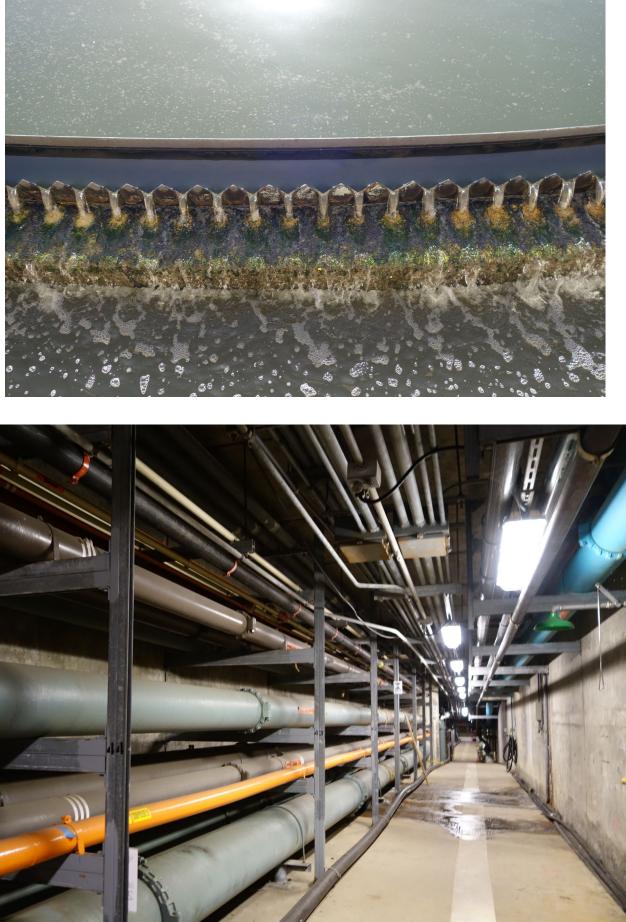
SAN FRANCISCO PUC SEP CAMPUS HEADWORKS PROJECT

ARTWORK CONCEPTUAL PROPOSAL

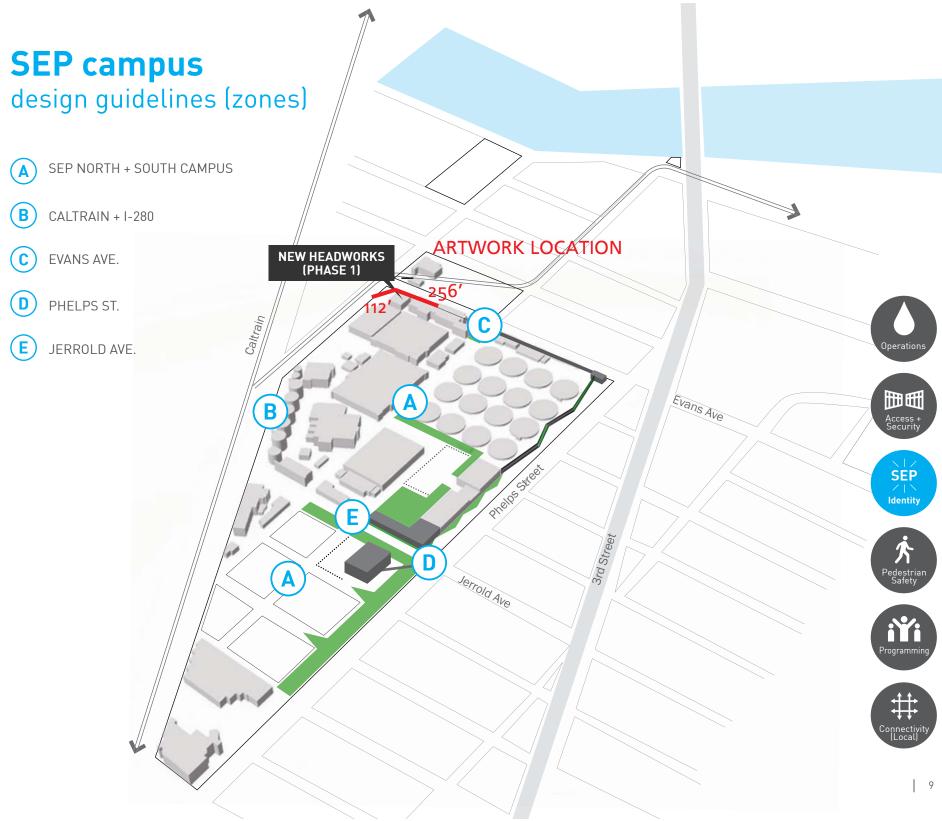
Norie Sato June 2017

Sources









IDEAS/CONCEPTS:

