

NO: **R075**

COUNCIL DATE: **April 22, 2013**

REGULAR COUNCIL

TO: **Mayor & Council**

DATE: **April 15, 2013**

FROM: **General Manager, Parks, Recreation and Culture** FILE: **6140-20/c**

SUBJECT: **Public Art Component of Cloverdale Youth Park Project**

RECOMMENDATION

The Parks, Recreation and Culture Department recommends that Council:

1. receive this report as information; and
2. authorize staff to work with EOS Lightmedia, and the artist team of Shaun August, Philippe Pasquier, Jessie Scott and Vincent van Haaff toward the creation and installation of the “Cloud” as the public art feature of the new Cloverdale Youth Park project, all as generally described in this report.

INTENT

The purpose of this report is to provide background information regarding the Cloverdale Youth Park public art project and to obtain approval to retain an artist team who will undertake the project.

POLICY CONSIDERATIONS

The recommendation of this report complies with the City’s Public Art Policy as follows:

- The Public Art Master Plan identifies the Cloverdale Recreation Centre campus for the inclusion of artwork.
- The proposed artwork will be a positive contribution to the urbanization of the Cloverdale town centre, serve as a landmark in the neighbourhood and be visible from Highway No. 15, all of which are consistent with the objectives articulated in the Policy.

BACKGROUND

Council approved funding for the design and construction of the Cloverdale Youth Park for 2013 as part of the 2013-2017 Five Year Financial Plan. The design of that project is well underway. In alignment with the City’s Public Art Policy, the project will include public art. The Cloverdale

Youth Park will be located to the north of the Cloverdale Recreation Centre fronting Highway No. 15 as illustrated on the air photo that is attached as Appendix “A” to this report.

The theme developed for the public art feature for the Cloverdale Youth Park will transform the roof of the youth park into an iconic, interactive, responsive, illuminated “Cloud”. This concept meets the objectives of the Public Art Policy and the master plan as endorsed by the Public Art Advisory Committee. The proposal is also endorsed by the architectural team of Bruce Carscadden ARCHITECT Inc and van der Zalm + associates inc., who are responsible for the design of the Cloverdale Youth Park project.

DISCUSSION

Building on the success of the Surrey Urban Screen feature located beside the Chuck Bailey Recreation Centre, staff approached the Public Art Committee with a suggestion that the public art feature for this project involve an illumination and image projection approach. The Committee agreed that this would be reasonable. Staff approached artists who specialize in illuminated/interactive light architecture/art and others who specialize in interactive art and sound art. These included Doug Welch/Shawn August (EOS Lightmedia – who created the light effects for the pedestrian overpass at Highway 99) and Philippe Pasquier (Faculty at the School of Interactive Art and Technology at SFU). Both artists supported the idea of a “theatre” concept that would allow for a changeable program of interactive light and sound experiences by/for young audiences/artists. The artists (light and sound/interface design) were agreeable to collaborating as a single team to develop the art work.

Public Art Advisory Committee Endorsement:

The Public Art Advisory Committee (PAAC) considered the above during its meeting on March 14, 2013 and unanimously resolved to endorse the artwork as proposed, which is described in the following sections.

Description and Location of Artwork:

The proposed public art feature is part of the design of the roof over the skate bowl for the Cloverdale Youth Park, being an iconic, significantly scaled, illuminated and interactive public art feature, named the “Cloud”. The artwork will consist of a series of computer-controlled, colour-changing LED luminaires installed under the translucent polycarbonate roof system that will glow, ripple and flash light at night. It will be perceived as a ring of light from ground level (similar to the lighting effect at BC Place at a reduced scale) and as a canopy of light from below and from the second floor of the adjacent Recreation Centre. The canopy will measure approximately 6,000 square feet in area.

The colour and responsiveness of the “Cloud” will be affected by:

- The presence and characteristics of movement within range of its sensors. The Cloud may essentially “applaud” the performance of a skateboarder by changing colour. The colours also “follow” a boarder as they move within the space;
- The “Cloud” may also be controlled directly by a control board, when the venue is used for a DJ performance (e.g., the lights could respond to the beat of music being performed); and
- The “Cloud” may respond to the design of an app – for example, its colours, or change of

colours, may respond to data received through an app. When the skate area is busy with activity, it may register with a tonal colour range, which may become muted when it is quiet.

