



Mesa City Hall Public Art Projects



Monday, December 11, 2023

Kevin Vaughan-Brubaker, Festivals and Special Events Manager,
Mesa Arts Center

Goals:

- Respond to interest and energy about adding public art to our Mesa environments.
- Create a beacon to viewers, communicating that Mesa is an innovative, welcoming community.
- Authentically enhance the city's sense of place.



City Hall Public Art: Components

1. Interior sculpture
2. Exterior sculpture or series of sculptures
3. Interior display screen - digital art driven by data visualization
4. Iconic image of Red Mountain for perforated metal wall



Timeline:

- Artist Selection Process April – September 2023
- Design Process: October 2023 – February 2024
- Fabrication: March – August 2024
- Installation: Fall 2024



Artist Selection Process: Panel

- Chris Brady, City Manager
- Cindy Ornstein, Former Arts and Culture and Mesa Arts Center Director
- Ryan Yee, City Engineer
- Vince Di Bella, President, Adaptive Architects
- M.B. Finnerty, Public Art Administrator, Valley Metro
- Mike Goodwin, i.d.e.a. Museum, Artist
- Bradley Peterson, Museum and Cultural Advisory Board
- Nick Willis, Museum and Cultural Advisory Board



Artist Selection Process: Applications from RFQ

- Vertical interior and outdoor sculpture – 61 applicants
- Digital content artists for interior display screen – 14 applicants

Artist Selection Process: Finalists

Interior and Exterior Sculpture:

- Will Clift – New Mexico
- Digital Ambiance – CA/NY
- Molly Mason – New York
- Jeff Zischke – Scottsdale

Display Screen Digital Content:

- Digital Ambiance – CA/NY
- Ana Herruzo and Weidi Zhang – Mesa/ASU
- Susan Narduli – Los Angeles
- Volvox Labs - New York

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- Conducted site visits in Mesa
 - Toured City Hall/surrounding area, viewed existing Mesa public art
 - Met with City Management, architects, and other City staff
 - Presented their concept proposals to the artist selection panel



Interior Sculpture

- Visible at different levels and from the outside
- Lighting elements will give a stunning nighttime presence
- Budget: \$250,000



Vertical Interior Sculpture: Will Clift



Exterior Sculpture (or series): Digital Ambiance

- Sculpture(s) should aesthetically fit into surrounding native plants
- Artwork must be able to withstand outdoor environmental conditions
- Lighting elements for an exciting nighttime presence
- Budget: up to \$250,000



