

**WE ARE ALL MADE OF LIGHT, BY MAJA PETRIC, AT MADART STUDIO, SEATTLE**

Submitted by Ewa Trebacz on October 17, 2018 - 11:38am

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*We Are All Made of Light*

by Maja Petrić

October 6th – December 1st

**Current Hours:**
Tuesday/Wednesday/Saturday, 12-5pm
Thursday/Friday, 12-7pm

*Artist Talk:* Thursday, October 18th at 7pm

[https://madartseattle.com/exhibits/we-are-all-made-of-light/](https://madartseattle.com/exhibits/we-are-all-made-of-light/)

325 Westlake Ave N, #101, Seattle, WA 98109

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*We Are All Made Of Light* is an immersive art exhibition about our interconnectedness, created by Seattle-based artist Maja Petric. The installation utilizes interactive light, spatial sound, and artificial intelligence (AI) to create audiovisual trails of each visitor as they move through the space. These personalized light sculptures accumulate as the exhibition progresses, emulating a constellation in which visitors are connected to one another through the past, present, and future. The installation creates an immersive starscape, evoking the beauty of the universe and revealing the invisible ties between us and the rest of the world. *We Are All Made*
Of Light also coincides with Seattle's BOREALIS: a festival of light, debuting in October in South Lake Union and across Seattle.

The technological components of We Are All Made Of Light are developed by Microsoft Principal Researcher Mihai Jalobeanu.

This project is made possible through the support of MadArt, 4Culture, University of Washington Digital Arts and Experimental Media (DXARTS), and University of Washington School of Drama.

Artist & Project Contributor bios:

Maja Petrić holds a Ph.D. in Digital Arts and Experimental Media from the University of Washington and a master's in Interactive Telecommunications from New York University on the topic of transforming the poetic experience of space through the experimental use of technology and lighting. She has exhibited internationally and been the recipient of numerous awards and fellowships. https://www.majapetric.com

Mihai Jalobeanu holds a Ph.D. in AI and Robotics. He has been working for more than 20 years in software development, including developing autonomous intelligent systems that feature various aspects of robotics – control, perception, machine learning, software design, and interaction.

James Wenlock is a composer and software developer studying Computational Auricular Acoustics at the University of Washington. His research focuses primarily on spatialized audio and brain controller interfaces for musical expression.

Project Credits:

Installation Art: Maja Petrić
Light Art: Maja Petrić
Interactive Art: Maja Petrić
Sound Art: James Wenlock
Sound Art Advisor: Daniel Peterson
Software: Mihai Jalobeanu
Interactivity: Mihai Jalobeanu
Lighting: Kenrick Fischer and Jessica Roxann Jones
Multimedia Control: Kenrick Fischer
Fabrication: Daniel Gurney and Jessica Roxann Jones
Project Manager: Jessica Roxann Jones

People Involved: Maja Petrić  Daniel Peterson
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