



San Jose Convention Center Expansion

Public Art

OPEN CALL TO SUBMIT QUALIFICATIONS

[Revised 9-8-11]

The San José Office of Cultural Affairs Public Art Program, a division of the San José Office of Economic Development is seeking an artist or artist team to design, fabricate, and install an artwork as part of the renovation and expansion of the San Jose Convention Center. The project will be developed in a unique partnership with a Silicon Valley technology partner that offers the commissioned artist an exceptional potential to utilize innovative technology.

BACKGROUND

The goal of the San Jose Convention Center expansion is to create a signature building that represents the City's commitment to be a leader in convention and cultural facilities, providing a dynamic and innovative meeting destination.

Located in the heart of Silicon Valley, the new facility will showcase the City's innovative spirit. The base project includes renovation and upgrades of the existing 1.2 million square foot facility to increase operating efficiency, replace outdated systems and improve the overall ambiance providing for a first class client experience.

DEVELOPMENT CONTEXT

There is much investment in the City of San José vision of itself as "Capital of Silicon Valley, the largest city in the world's leading region for innovation, a creative community and a tech-savvy city." There are a number of strategic initiatives positioning the City as a unique global gateway where, like nowhere else internationally, people from all different backgrounds work together effectively to create, innovate, engage and lead globally.

Key planning documents identified Downtown San José as Silicon Valley's creative center: Envision San Jose 2040 (San Jose General Plan), Economic Strategy 2010, Cultural Connection: San Jose's Cultural Plan for 2011-2020, and Public Art Next!. Additionally, one of the City's economic development visions is "a creative community that pioneers innovation within and across technology and business, culture and society."

Significant steps have been made in achieving these goals: the [Zero1 Art and Technology Network](#) launch of the 01SJ Biennial of Art and Technology (now the largest festival of its kind in the U.S.), San José's investment in cultural venues and special events and the identification and initiation of development of downtown's South First Street (SoFA) as an arts and cultural district.

A significant contribution to the City's commitment to innovation is the award winning Norman Y. Mineta International Airport's Art + Technology Public Art Program. The Airport Public Art Program builds on a foundation of flexible "platforms" for artists to use in creating technology and data-driven artworks based on current technologies. The airport program encourages partnerships and synergies with cultural institutions, educational initiatives and private enterprise.

Relevant Development Documents

The following documents are available on-line and may provide perspective on the City of San Jose context:

- *City of San José Economic Development Strategy - 2003:*
<http://www.sjeconomy.com/publications/pressreleases/executive.summary.final.pdf>
- *City of San José Economic Development Strategy – 2010:*
<http://www.sjeconomy.com/publications/qfb2w/Exec.Sum.Strategy.Final.2010.pdf>
- *Cultural Connection San Jose's Cultural Plan for 2011-2020:*
http://www.sanjoseculture.org/downloads/CulturalConnectionFinal_FullPlan.pdf
- *San Jose Public Art Program – Downtown Focus Plan:*
http://www.sanjoseculture.org/downloads/Dwntwn_Public_Art_Focus_Plan_Adopted.pdf
- *Norman Y. Mineta San José International Airport Public Art Master Plan:*
http://www.sanjoseculture.org/downloads/SJA_MasterPlan.pdf

CONVENTION CENTER PROJECT

The base project site is in the center of downtown San Jose, at 150-170 West San Carlos Street, adjacent to the light rail transit corridor, parks, museums and hotels.

A new expansion will add approximately 130,000 square feet accommodating new exhibit halls, meeting spaces, a ballroom, circulation and support spaces and integration with the existing 1989 facility. Also included in the project is renovation of the existing building, new way-finding and signage, systems upgrades and a new central plant. In conformance with City of San Jose Green Building Policies, the expansion must be designed and built to meet, at a minimum, LEED Silver standards. *See conceptual site and floor plans included as part of this CaFÉ™ prospectus.*

Convention Center Development Management:

The project management team is as follows:

- The Convention Center is managed by Team San Jose, a management organization.
- The expansion and renovation project is managed by the City's Department of Public Works.
- Hunt/Populous is the design-build team responsible for the project design and construction.
- The design, fabrication and installation of a significant public artwork is managed by the San Jose Public Art Program.

PUBLIC ART PROJECT OPPORTUNITY

With over half a million conventioners and community members moving through the facility annually, the San Jose Convention Center offers a key opportunity to reflect bold thinking and vision and reinforce San Jose's place as the Capital of Silicon Valley and the world's leading region for innovation. The facility is a gathering place for people from all over the world, many of who are involved with high-technology and research-oriented business. This is an opportunity for a large-scale iconic artwork representing core San Jose values such as sustainability, communication and technological innovation.