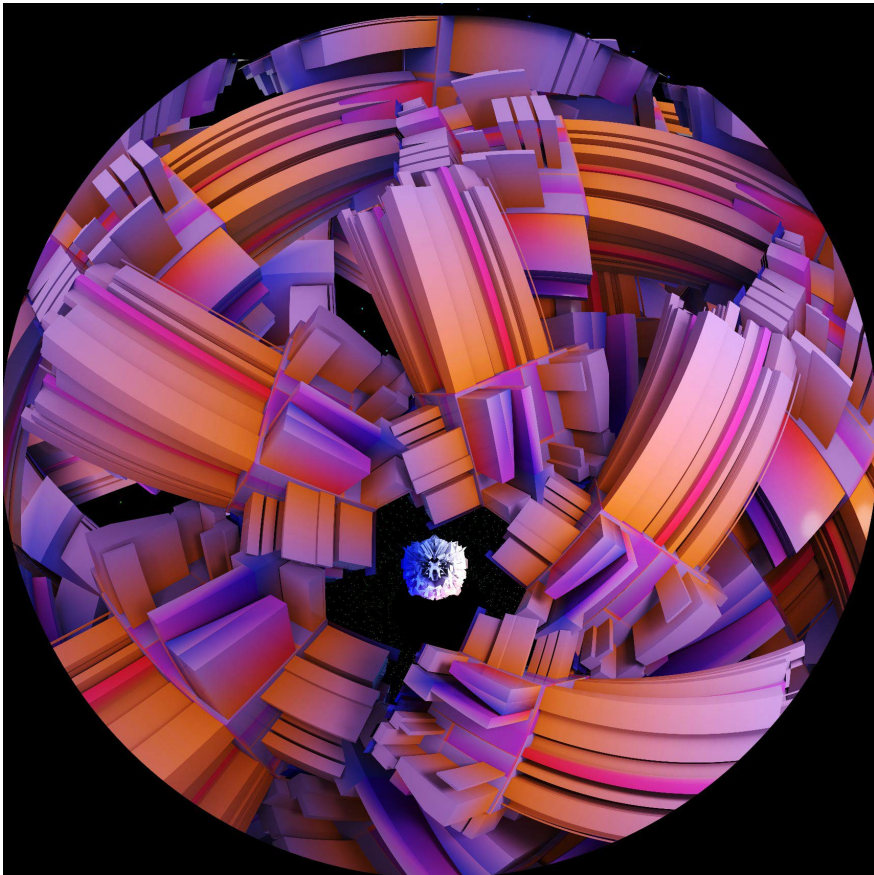
Display Screen Digital Art

- Digital content for 16'x8' digital screen in public waiting area
- Content to reference the unique urban/desert environment of Mesa
- Artists will use data visualization relevant to City of Mesa
- Original budget of \$100,000 increased to \$175,000 to allow for ASU involvement