Cycles

Circles Collection Water **Transformation** Recovery In - out - in Dispersal **Energy center** Vortex Non-didactic **Evocative** Interacts with site Dynamic for cars and pedestrians Differentiates itself from other aspects of the neighborhood Security and safety for workers Layered experience Works with constraints of the site

MATERIALS

Industrial, yet used in a non-industrial way

Refers to process of water treatment: filtering

Durable, yet refined

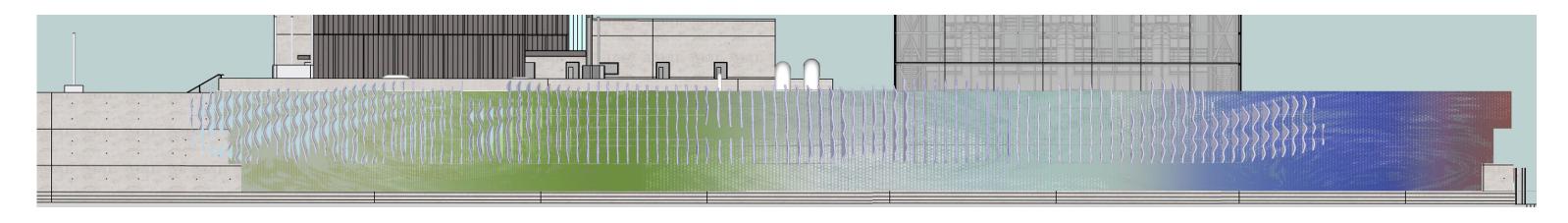
Perforated Metal with images

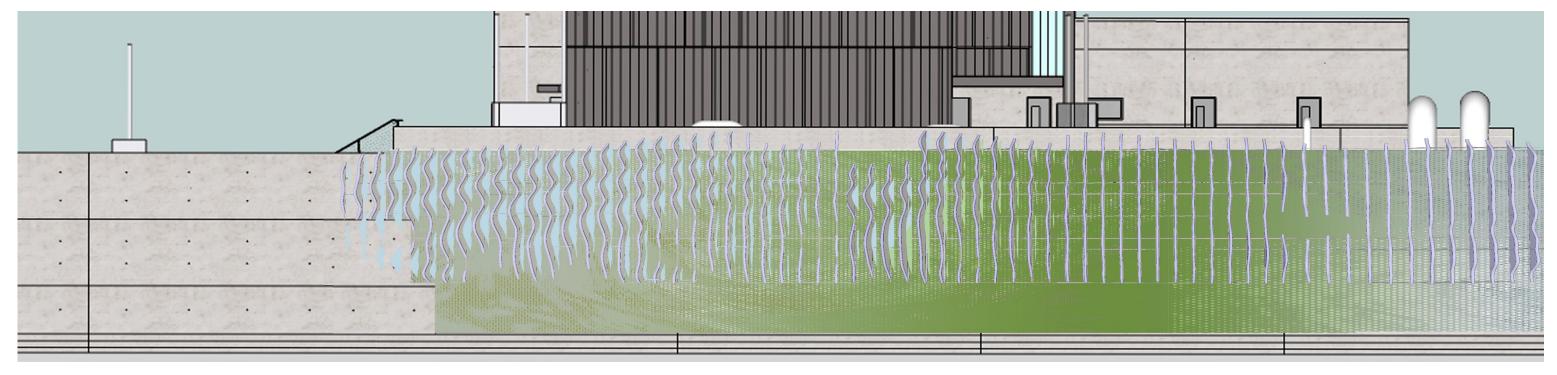
Sculptural fins painted different colors on each side create a directional experience

