



MgA. Jakub Petr



I'm **Jakub PETR**, an artist and designer from **Czech Republic**, based in **Prague**.

Date of Birth: 1th February 1987
Place of Birth: Prague, Podoli
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Education:

Master degree, **MgA.** (master of arts)
Academy of Art, Architecture and Design in Prague, GLASS studio .
Headed by Profesor Vladimir Kopecky – 2007/08
afterwards by Akad.soch.Rony Plesl – 2008/15.

International Exchange study at **Bezalel Academy of Arts and Design**, Jerusalem
Cermics and Glass dept. – 2012/13

Erasmus exchange study at **Edinburgh College of Art**,
Glass dept. – headed by Alison McConachie, 2010

The High School of Applied Arts for Glassmaking in Železný Brod
Department of blown and hand shaped glass, headed by Mga. Katerina Krausova – 2004/07

Workshops: Glassblowing workshop in **Frauenau**, Germany, 2007
I've been co-organizing glass-blowing workshops in Jesenný-Bohunovsko 2007 - 2014.
Glass LAB Session, Glass Ways,hotshop Franisek, Sazava, 2015
IGS, International Glass Symposium, Novy Bor, 2015

Awards: Academy of Art, Architecture and Design in Prague, Rector Prize winner, 2012

Software experience:

Adobe Illustrator + Photoshop, (occasionally, basic / intermediate skills)
Corel Draw + Photo Paint, (occasionally, intermediate skills)
Rhinceros 5.0 (Grasshopper), (often, intermediate skills),GH(basic skills)
MS OFFICE (occasionally, basic / intermediate skills)

Work experience:

UMPRUM university, external teacher of: Fundamentals glass, since 2016
Design for company BOMMA, 2016
SKLO PETR s.r.o., since 2013

Solo Exhibitions:

Designblok 2015 and Design Week 2016 (tandem with Filip Dobias)

Solo art exhibition: Toroid at Galerie u Zlatého Prstenu, GHMP, Prague, 2013

Výstava/Exhibition 2012, DOX Prague, 2012 (Rector Prize winner 2012)

Group Exhibitions:

Manifest, Glass Studio UMPRUM, ZIBA Glass Experience Museum, Prague, 2015

Glass to Face, Avoid Floating Gallery, Prague, 2015

Salone Internazionale del Mobile 2010, 2012, Milano, Italy

Transparency Nation, DOX Prague, 2011

In Cross, Bílá Vez ve Zlaté ulicce, Prague 2010

Spa resort Sanssouci, Karlovy Vary 2008, 2009

Pragointerier new design, Prague, 2007, 2008, 2009

Czech contemporary glass design, Zdenek Petr and Jakub Petr,

Cesky Krumlov, 2008

University exhibition at Designblok, Prague, 2007, 2011

Activities:

I've been working with glass, since I was 15 y.o.

Then my **high school studies** started and that's where I learnt my craft and other artistic fundamental skills.

Then I continued developing my aesthetics to work with glass material at **university** for more than 6 years.

During that period of time, I became a designer with the soul of an artist.

I understand other fields as well, for example how to work with steel and electronics.

Especially **electronics** became my hobby when I started using motion as part of my projects and micro-controllers were necessary to drive them.

With the use of micro-controllers, there was a need for basic understanding of programming too, so I started to program the most basic devices as Arduino or Raspberry Pi.

Now-days, I'm really interested in clever use of technology in one hand with the modern design.

For my recent projects I have made, I upgraded my own 3D printer, built CNC glass engraving machine or developed new techniques to work with glass. (a.g. centrifuge glass casting).

Process of design:

When it comes to the **design**, it is always the **perfect IDEA** in my mind, that is needed in the first place!

Then I can simply start hand drawing sketches of that idea, continue **CAD modeling** in 3D to figure out the smallest details. For this job I use **Rhinoceros 5.0**, sometimes in cooperation with generative plugin

Grasshopper. When the kinematic model is necessary, I do it in SolidWorks.

For the **CGI** (computer generated imagery) I'm using **KeyShot 5.0**.

Sometimes 3D printed / CNC milled models or virtual reality model representation is needed to present the designs to the customer before the actual production starts itself.

I can make such presentation possible using VR headset Samsung GEAR VR and Samsung Galaxy S6, the actual apps with the models are made in Unity+Vuforia software.

Contemporary, I'm working at large LED screen lighting project connected with IOT (internet of things).

Inspiration:

My inspiration mostly comes from popular science literature about the physics, mathematics and biology as well as from natural principles in general.

My favourite topics are: **Fractals**, **Crystallography**, Artificial Intelligence, Multidimensional time-space, Regular and semi-regular division of 3D space, String theory, Quantum Physics inc. Computing, Generative design, 3D printing and scanning, CNC machining, Telescopes, Astronomy and so on.