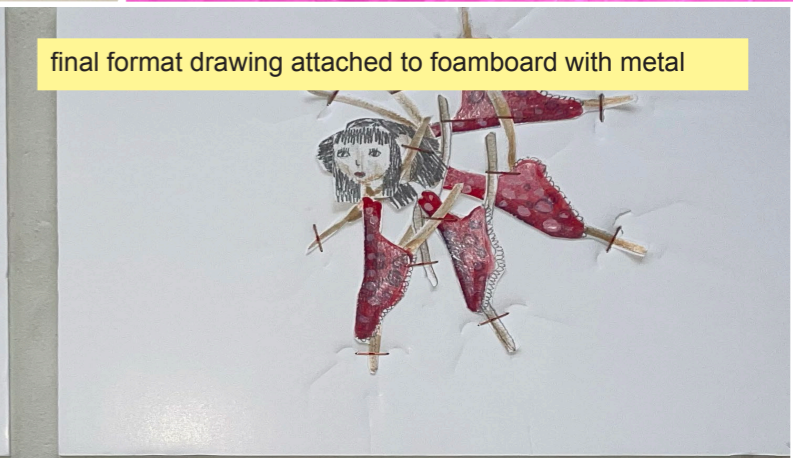
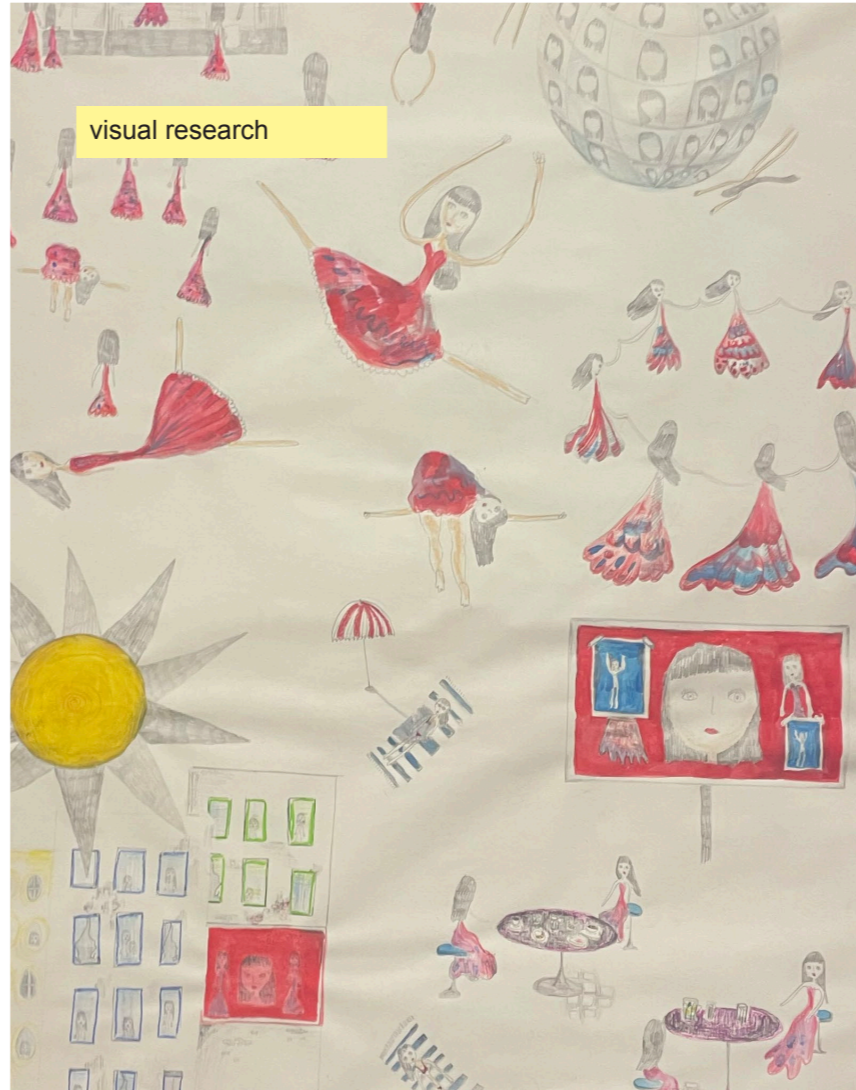
So, in this piece, I wanted to explore that idea. I created a fictional newscast that starts out relatively believable, but as the broadcast goes on, it gets more absurd and nonsensical. I'm using 3D graphics and noise from TouchDesigner to visually represent how the truth can be warped, with objects in the scene slowly distorting as the context disappears.