The art installation will require: equipment and implementation of computer-controlled lights; an open source coded operating system; a geo/motion location trigger system (sonar) and an accessible streaming Open Data file that allows users to control the system. While the light/sound hardware will be fixed, the character of its performance is designed to be able to be changed by future artists and modified to support different types of youth events. It will have an exciting permanent demonstration display setting (as designed by the originating artist team) as well as the capacity to change its colourful and responsive performance by other artists.

The location of the Youth Park ensures the site and the “Cloud” artwork will be highly visible from Highway 15 (176th Street) and from the Cloverdale Recreation Centre.

The illustrations included in Appendix “A” provide a sense of the impact that the artwork will have to those using the Youth Park and to those who are observing it.

About the Artists:

More detailed information about the artists is contained in Appendix B attached to this report.

Lighting design and project contractor, EOS Lightmedia:

EOS Lightmedia will serve as the main contractor for the artwork.

EOS Lightmedia (Douglas Welch and Shaun August) were responsible for the lighting design of the Pioneer Pedestrian Overpass public art feature over Highway 99 in South Surrey. Shaun August will serve as the lead artist from the EOS team. He is a graduate of Canada’s National Theatre School, and has designed lighting for professional theatre productions and is a strong proponent of team-based design that draws upon many mediums and backgrounds. He has designed, managed and delivered design-build projects around the world. He specializes in lighting, systems, experiential and interactive design, and approaches lighting from a design aesthetics angle, focusing on human interaction. He has a decade of experience working collaboratively with designers, architects, engineers and clients.

EOS is currently producing a public art commission for the City of Ottawa related to the Southwest Transit Extension Industrial Garage called “TRANSPOTting”.

Interactive and sound design (acting as subcontractors to EOS), Philippe Pasquier:

Philippe Pasquier is currently an assistant professor in the School of Interactive Arts and Technology (SIAT) at Simon Fraser University. He is conducting both scientific and artistic research on the possibilities of machine behaviour. His research has three directions:

1. *Artificial Intelligence and Cognitive Sciences:* the broad field of artificial intelligence (AI) and cognitive sciences, and the area of artificial agents and multi-agent systems, cognitive modeling, agent communication and automated negotiation including interest-based negotiation, a novel approach that advocates that parties can increase the likelihood and quality of an agreement by exchanging information about their underlying goals and alternative ways to achieve them;

2. *Computational Creativity and Computer Entertainment*: including the blend between art and science present at SIAT. Metacreation is the idea of endowing machines with creative behavior (as opposed to problem-solving intelligence). At the fundamental level, it raises the question of the formalization and modeling of creativity which is relevant to both AI and cognitive sciences. At the applied level, it aims to endow machines with creative autonomous behavior to meet a growing demand from the creative industries; and
3. *Artistic Creation and Administration*: artistic production in computer music, sound design, audio and media arts. Pasquier has been serving as an active member and administrator of several artistic collectives (Robonom, Phylm, MIJI), art centers (Avatar, Bus Gallery) and artistic organizations (P: Media art, Machines, Vancouver New Music) in Europe, Canada and Australia

Jessie Scott is a new media artist, producer, coder, designer, visualist, curator, writer, and blogger. He produces work for live performance, for site-specific actions, for listening, for viewing, for reading... his work has spanned the domains of audio/visual performance, locative media, telematics, improvisational practice, urban projection, installation design, public workshops, and the written word.

Alongside Mirae Rosner, he runs the memelab, an interdisciplinary project collective, and has co-founded both the Canadian and German chapters of Graffiti Research Lab. Formerly, Jesse was a member of The Butchershop, a non-denominational art space and NTSC, an audio-visual collective, and was President of Balcone Art Society from 2006-08. Jesse has curated for the memelab, New Forms Festival, Balcone Art Society, Mobile Muse, The Butchershop, Nuclei of Telematic Sound and Cinematics, The Upgrade! Vancouver, PAARC's SWARM and Gallery Gachet.