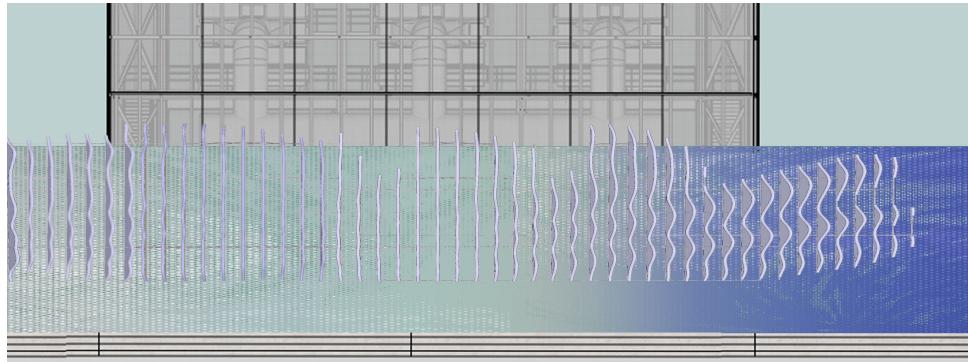
Color is part of the story and meaning

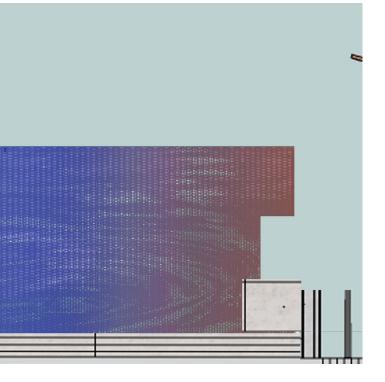
Final colors and materials still under exploration

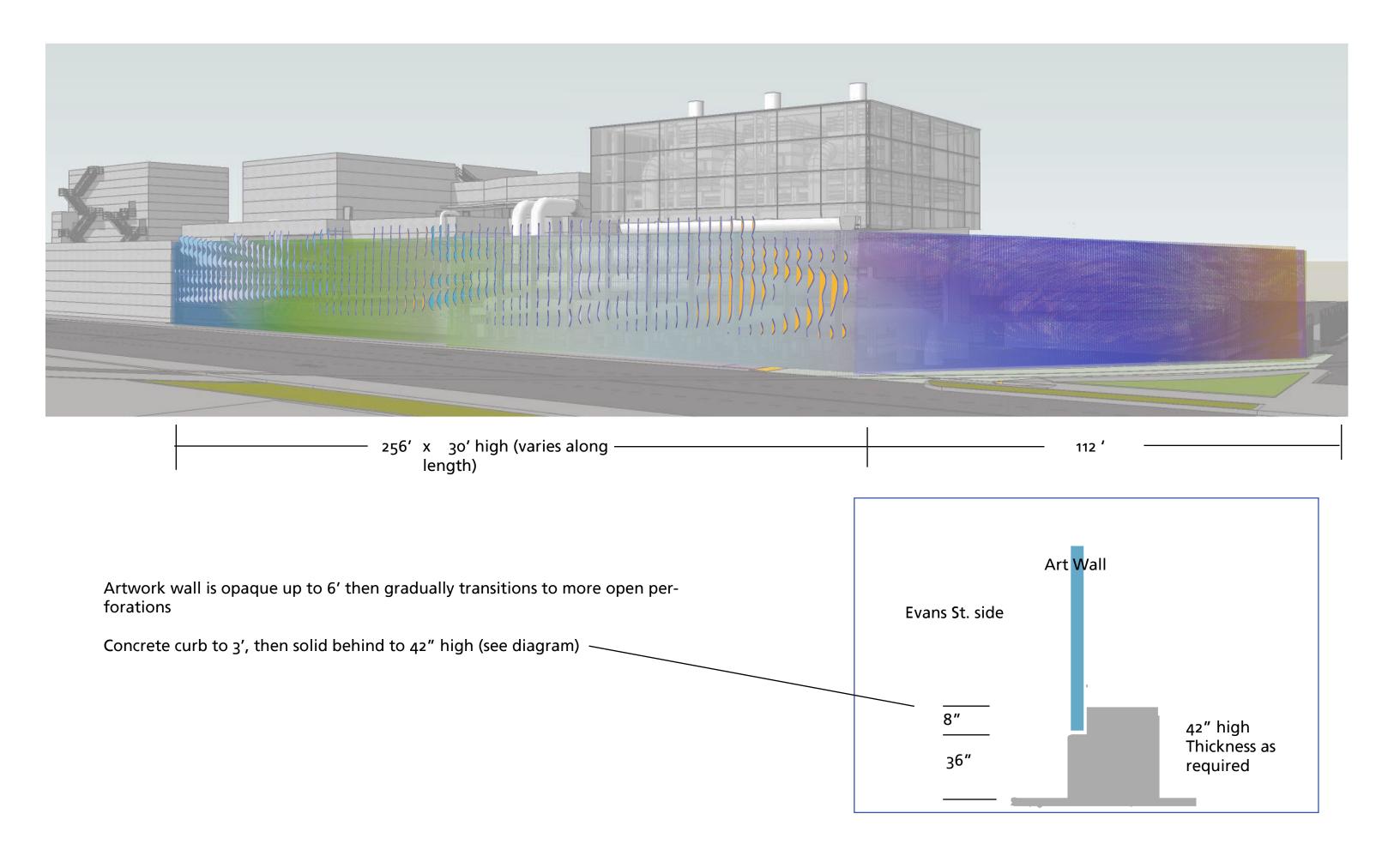
Use more transparent color to allow metal to catch light rather than opaque paint, if possible