As a testament to the importance of this opportunity, the City will partner with a technology and engineering partner to support the creation of a major permanent artwork using distributed screen networks, telepresence and/or similar technology to turn the Convention Center 'inside-out' creating a dialogue between culture, business

and community members. The nature of the partnership will be defined through the commissioning and design development phases based on the initiative, goals and visions of the artist. Again, based on the initiative, goals and visions of the artist, this opportunity may evolve to include additional partners and/or perhaps distributed satellite sites within the city. Artists familiar with interactive media, networked telepresence technology are encouraged to apply. Additional considerations may include: social networking, augmented reality, light, LED, video, kinetic, data mining and visualization, web-based interaction, gaming, and robotics; computer and software technologists.

Public Art Project Budget

The total project budget, exclusive of potential in-kind donations, is \$480,000 as detailed below:

- Artist Design Fee (*including construction/engineering documents*) -- \$50,000
- Programming, Fabrication and Installation -- \$400,000
- Less Contingency* -- \$30,000

**Artist is to design to a total programming, fabrication and installation budget of \$400,000; contingency set aside is available for unforeseen conditions. Any remaining contingency will be shared between artist and city.*

The project budget includes all expenses related to the research, investigation, design, programming, fabrication and installation of the sculptural infrastructure, including, but not limited to: design documents, renderings and/or other media as required to communicate art's concept to stakeholders and approving bodies; signed and certified structural, electrical and/or other construction/engineering drawings and specifications, required for fabrication; transportation and installation of materials, transportation and accommodations for artist(s); insurance and all other project related expenses. Selective accommodations have been made for reasonable electrical and data outlets and certain structural enhancements in predetermined locations; anything beyond what is supplied by the base project program (beyond specification and/or in other locations) will be considered a public art project cost. There is an opportunity to increase the budget through in-kind donations depending on the strength of the partnership with technology partners.

Public Art Scope of Work

The scope of work for the artist or team for this project will generally include, but not be limited to the following:

- Working closely with the base building project team to identify programmatic issues of the opportunity, including but not limited to the convention center facility, defining the audience, appropriate site and strategy for incorporating a significant artwork.
- Stakeholder engagement
- Preparing conceptual and schematic designs to accurately convey the work's artistic intent, form, scale, proposed materials and budget information.
- Preparing a developed design proposal including: plans and elevations describing the design and location of the installation, colors, materials, fabrication processes, costs and schedule for production, fabrication, installation, and maintenance specifications. Artists will be expected to provide scaled renderings, models and other visual material and/or media to adequately illustrate and/or demonstrate how the artwork will appear when installed at the site.

- Preparing construction documents and specifications for the artwork. This work will likely require subcontracting the services of licensed design professionals, engineers, fabricators, installers, and other consultants, as needed, to ensure a code compliant, high quality, and durable artwork that can be approved and permitted by the City of San José Department of Public Works.
- Presenting the design to project stakeholders including the San José Arts Commission for approval.
- Coordination with project team on all design and construction related issues.
- Causing the transportation and installation of the artwork on site.
- Developing comprehensive operation and maintenance specifications and any required staff training.
- Preparing final as-built documentation of the artwork.
- Note: there is an expectation of fabrication in the U.S. for purpose of budget management.

Public Art Design/Fabrication Schedule

Note that specific dates are subject to change in response to dynamics of base building schedule

- Contract Execution - November to December 2011
- Research and conceptual development – December 2011 to February 2012
- Submit Concept/Schematic Design Proposal - February 2012
- Submit Design Development Proposal - April 2012
- Construction Documents – May to June 2012
- Fabrication - July 2012 to March 2013
- Installation - April 2013

ARTIST SELECTION PROCESS SUMMARY, CONTRACT AND SCHEDULE

There will be a two-phase selection process:

Phase I – Short List

October 4, 2011 – Qualification Submittal

A selection panel will review artist qualifications, letter of interest and past work examples with the goal of selecting three (3) artist finalists to participate in an *Orientation and Opportunity Workshop*.

Qualifications, work samples and letters of interest will be submitted through CaFÉ™ per instructions below. **NOTE: Specific proposals are not requested and will not be reviewed at this time.**

October 14, 2011 – Qualification Review

Selection panel review of artist submittals.