Vincent van Haaff is a multi-disciplinary media artist working with computer code to explore virtual and real spaces defined by rule-based systems. Originally from Southern California, he went from a record label co-founder and audio hacker in Los Angeles to an environmental club founder in Santa Barbara before moving to Vancouver to become a software developer and media artist. His expertise spans from data and music visualizations to computer vision, event and community installation, and user-centered design.

Schedule:

Subject to Council approval of the recommendations of this report it is expected that the artwork will be installed by the fall of 2013 in alignment with the schedule for the overall Youth Park project.

Funding:

The cost of the artwork is \$95,000 including creation, installation and a maintenance reserve for maintaining the computer system (The lights will be maintained as part of the park infrastructure by Parks Operations). This amount of funding is available from the Public Art pool and the Youth Park capital budget.

SUSTAINABILITY CONSIDERATIONS

The proposed artwork supports the socio-cultural and environmental pillars of the City's Sustainability Charter; more particularly, the following scope action items contained within the Charter:

- SC6: Building Cultural Awareness in the Community;
- EC9: Quality of Design in New Development and Redevelopment; and
- EN13: Enhancing the Public Realm.

CONCLUSION

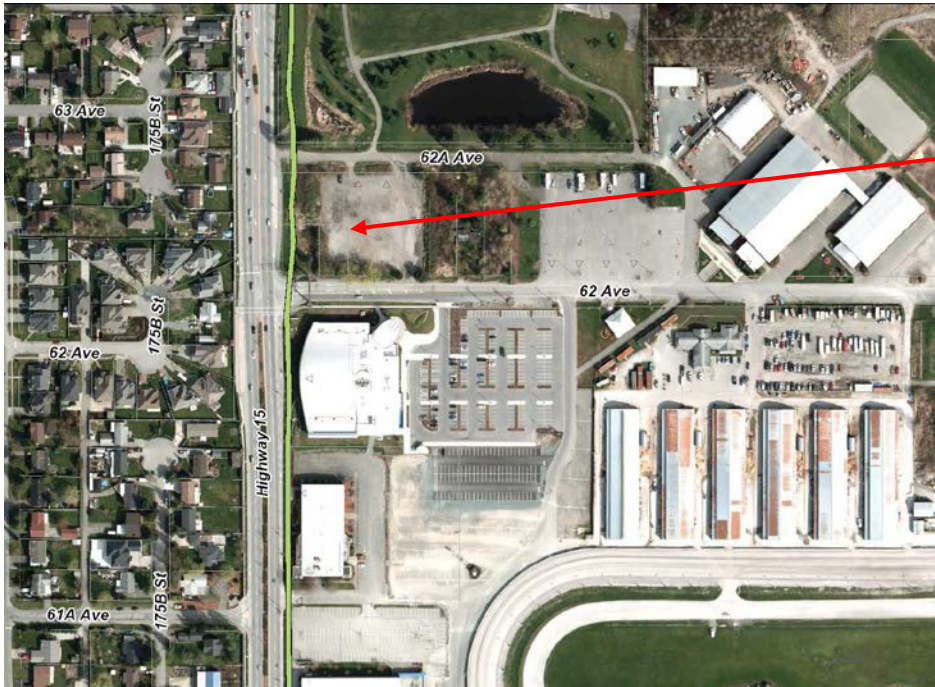
Based on the above discussion, it is recommended that Council authorize staff to work with artists, Shaun August of EOS Lightmedia, and the team of Philippe Pasquier with Jessie Scott and Vincent van Haaff, toward the creation and installation "Cloud" as the public art component of the new Cloverdale Youth Park project, all as generally described in this report.

