



SAN DIEGO COUNTY REGIONAL AIRPORT AUTHORITY

ITEM 2

Inter-Office Communication

Date: February 1, 2013

To: FILE

From: Evaluation Panel — Terminal 1 Food Court Public Art Project

Copy: Thella Bowens, President/CEO

Subject: Evaluation Memo for: Call for Artist, Phase III–RFQ
Terminal 1 Food Court Public Art Project

Background: The Authority issued a Request for Qualifications for the Terminal 1 Food Court on September 11, 2012. As usual, notice of the business opportunity was made in *The Daily Transcript* and the Authority's website. Public Notices were sent to 700 potential Respondents. A pre-submittal meeting was held on September 18, 2012 and attended by 5 artists. The Authority received 44 submissions on September 21, 2012 of which 29 were considered to be responsive.

The Evaluation Panel consisted of three design professionals residing in San Diego. The three highest scoring artists were invited to interview on January 16, 2013. The Artists were asked to present a conceptual design proposal consisting of the following: conceptual narrative, three-dimensional model or two dimensional scaled designs, material samples, budget and a timeline for their proposal. Additionally, each artist was asked to respond to a specific list of questions, prepared by the Panel, which targeted the evaluation criteria presented in the RFQ. A summary of the Panelist's findings and final recommendation are presented below:

| Combined Scores | Quality, creativity and strength of proposal | Appropriateness and thoughtfulness of concept | Applicability of materials | Ability to communicate effectively | Detailed and feasible budget | Total |
|-----------------|--|---|----------------------------|------------------------------------|------------------------------|-------|
| Iwasaka, Miki | 980 | 700 | 700 | 300 | 150 | 2830 |
| Krivanek, BJ | 910 | 675 | 600 | 290 | 150 | 2625 |
| Murdoch, Tim | 1015 | 675 | 675 | 270 | 145 | 2780 |

Description of the Short-listed Candidates:

- 1) **Miki Iwasaki DBA MI-Workshop** – is a San Diego-based individual artist who either fabricates or outsources fabrication of his original designs and artistic services. The Panel



ITEM 2

found his concept to have the best solution to this busy space. His creative and proficient knowledge of materials and technology was demonstrated in his ability to design an appropriate solution for the space while also presenting a simplified and soothing design that achieved effective visual interaction. He is the highest ranking artist.

- 2) **Krivanek+Breaux** – BJ Krivanek is an educator, artist and Principal of Krivanek+Breaux/Art+Design. His background, along with experience in architecture, informs his unique capability to create and implement comprehensive public art projects in the urban environment. After having interviewed this artist, the panel resolved that the proposal and proposed materials were not appropriate for the site and were generally concerned with the long term durability. BJ Krivanek was the lowest ranking artist.
- 3) **Tim Murdoch** – is an artist living in San Diego. Originally from Boston, Massachusetts, Murdoch's work ranges from large interactive public installations to smaller gallery objects. His process includes utilizing formal properties as well as the history of the site. The Panel found his proposal beautiful, intriguing and engaging. After the interview and much discussion, the panel resolved that his proposal was slightly lacking in aesthetic originality. Tim Murdoch was the second highest ranking artist.

Recommendation: Approval of the Panel's recommendation to award this commission to Miki Iwasaki DBA MI-Workshop for the Terminal 1 Food Court Public Art Project.



Terminal 1 Food Court Public Art Project Description

Project Description:**Estimated Budget: \$110,000**

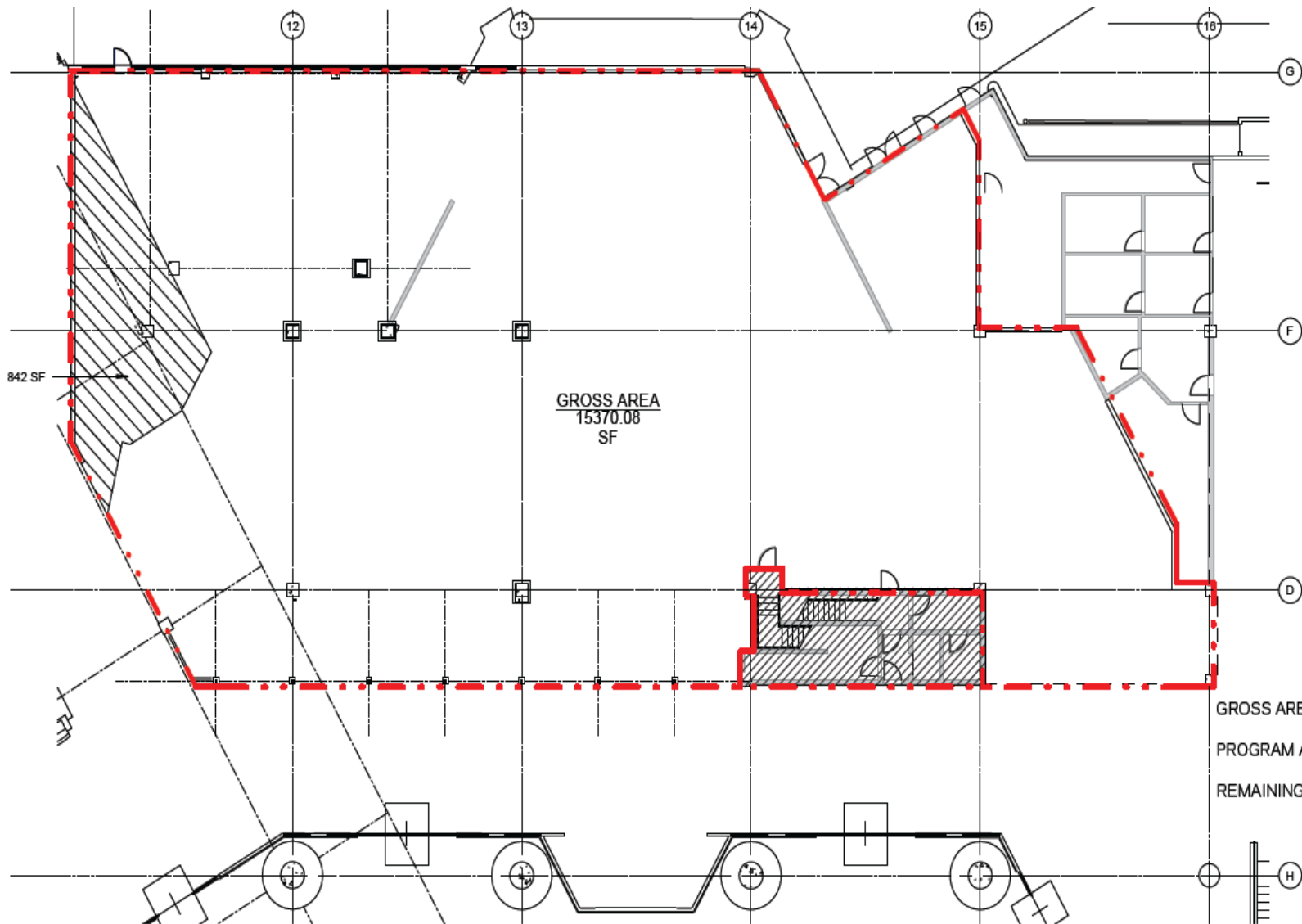
This project is an opportunity for an artist to create a tactile, physically and visually engaging artwork within the Terminal 1 Food Court. The work should be humorous and/or narrative and provide a maximum impact with a minimal approach. Artists working in ceramic, relief and glass are encouraged to apply, although artists working in any media are eligible. The artwork is intended to provide an aesthetic enhancement for a free-standing structural wall measuring 23' x 10'6". The wall is located in a highly trafficked area in the center of the food court. The artists elected for this project will be expected to confer with FDD's design team during the implementation of the project.