Week of October 24 2011 - 2 Day Artist Opportunity Orientation Workshop

The City will pay for travel and reasonable accommodation for three (3) artist finalists to participate in the two-day Opportunity Orientation Workshop. This workshop will be an introduction to the City of San Jose's physical and cultural landscape, key stakeholders and technologies. The majority of the orientation will be conducted in a group. Artist finalists must be available for a two full day (2) Opportunity Workshop the week of October 24, 2011. *Specific days are yet to be determined.*

Phase II – Final Selection

November 7, 2011 – Letter of Definition and Approach

Following the Opportunity Orientation artist will be asked to submit a final letter addressing intended approach(s) to the project opportunity. The letter will define considerations of site, provide perspective on technological interests and potential areas of explorations the artist would intend to pursue if selected for the commission.

November 10, 2011 – Final Interviews

Final interviews will be conducted virtually. Following interviews one artist/artist team will be commissioned.

Contract

The City will contract with the artist in a single agreement using its standard agreement. This agreement is available for review online: <http://bit.ly/9g7rAh>. If you cannot access this agreement online, please make a timely request for a copy to be mailed to you prior to the submission deadline for review in advance of your application. Appropriate adjustments will be made in Exhibits A-C and F to reflect the unique nature of this project. Final award shall be contingent upon selected artist accepting Terms and Conditions of the agreement in substantial conformity to the terms listed in the above referenced document. City reserves the right to accept an offer in full, or in part, or to reject all offers.

Artist Eligibility

This opportunity is open to all U.S. artists and artists who currently hold proper visas allowing them to work in the United States. Applicants must have all necessary permits to work in the United States **at the time of submission of qualifications**. Proof of documentation will be required prior to confirming short-list.

Note: there is an expectation of fabrication in the U.S. for purpose of budget management.

Artists currently under contract for an art project with the City of San José Public Art Program are not eligible to apply for this project unless their current project will be complete by September 2011. If you are unsure of your status, please contact Mary Rubin (mary.rubin@sanjoseca.gov) for verification.

APPLICATION REQUIREMENTS

APPLICATION DEADLINE

Submissions (described below) must be received as a complete application in CaFÉ™ by no later than **11:00 PM (PDT) on Tuesday, October 4, 2011.**

APPLICATION PROCESS

All materials will be submitted online, via CaFÉ™ website (www.callforentry.org). There is no application fee to apply or to use the CaFÉ™ online application system. To view the application, go to www.callforentry.org, register a username and password, navigate to "Apply to Calls", and search the list for "San Jose Convention Center".

Assistance in using the CaFÉ™ system is available during regular business hours by calling 303- 629-1166 or 1-888-562-7232, or via e-mail at cafe@westaf.org.

REQUIRED APPLICATION MATERIALS

The application submission must include the information and materials described below all of which are required to constitute a complete application.

1. Artist Statement of Interest: Submission shall include an Artist Statement of Interest that outlines your interest in this opportunity and answers the 5 questions indicated in this RFQ. *Note that specific proposals are not requested and will not be reviewed at this time.* The Artist Statement of Interest is required to assist the selection panel understand your perspective on approaching a landmark project consistent with the opportunities offered by this project and your perspective on the potential of this commission. (4000 character maximum)

- i. What interests you about San José and this project?
- ii. What technology do you have experience with?
- iii. What technology strategies are you interested in exploring?
- iv. What themes/concepts might you explore about this project?
- v. What is your experience collaborating with architects and other design professionals?

2. Summary of Experience: Submission shall include a brief summary of relevant past experience, (1000 character limit for each team member).

3. Résumé: Submission shall include a current résumé that outlines your professional accomplishments as an artist (maximum of 6000 characters for each team member/equivalent of 2 pages.)

4. Images of Past Work: Submission shall include visual representations of past artwork that demonstrate your qualifications for this project. In order to be considered for this project, the applicant shall submit a total of 8 digital images that represent no more than 5 previously completed projects. Artist may submit up to 2 media files of no more than 25 seconds each. **Media files are ONLY to be submitted for dynamic or interactive projects.**

Submissions shall be completed electronically through the CaFÉ™ system. Instructions on how to format images and video files to CaFÉ™ specifications can be found on the CaFÉ™ website under [Media Prep](#).

5. Descriptions of Past Work: Submission shall include a list of the submitted project images with project title, date, location, dimensions and descriptions that clearly explain both the project and image. Please indicate the project budget if a public commission. Please indicate if you were a member of a team and if so indicate your role.

Please confirm that your application includes all of the items as incomplete applications will not be reviewed.

- Artist Statement of Interest
- Brief summary of past experience
- Resume
- Past Project Images
- Image/media descriptions

FOR QUESTIONS ON THIS RFQ:

Please contact Mary Rubin via email at mary.rubin@sanjoseca.gov if you have questions on the project opportunity.

FOR QUESTIONS ON CaFÉ™: Please contact CaFÉ™