For me, this is about showing what can happen when media manipulation goes unchecked. Using the familiar format of a news broadcast, I want to highlight how easily information can spiral out of control when we lose the full picture.



exposed, restrained
foamboard, mixed media drawings

i was reseraching my visual heritage as an in class assignment and the finalized my research in 4 drawings presented on a foamboard. this project digs deep into what it is like to grow up surrounded by media that is full of expectations. TV and the internet teach you how you should look at yourself, what you have to value, and shows you strongly limiting ways of self-expression. Being aware of how media consumption in our upbringing affects and restricts us today is an important step when trying to face our overwhelming digital environment.



final format drawing attached to foamboard with metal

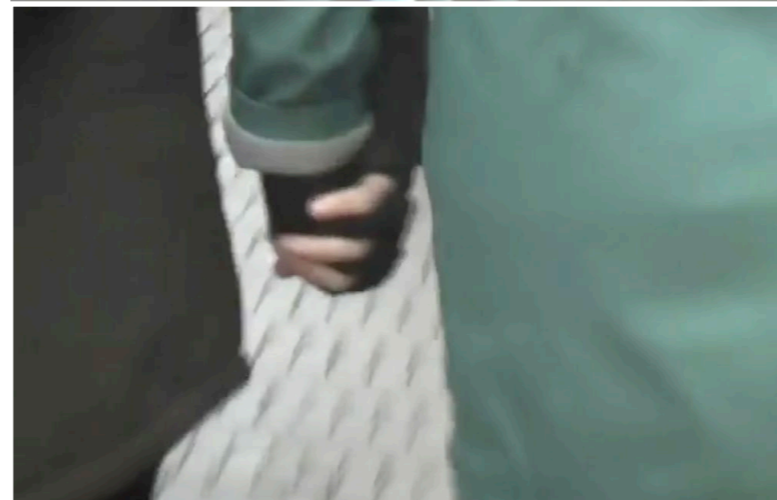
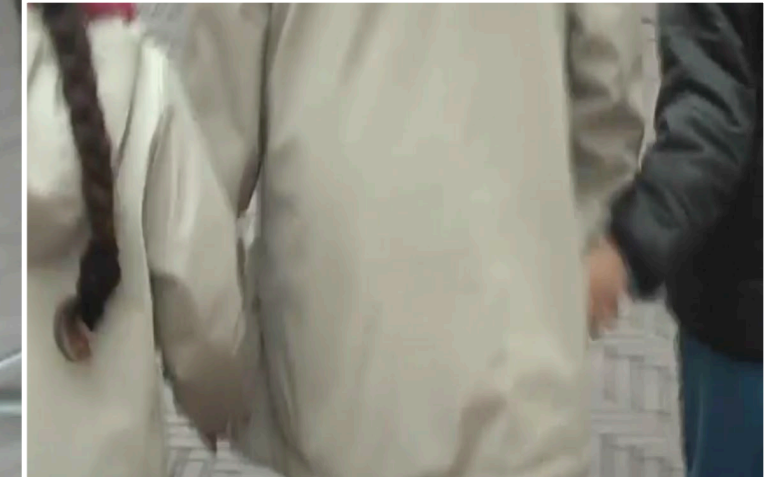


How to hold hands?

