

THE GREEN BUILD: PUBLIC ART

The Airport Master Plan Program provides for near-term airport improvements identified to meet the needs for future growth in passengers and operations. The Green Build is a part of the overall master plan that includes construction of ten additional gates, airfield improvements, a dual-level roadway for Terminal 2 and additional parking.

During the early part of the Airport Master Plan Program, a Public Art Site and Opportunity Plan was established as a three phase implementation schedule.

Artists selected for Phases I and II are actively collaborating with the design teams and are conducting research to define:

1. ENERGY SOURCES

2. SUITABLE PRODUCTS AND MATERIALS

3. ENGINEERING FOR APPROPRIATE FABRICATION APPROACHES AND INSTALLATION METHODS

The Green Build includes the following public art projects in collaboration with the design team:

Phase I

THE JOURNEY

Jim Campbell

Your Journey starts near the security checkpoint and travels through the new north concourse. Suspended just below the ceiling, the light ribbon is made up of small spheres that create a virtual surface spanning six feet wide by 700 feet long. As one looks up, simple images will flutter along the way. (Anticipated completion January 2013)

CLOUD TAXONOMY

Stuart Keeler

How is a cloud made? This sculptural assemblage is a study of Fibonacci sequence by as well as simultaneously exploring the power of the circle as a multiple. A composition of Pi in the creation of the linear transparent cloud will form – a sculptural drawing in the air. The work is a meditation exploring the linear, dashes and dots of meteorological drawings and topography. A unique collaboration with Swarovski Crystal punctuates the sculptural assemblage with a dynamic experience of reflectivity and light. The shower of rain is a study on the color of the blue sky of San Diego from sapphire to cerulean blue. (Anticipated completion January 2013)

RELATIVATOR

Living Lenses

A single elevator will transport concession patrons between the second and third levels. The concept focuses on demonstrating an observed experience based on Einstein's theory of general relativity. The project experience will use the space inside and outside the elevator to exhibit the relative change in weight and movement effected by speed while traveling between floors.
(Anticipated completion January 2013)

Phase II

THE CHILL ZONE

Camille Utterback

This artist will create an engaging and entertaining environment encompassing a thematic concept and all accessory components for a technologically interactive setting targeting youth and young adults. The environment will be functional, fun and also adult-friendly.
(Anticipated completion August 2013)

PERFORMANCE CUBE

Harries/Héder Collaborative

This artist team takes a site-specific approach to connecting people, ideas and space. The overall venue design will encompass the setting, acoustical treatments and context as a platform for many of the airport's live performances. When the site is dormant, it could create a kaleidoscopic perspective to the airfield or perhaps create some other sculptural interaction. The project will be a multi-functional space that is unexpected and memorable. (Anticipated completion April 2013)

DEPARTURES ROADWAY

Merge Conceptual Design

Focusing on the very large elevated structure, this concept will strategically have areas of intervention investigating various strategies to define artistic punctuations. The intervention will enliven the underside of the roadway and its glass facade by using elements and shapes found in nature and industry just across the street along the San Diego Bay. Themes of inspiration currently being considered are: Maritime objects, bioluminescent organisms and the refracted glitter effect that happens naturally by the complex play of water, wind, light and swell on the ocean's surface.
(Anticipated completion January 2013)

REFLECTION ROOM

Norie Sato

The artist will design a contemplative environment for meditation and reflection. Offering a calm respite before and after flights, this non-ecumenical space will be sensitive to the diversity of domestic and international travelers. (Anticipated completion August 2013)

PEDESTRIAN BRIDGES

Roy McMakin

Coming home or leaving home, travelers will experience a three-dimensional collage of windows on each pedestrian bridge. Feeling either familiar or exotic, styles will be inspired by varying sources and will range greatly in size, color and materials. Travelers could choose to think of a window as a metaphor or they can just enjoy the patterns and variations. (Anticipated completion January 2013)

UNITED SERVICE ORGANIZATIONS (USO)

coLAB Studio

In a new building housing the largest airport USO facility in an airport, 10 large translucent “bubbles” create pockets for groupings of unique sculptural artifacts inspired by personalized interviews conducted between the artists and members of the armed services. The collective installation represents all Americans, attempting to make a single, small, connected community. (Anticipated completion January 2013)

Phase III

RESTROOM ENTRY AREA

These sites are an opportunity for one or more San Diego artists to continue the current restroom entry theme by creating an entry statement for eight new restrooms. New art will be commissioned for each new restroom entry and would potentially serve as intuitive wayfinding markers.

ARTIST IN RESIDENCE - “BELOW THE WING”

This is an opportunity to foster a creative collaboration between the artist, airport staff and other workers at the airport. The final product will be a meaningful translation of the substantial individual efforts (executive members, baggage handlers, operations staff, concession operators, maintenance personnel, etc.) that contribute to operating the airport facility. All media will be considered.

WESTERN GATES GLASS BAYS

This opportunity will be located at the west-end of Terminal 2. There are two glass bays measuring approximately 30 wide x 15 feet high. Artwork fabricated for the Western Gates Glass Bays should create a dynamic visual and interactive experience. The work should act partially as a screen to limit visibility of the waste handling facility located on the exterior of the lower level. Additionally, artwork should be visually appealing from both interior and exterior, create a visual impact during day and night and still allow light into the space. This opportunity is limited to San Diego artists only. All media will be considered.

For more information on these or other art projects at SDIA, visit art.san.org.