



Memorandum

TO: PUBLIC ART COMMITTEE

FROM: MICHAEL OGILVIE

SUBJECT: SEE BELOW

DATE: December 3, 2019

Council District: Citywide

SUBJECT: APPROVAL OF DESIGN DEVELOPMENT FOR THE NORMAN Y. MINETA SAN JOSE INTERNATIONAL SHOWCASE COMMISSION BY PHILIP BEESLEY/LIVING ARCHITECTURE SYSTEMS GROUP

RECOMMENDATION

Review and take action on the recommendation to approve the Design Development Proposal for the Norman Y. Mineta Showcases by artist Philip Beesley of Living Architecture Systems Group.

DATE OF ARTIST SELECTION: Thursday, May 23, 2019

DATE OF CONCEPT APPROVAL: June 2, 2019

ARTWORK BUDGET: \$290,000.

LOCATION: The project site is Norman Y. Mineta San Jose International Airport Terminal B, pre-security Showcases.

PROJECT DESCRIPTION

Background

The Public Art Program for the San Jose Airport was conceived as a “unified program of Art + Technology” giving travelers an immediate sense that they had landed in Silicon Valley, a global center for innovation. The foundation of the Art & Technology program is an Arts Activation Plan that was developed from 2005 – 2008, by Gorbet+Banerjee, a multi-disciplinary team that works at the leading edge of technology research, computer science, architecture, mechanical engineering, product design, and media arts and science. The Airport Art + Technology Program took a landmark approach to public art implementing an “Art Activation Strategy” that operationalized the Master Plan’s vision. When Terminal B opened in 2010, three permanently-sited artworks were installed. Also included in the opening commissions were nine temporary technology-based artworks that worked with the pre-established Flexible Platforms. Prompted by the 2010 financial downturn, commissioning additional artworks was put on hold until the passenger activity at the Airport reached a level of 12.2 million passengers per year. In 2018, the annual passenger count was reached and funds again made available to support public art at the airport. With the benefit of 8 years of operation, Gorbet Design worked with Public Art staff on a retrospective analysis of the Art Activation Strategy and initial Phase I commissions. The resulting Amended Art Activation Strategy called for the two prominent pre-security Showcases, to be commissioned as permanent artworks.

In March 2019 an invitational Request for Qualifications (RFQ) was released seeking artists to submit Statements of Qualifications (SOQ) to develop a permanent installation for the Showcases. On May 23, 2019, interdisciplinary artist Philip Beesley of Living Architecture Systems Group, located in Toronto, Canada, was recommended for the Showcase commission.

Proposal

Beesley’s proposal for “Threshold” uses the Showcase platform to create a gateway experience for the Airport exploring concepts of elemental life and new technologies for constructing our built environment. Within each showcase is an intricate world in formation composed of a radiant wreath-like cloud spiraling around a brilliantly lit center. The existing structural columns within each showcase will be clad in mirrored acrylic and the floor and ceilings realized as gently curved metal grey forms that evoke surfaces of the earth. The south showcase installation is proposed as a counter-clockwise-turning pool of clouds with a center shower of rays and beaming crystalline bursts. The northern showcase installation is a clockwise-turning pool containing dense masses of floating spherical forms encrusted with miniature glass orbs.

Together, the two showcases have been orchestrated into garden-like combinations of overlapping thermally expanded transparent polymer, geometric stainless steel laceworks, extremely lightweight triangular, quadrilateral, pentagonal, and hexagonal forms; close-packed crystalline arrays that curve and shift into multi-layered lattices and cell-like shelters; and laser-cut lace-like mesh works. Within the clouds are clusters of glass orb-like vessels filled with tinted solutions of inorganic chemicals and stable (inflammable oils) that gather incident light creating a radiant shimmering display. Looking closely within the transparent lenses of each glass orb are magnified, constantly-changing tableaus of the vivid bustle of travelers and those waiting to greet them. Multiple visits can offer constantly-evolving renewed experiences.

PUBLIC OUTREACH

Public meetings held in conjunction with this project:

Staff extended invitations to qualified artists based on references from arts professionals across the country. The selection panel was composed of the following arts professionals and stakeholders:

Jaime Austin	Curator and Director of Exhibitions and Public Programming California College of the Arts, Previously Curator and Director of Programs for ZERO1: The Art and Technology Network
Lynne Baer	Independent Art Adviser and Public Art Consultant.
Jamie Barlow	Artist and Experience and Interactive Designer. Currently VP of Creative Technology with Sparks. Previously Project Manager for <i>eCloud</i> .
Vicki Day	Director, Marketing & Customer Service, Mineta San José International Airport
Lance Fung	Independent Curator
Matt Gorbet	Matt Gorbet is an interdisciplinary technologist, researcher and artist specializing in physically interactive technology experiences. Project lead on the Art + Technology Art Activation strategy and implementation.

PUBLIC ART COMMITTEE

December 3, 2019

Subject: Artist Design Development for Airport Art + Technology Program's Showcases

Page 3 of 3

Other meeting for this commission:

<u>Date</u>	<u>What</u>	<u>Purpose</u>	<u>Location</u>	<u>Conven er</u>
4/16/19	Artist Selection Panel Meeting: Short-list	Artist selection	City Hall	SJPA
5/23/19	Artist Selection Panel Meeting: Interviews	Artist selection	City Hall	SJPA
6/2/19	PAC Meeting	Artist Selection and Concept Review	City Hall	SJPA

/s/

MICHAEL OGILVIE
Public Art Director