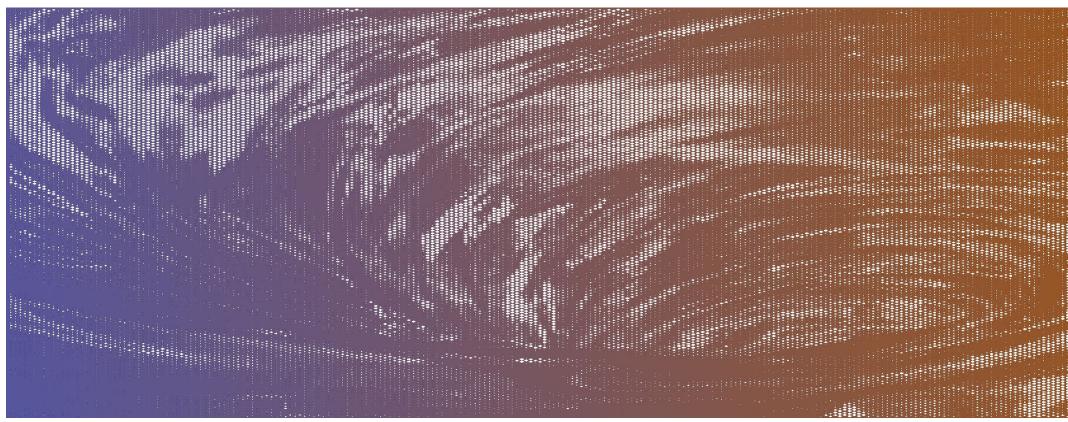


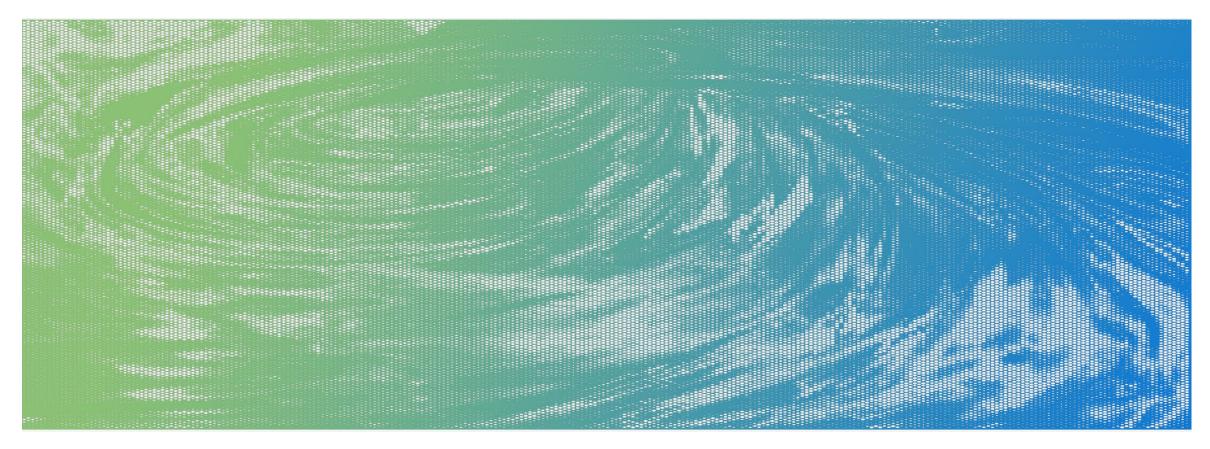




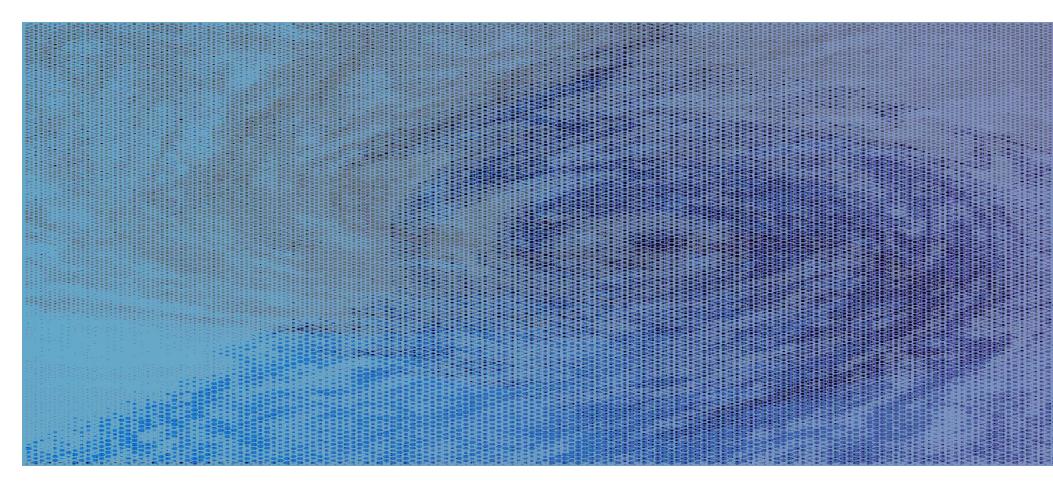




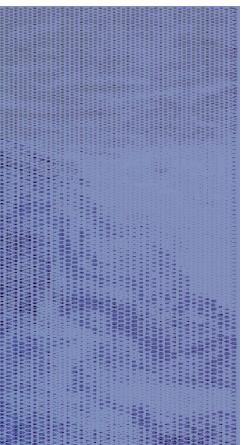