Laurie Cavan
General Manager
Parks, Recreation and Culture

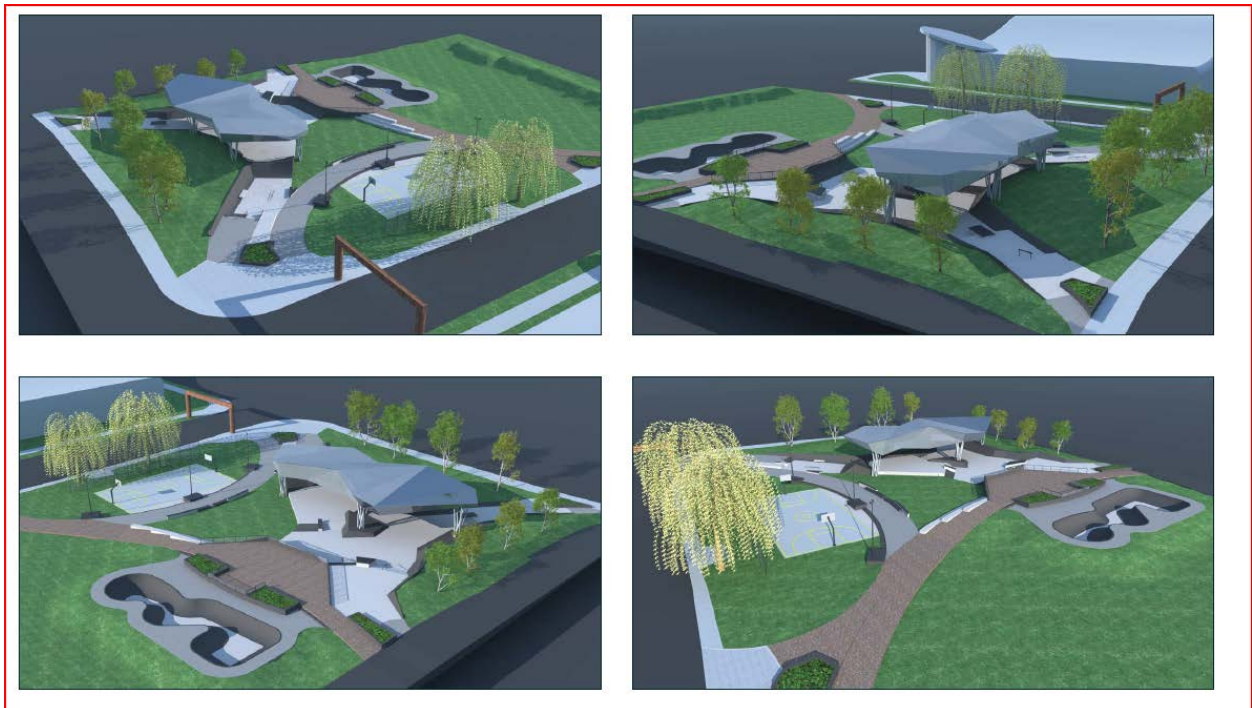
Appendix "A" – Location and Images of the Cloverdale Youth Park and the related Public Art

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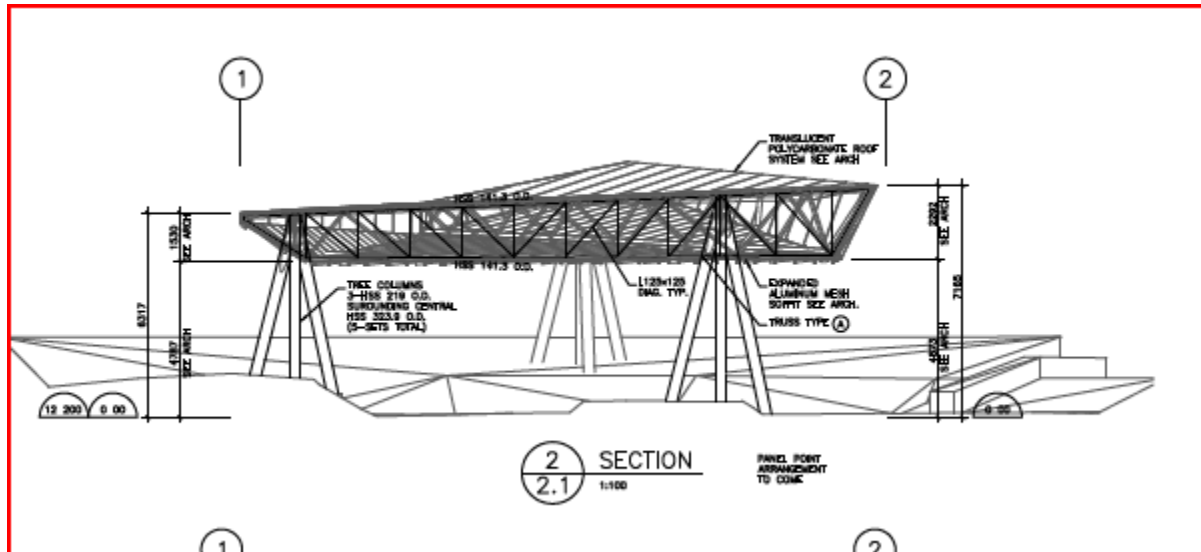
Location and Images of the Cloverdale Youth Park and the related Public Art