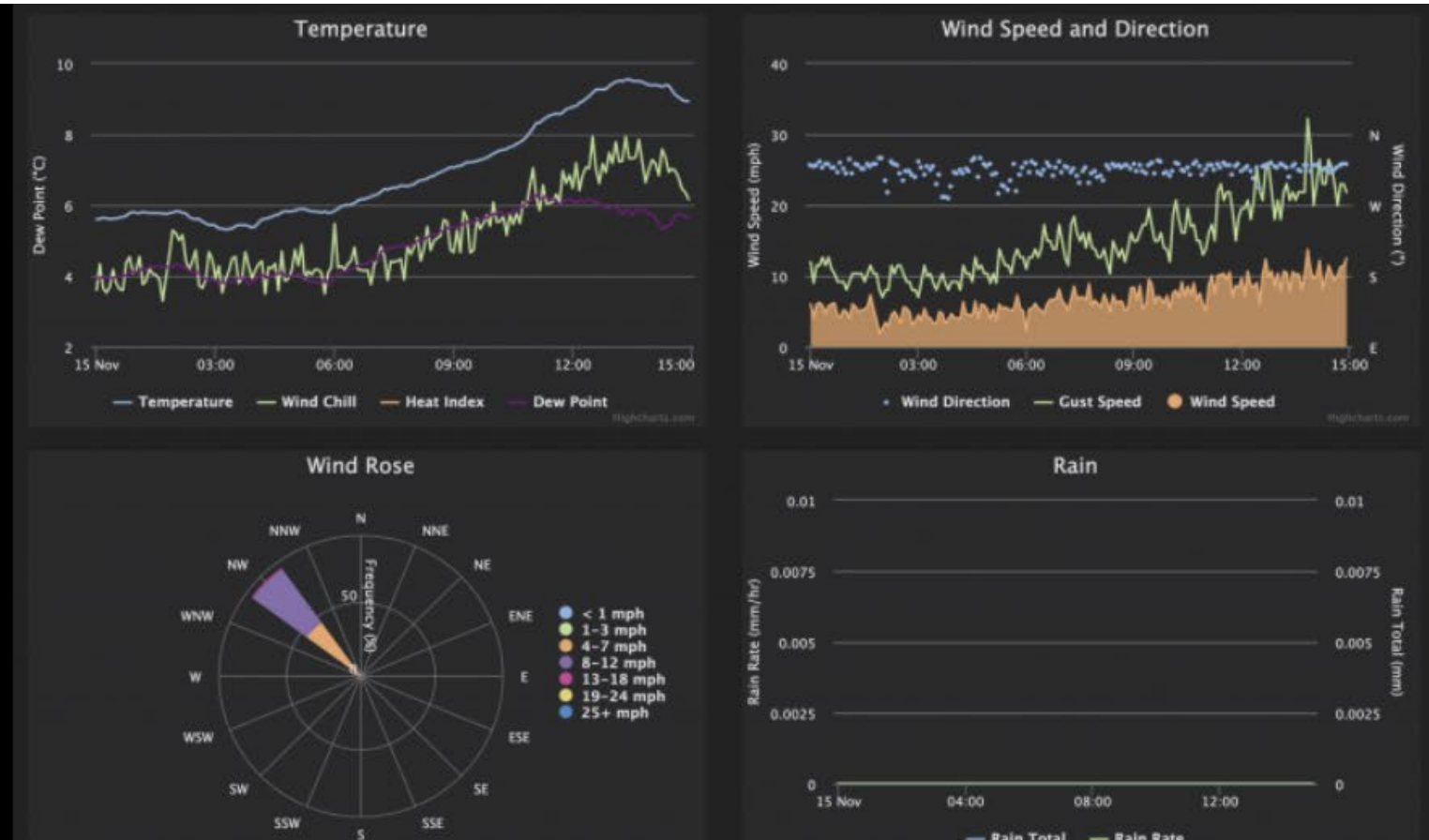


Interior Display Screen/Digital Content

Volvox Labs w/ ASU Faculty Ana Herruzo and Weidi Zhang



ASU-created Data Gathering Stations in Mesa





City of Mesa Public Data

City facilities electricity usage

