

# Origin

Artists: Brad Goldberg, Joe McShane, and Beliz Brother

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Tech Museum of Innovation / 201 S. Market Street, San Jose, CA 95113 / Council District 3

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## ABOUT THE PROJECT

*Origin* explores the relationship between art and technology, and celebrates the earth's basic natural resources as the foundation of technological innovation. It is located in the museum's lower level south atrium.

*Origin* is comprised of several integral components. A gilded, nine-foot diameter tower rises 45' from the lower level's terrazzo floor. The terrazzo floor design, which can easily be seen from the upper levels and the staircase as one descends, is derived from the pattern of an early integrated circuit. Natural granite boulders placed within the floor space provide informal seating.



Upon first glance the tower appears to be a traditional sculptural object but upon further exploration, reveals itself to be much more. A portal to the tower beckons the visitor to enter. Once inside, the viewer looks up to a suspended tree-root system covered in gold leaf. The root system both represents the orchards that once filled the Santa Clara Valley, and as well illustrates a fundamental example of networking.

An elegant spectrum of ever unfolding colored lights play across the interior surfaces of the tower and interact with the suspended gilded root system. This play of light patterns is the result of a solar light sculpture at the roof level which gathers sunlight and projects it through a series of mirrors to an imaging mechanism inside the tower. A granite bench surrounds the inner circumference of the tower, providing a place for the viewer to stop, sit and reflect in relative tranquility within the very active museum.

## ABOUT THE ARTISTS

Brad Goldberg is an internationally recognized public artist with major works in the United States, Europe and Japan. He sees his work as a fusion between sculpture, the landscape and the



built environment. Mr. Goldberg has managed many collaborative public art efforts with other artists and communities. He holds degrees in sculpture and landscape architecture from Rhode Island School of Design. Mr. Goldberg is based in Dallas, Texas.

Beliz Brother creates environments that fuse space, light, architecture and movement. Since the mid 1980s, she has created numerous sculpture installations, permanent public artworks, and the visual design for theater and dance. She has won numerous fellowships, grants and residencies including the Lila Wallace Arts International Artists Fellowship, the National Endowment for the Arts Japan Fellowship, and a residency at the Headlands Center for the Arts. Ms. Brother is based in Seattle, Washington.

Joseph McShane works in metal, space, light, technological hardware and other mediums to explore spatial and material relationships and the psychology of how man perceives and interacts with the universe. He has received a number of significant commissions for his work including the first artwork in space created by computer command on board the space shuttle Challenger in 1984. Mr. McShane is based in Prescott, Arizona.

#### **ABOUT THE PUBLIC ART PROGRAM**

The City of San José Public Art Program seeks to build community identity by initiating artworks and exhibitions that enhance the civic landscape. Through active community engagement, public art strives to reflect the City's diversity, historic richness, and envision its present and future.

The Public Art Program is part of the City's Office of Cultural Affairs, a division of the Office of Economic Development. The Public Art Program was established by a 1984 municipal ordinance that provides public art through funding from City capital improvement projects and eligible private development.

For further information and photos, please contact the San José Public Art Program.