video, 4'

this video essay explores the transformation of a human gesture—holding hands—into pure data. i wrote an essay on physical touch and its role in romantic relationships, focusing on the significance of this intimate, organic gesture. alongside this, i found a WikiHow article that outlines a step-by-step guide on how to hold someone’s hand. by combining these elements, the project takes the gesture out of its natural, emotional context. through public research, the act of holding hands is stripped of its humanity, becoming robotic and stilted. using touchdesigner, the physical touch is reduced to pixel data, completely losing its original warmth and meaning. the transformation highlights how something as simple as holding hands, when analyzed or broken down into instructions, can lose its organic nature. the once intimate gesture is now a set of instructions, removed from the emotional and physical connection it originally represents. the work questions how reducing human interactions to data changes their essence, asking what is lost in the process.

video research for final piece

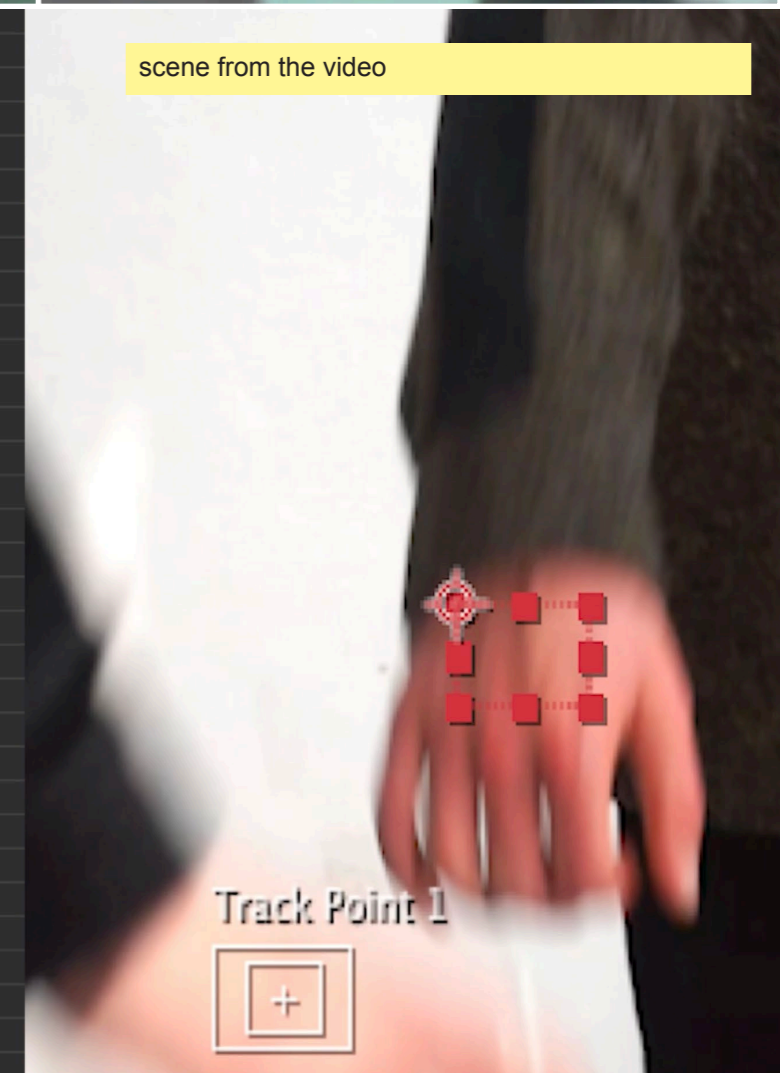


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pixel data in Touchdeisgner

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scene from the video



step by step by step

2x1m textile silk screened poster

The primary subject of the work is destroying something that is very special, sacred and close to the heart; specifically addressing Hungary, where Milla is from. She feels that the government is intentionally limiting development for the country with disgusting and disrespectful methods.

The artwork communicates a personal connection to the country with the two main symbols, flower and pickles. The work puts the viewer in an oppressed position, by giving the impression of getting stepped on, causing uneasiness and defenselessness. Making a reference to how possibilities are being limited on a very crucial level. The other variation is representing evolverment, the possibilities and the place for growth that would be possible. They enhance each other by the contrast and tension created.

The material used aims to draw attention to the subject and start a conversation so more people have a better knowledge and understanding of the topic. Multiple experiments on familiar textiles sewn together express all the various shapes and forms of the problem's presence in day to day life. Also touching on how these issues repeat themselves in a patternic way.