Park reservations

Water consumption

Building permits

Daily high/low temps

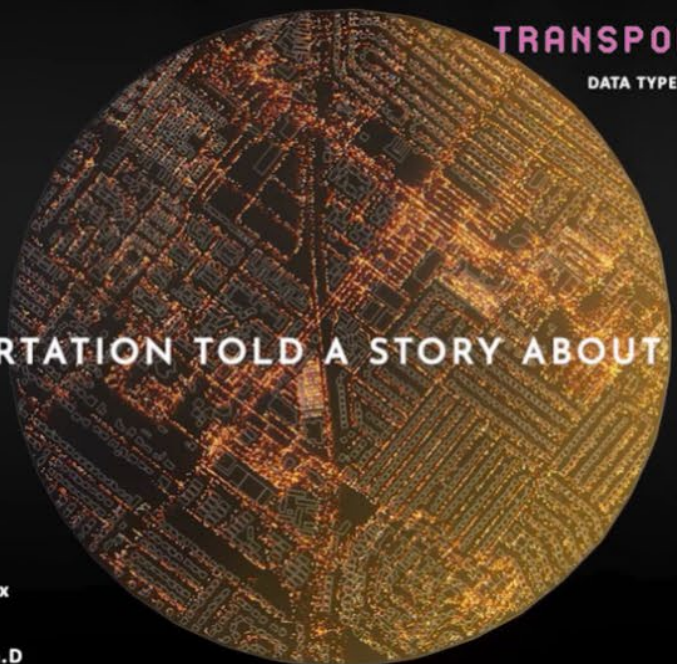
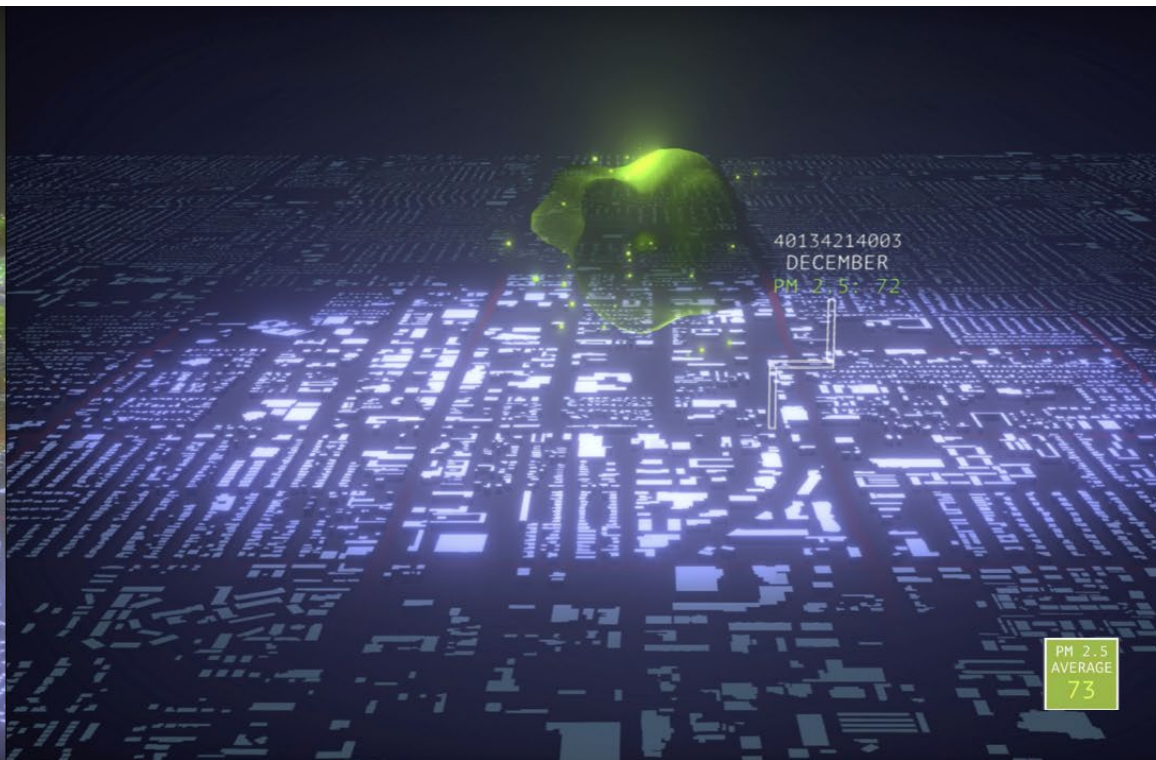
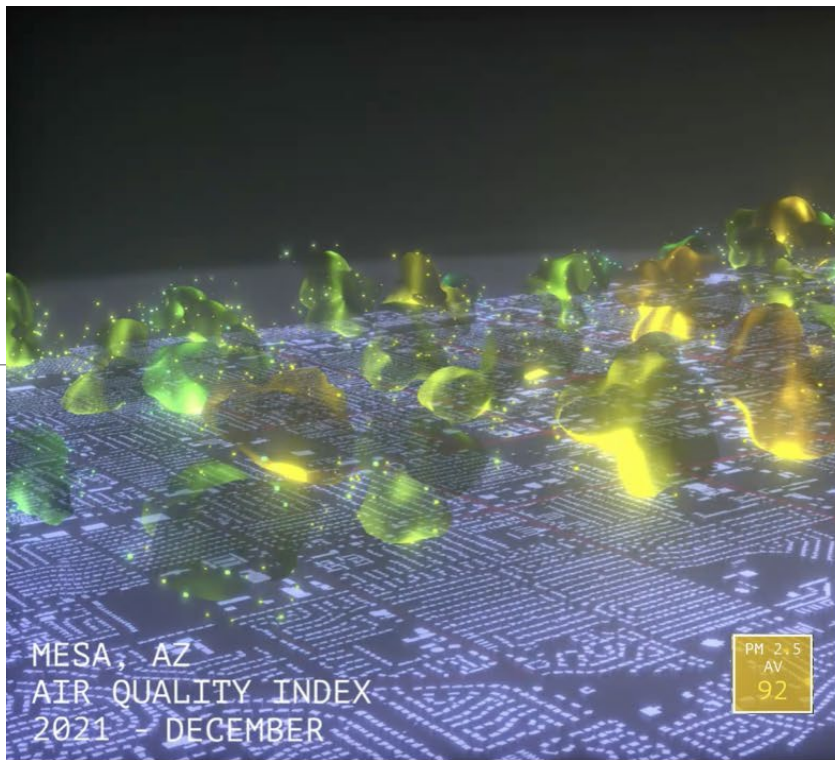
City owned/maintained trees (Trees Are Cool)