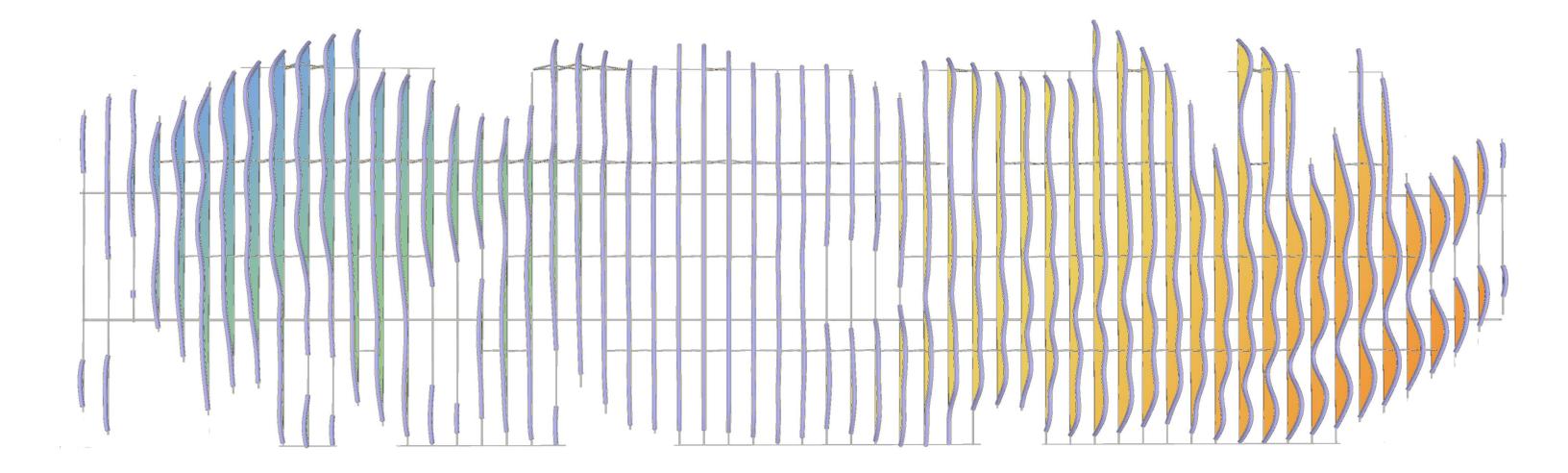


Examples of perforated screen image layers

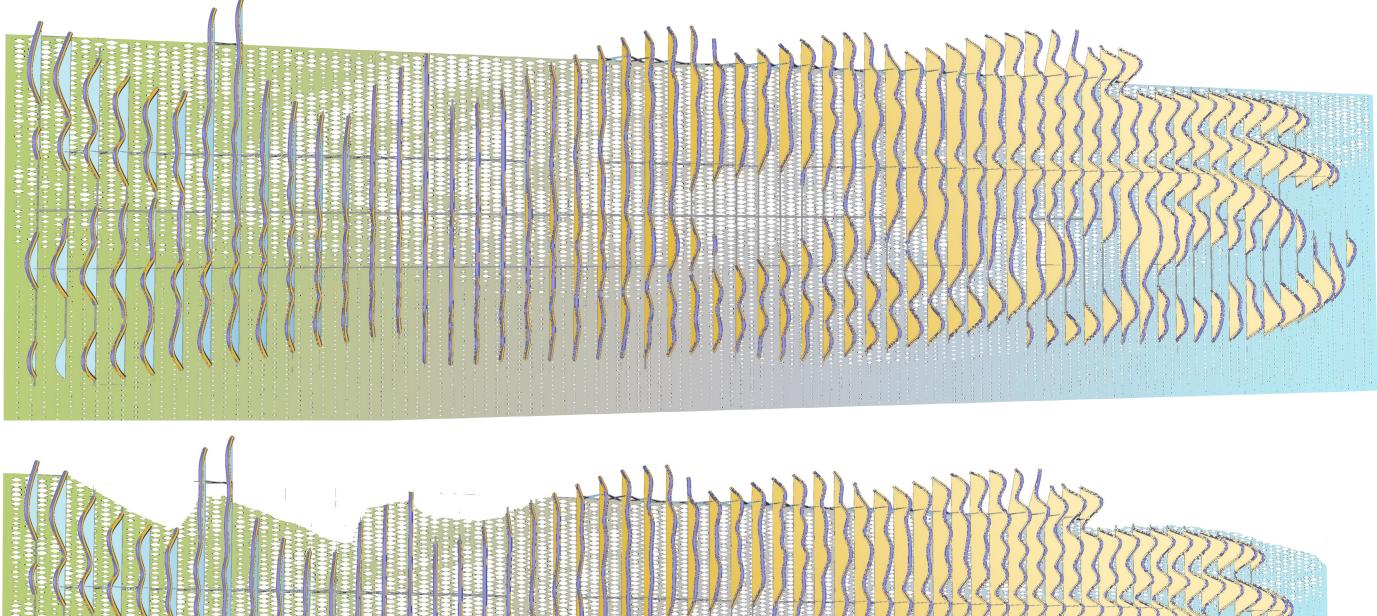


