



**GLEN CANYON PARK
PUBLIC ART SELECTION PANEL**

MEETING 2 SUMMARY

MEETING DATE:

August 8, 2014

VOTING SELECTION PANELISTS:

Paul DeFreitas, Architectural Associate, Department of Public Works

Carolyn Deacy, Community Representative

Karen Mauney-Brodek, Capital Division, San Francisco Recreation and Park Department

Hesse McGraw, Vice President for Exhibitions and Public Programs, San Francisco Art Institute

Matthew Passmore, Founder and Lead Artist, MoreLab

Kimberlee Stryker, Arts Commissioner

PROCESS

The following artists presented an overview of their practice and proposals for the Glen Canyon Park Public Art Project:

Mark Brest van Kempen

John Roloff

Chris Sollars

The panelists were asked to discuss and evaluate each of the proposals on the following criteria:

- Aesthetic quality
- Appropriateness of the proposed artwork for the site and project goals
- Demonstrated feasibility of the preliminary proposal and the proposal budget
- Demonstrated maintainability and durability of the artwork's design, materials, fabrication and installation methods
- Result of reference checks

After careful review and extensive deliberation, the Panel voted to not recommend any of the artwork proposals for implementation.

ARTS COMMISSION APPROVAL

Motion to approve the panel's recommendation to not select any of the finalists' proposals for the Glen Canyon Park Public Art Project as per Section 4.9, *Recourse*, of the *Policies and Guidelines for the Civic Art Collection of the City and County of San Francisco*.

GLEN CANYON Recreation Center Public Art Project Mark Brest van Kempen

This project uses the landscape and infrastructure of the site itself as material for a large-scale earthwork. The piece reveals the underground location of Islais Creek as it flows under the site. The artwork relates both to the history of the watershed and the current developed area, creating a bridge between the past and the present and the natural and built landscapes. The project also reveals the building as a part of the larger Islais Creek watershed, improving drainage and water quality and providing habitat for native plants and animals.

The project consists of two interrelated parts: 1) Downspout sculptures, 2) Rain Garden Map Landscape.

Downspout Sculptures

The downspout sculptures transform the normally hidden and ignored process of storm water management into a metaphor for our built environment connecting to the surrounding natural processes. In addition to carrying rainwater from the roof to the underground creek as a normal downspouts do, the downspout sculptures also slow and filter the water. Using the topographic language of landscape architecture, the pipe morphs into a series of organic shapes that visually transform the pipe into a landscape. These sculptures draw attention to the fact that the complex roof structure of the building is itself a series of watersheds within the larger Islais Creek watershed. The topographical shapes are derived from the surrounding hills and are filled with native gravel or plants.

Rain Garden Map Landscape

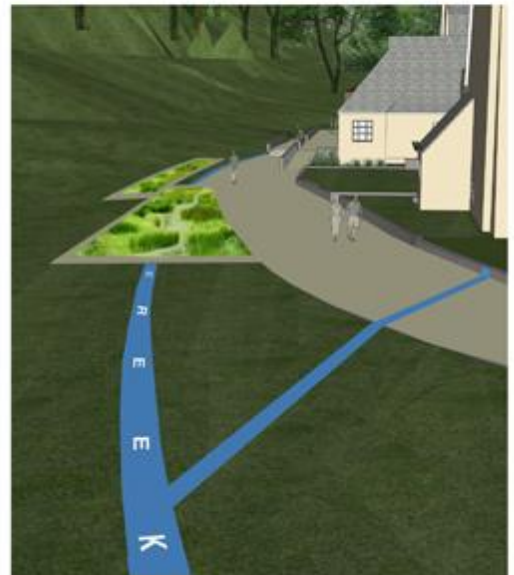
This element of the project reveals the fact that Islais Creek passes directly underfoot on this site. A fact that otherwise is completely invisible. A blue concrete line cuts through the walkway and extends into the landscape marking the location of the present day creek in a culvert underground. Embedded in the concrete line will be cast aluminum letters that spell out "Islais Creek". This line is a life-sized map superimposed on the landscape itself. Interspersed along this line will be a series of rain gardens that slow and filter runoff from the building and also echo the historic surface creek that once flowed here.



Overview showing site with rain gardens, downspout sculptures and creek markers.



Detail showing downspout sculptures that filter and slow runoff. The topographical shapes are derived from the surrounding hills. The steel shapes are filled with native gravel (Chert) and can be planted with groundcover.



Rain gardens filter and slow runoff from the site and also echo the historic creek that flowed across the site. Concrete lines embedded with cast aluminum letters mark the present location of the creek underground. The design of the lines allows for watering.



Chris Sollars Artist Proposal for Glen Park Canyon

Islais Creek's remaining free flowing water will be highlighted in blue light at dusk as a metaphor for the rest of the creek buried in the dark. Islais Light highlights what we cover up, Islais' underground creek system, making what is invisible visible.

Islais Creek will be night-lighted along the southwest path of Glen Canyon for ¼ mile (1320 feet) connecting the Glen Park Recreation Center to the Silver Tree Day Camp Building. The southwest path is chosen for the darkness of the trail, and its visibility within the public streets outside the canyon. The light will be broken into a dotted blue line through a series of 32 - 8' long 3' tall forms along the trail. The modular 8' long forms will allow for even distribution along the changing ¼ mile terrain. Similar to a guard rail along a highway, a series of 4x4 pressure treated wood posts bolted to concrete will support an angled corten steel sheet with a 3" cut out of Islais Creek's contour along with a location marker for hikers. The Islais Creek cutout will be backed with blue LED light in a mounted box behind the corten steel plate. Through the cutout of Islais Creek's line the LED would shine through uv rated polycarbonate or frosted tempered safety glass embedded behind the metal to defuse the blue light, to make it glow versus shine. The blue light will be a complementary color to the earthy corten steel rust color that will help it blend in along the existing terrain.

Hours: Islais Creek Light will be on at Dusk: 1 hour prior through 1-3 hours after sunset. This restriction of hours will increase the lifespan of materials and allow for a dark sky compliant space to remain in the canyon for the community.

*Images include Glen Canyon 57" LED night light tests, maps, renderings, and material sample.