City Council Strategic Priorities

Sustainable Environment – Climate Action Plan

River flow rates

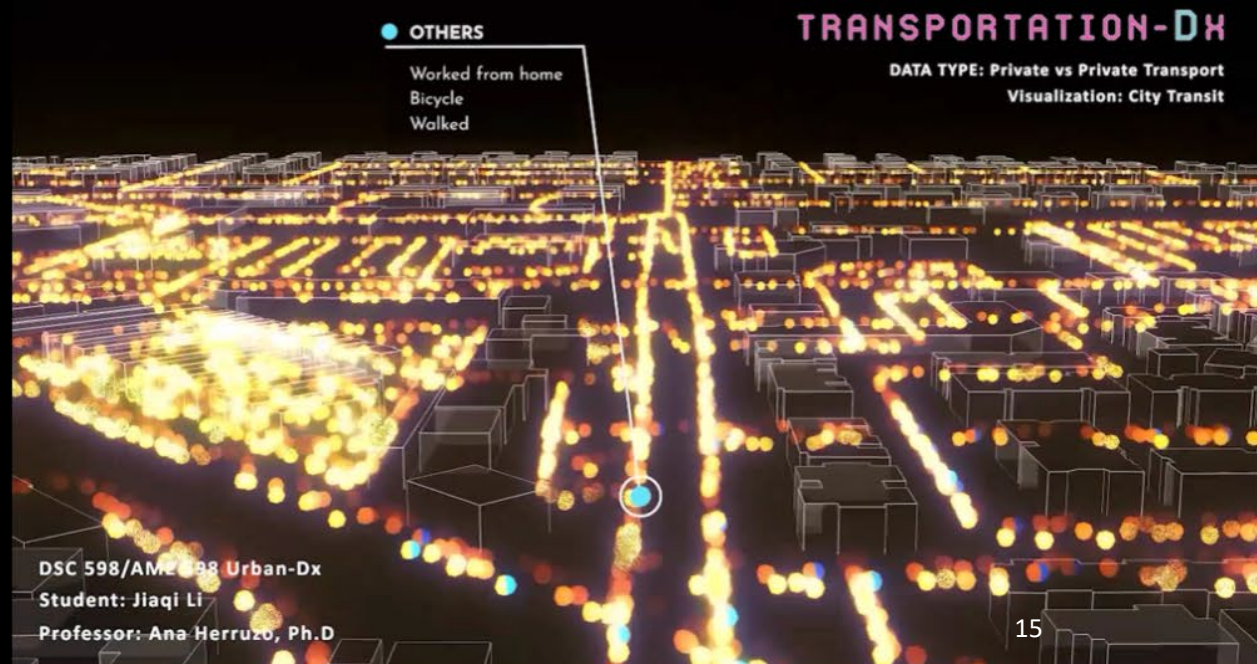
Land use changes



TRANSPORTATION-DX

DATA TYPE: Private vs Private Transport
Visualization: City Transit

TRANSPORTATION TOLD A STORY ABOUT OUR CITY



Intimate Resonance



TRANSITON

Environmental Resonance

Iconic Mesa Image: Kerrick James





Perforated Metal Wall Red Mountain Image

- Image created by perforations in metal wall
- Budget: \$5,000

Questions or Comments?





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