Center Perforated screen area

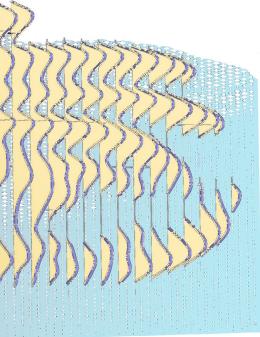




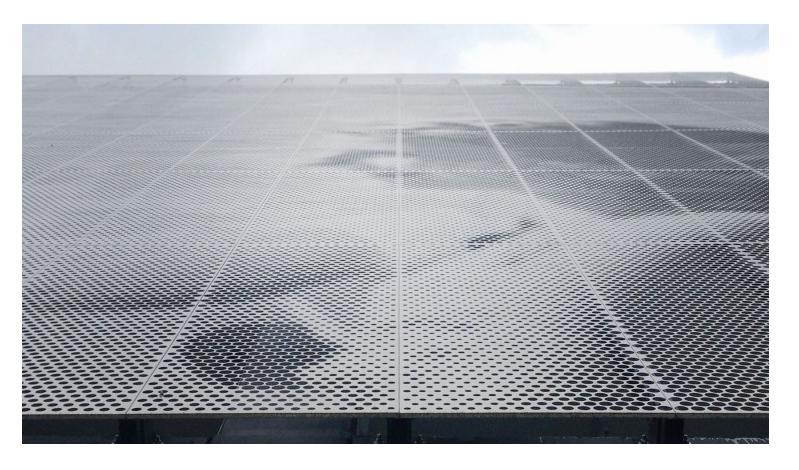
View of a version of the three dimensional fins