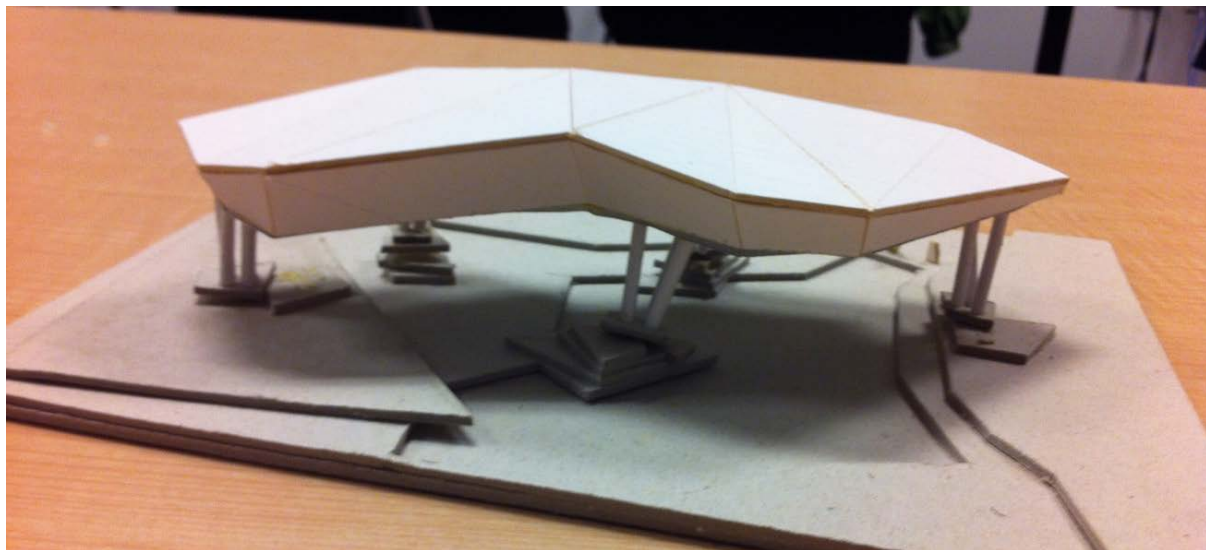
The site planned for the artwork is north of the Cloverdale Recreation Centre near the intersection of Highway 15 and 62nd Avenue.



These renderings indicate the location of the canopy within the acreage dedicated to the youth park. Note the location of "lumberman's arch" and the Cloverdale Recreation Centre



This elevation drawing depicts the structure of the cloud and its support architecture. The canopy will be clad in the translucent material. This is the profile that would be seen from the street. Additional angles to view the scope of the roof illumination include underneath (by youth park users) and from above (Cloverdale Recreation Centre).



Photograph of the model of the canopy that would constitute the “Cloud” form.

Examples of other illuminated architecture to demonstrate the potential look and experience of the proposed Cloverdale Youth Park “Cloud” artwork.



