

Sonic Runway

Artist: Rob Jensen, Warren Trezevant, and Stockhausen

2021

San Jose City Hall, 200 E Santa Clara St, San Jose, CA 95113/ Council District 3

ABOUT THE PROJECT

Sonic Runway is an audio-reactive light-art installation that converts audio signals into patterns of lights that beam down a corridor of arches at the speed of sound. *Sonic Runway* was created by a team of artists including lead artist Rob Jensen, co-lead Warren Trezevant, and design by Stockhausen.

Sonic Runway was first installed at City Hall from November 2017 to March 2018 as part of the Playa to

Paseo partnership between the City of San José Office of Cultural Affairs and Burning Man Project.

It returned to City Hall due to popular demand, and was re-engineered and a new version fabricated for longevity. This new version of *Sonic Runway* is a multi-year installation.



The lighting programming as well as performing artist activation will be on-going during the installation. For programming information and when performances take place please visit:

<https://www.sanjoseca.gov/your-government/departments-offices/cultural-affairs/public-art/sonic-runway>

ABOUT THE ARTIST

Rob Jensen conceived the Sonic Runway while observing the effects of sound at Burning Man in 2002. As a visual artist, engineer, and musician, Rob has always been drawn to the intersection of science and art. Rob's day job also combines art and technology, where he alternates between animating and engineering at Pixar Animation Studios.

Warren enjoys creating experiences of wonder. From bringing characters to life on the movie screen, as a former animator at Pixar Animation Studios, to bringing them to life in the real world with the stroboscopic Toy Story Zoetrope, Peter Hudson's large-scale zoetropes Charon and Eternal Return, as well as the breathing for Marco Cochrane's R_Evolution.

In addition to working on his own designs and projects, Stockhausen works with artists and designers to bring their designs to life. Using his extensive knowledge of materials, processes and installations, Stockhausen assists in the visual design, engineering, and problem-solving from concept through the final details of the installation. He has worked on large scale art, architecture, furniture, energy and development on locations around the world.

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.