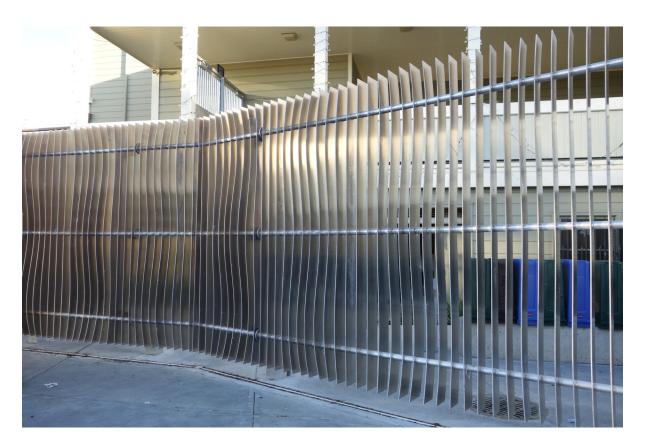
Detail showing the 3-D fins layered on a perforated image layer



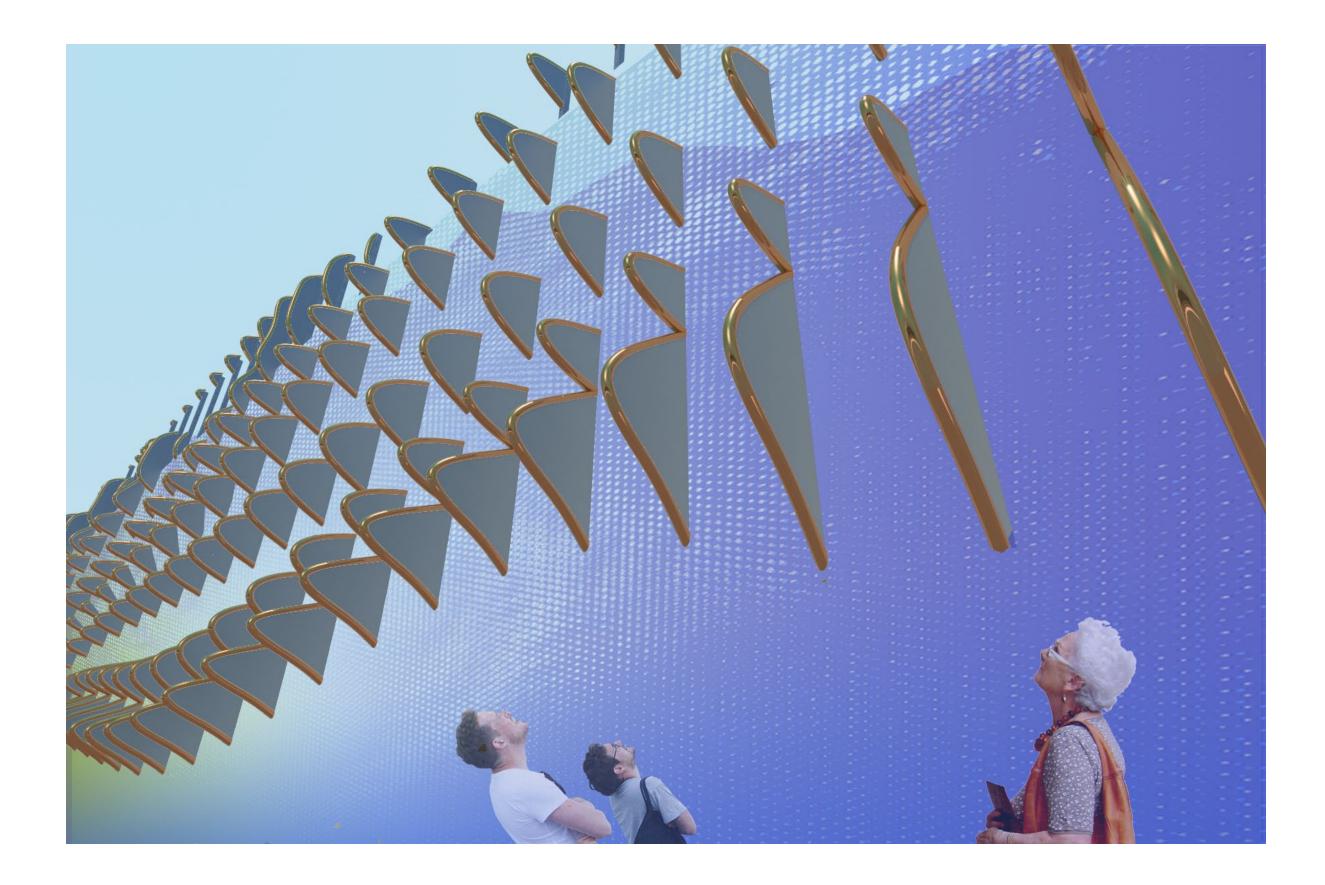




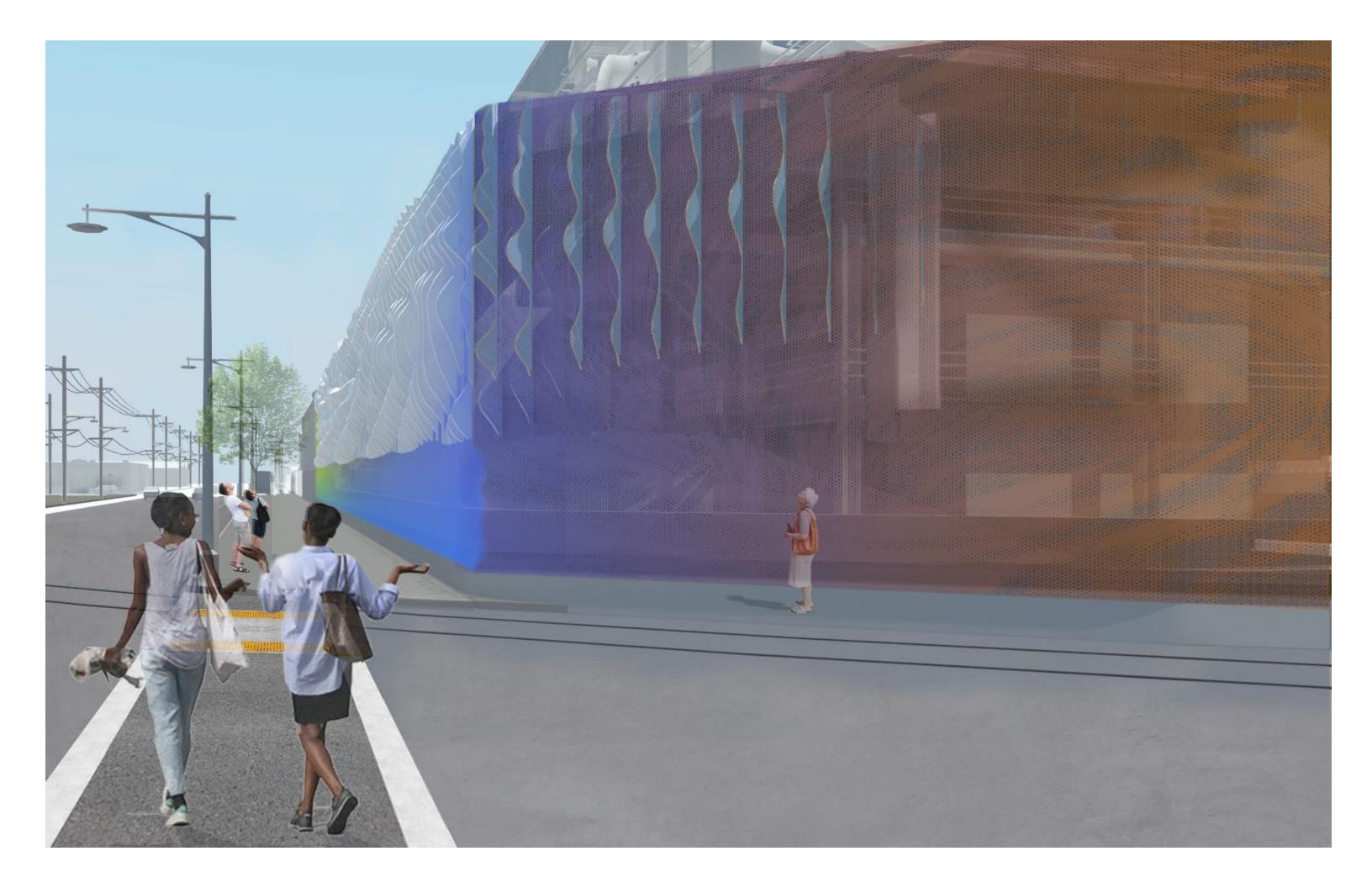














NEXT STEPS:

Study transitions between Grit Tank Building and Randin Truck Entrance sides Study modulation of the top part of the wall Engineering interface with project structural

Work with Zahner Fabrication to: Study perforation images, hole sizes, layering Study final Fin profiles Study Colors, color transparency Budgeting and costs Constructability/engineering Samples, mock-ups

Installation modes/methods