CONCESSIONS SUPPORT INFRASTRUCTURE PROJECT

SHOHREH BELADI
(Last updated 9-28-12)



EXTENT OF WORK

SCALE: 1/16" = 1'-0"

SAN DIEGO COUNTY REGIONAL AIRPORT
CONCESSIONS REFURBISHMENT
AUGUST 24, 2011

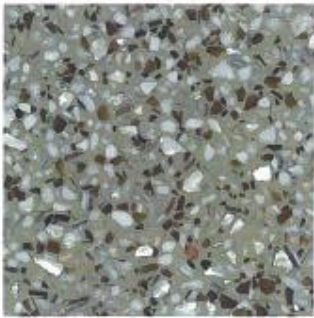




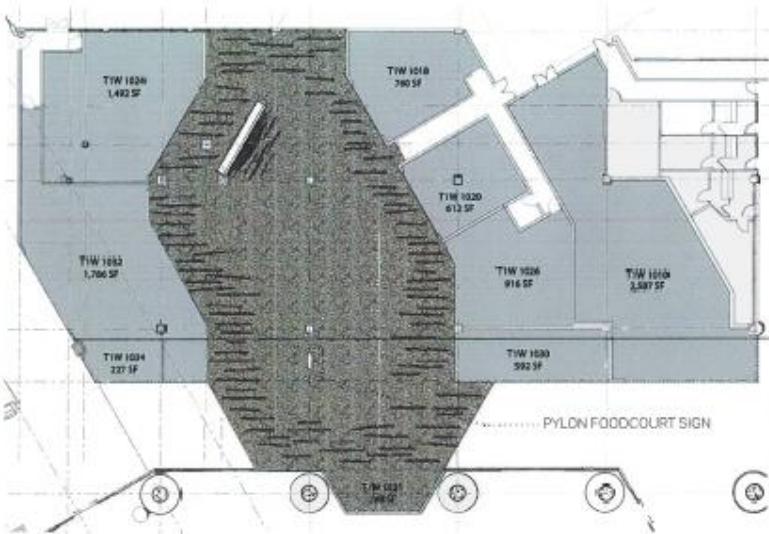
VIEW FROM TICKETING



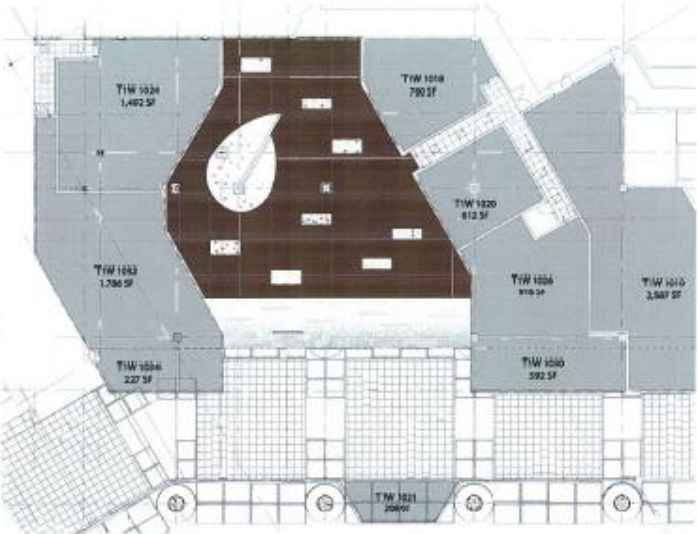
SECTION CUT AT FOOD COURT ENTRY



PROPOSED TERRAZZO



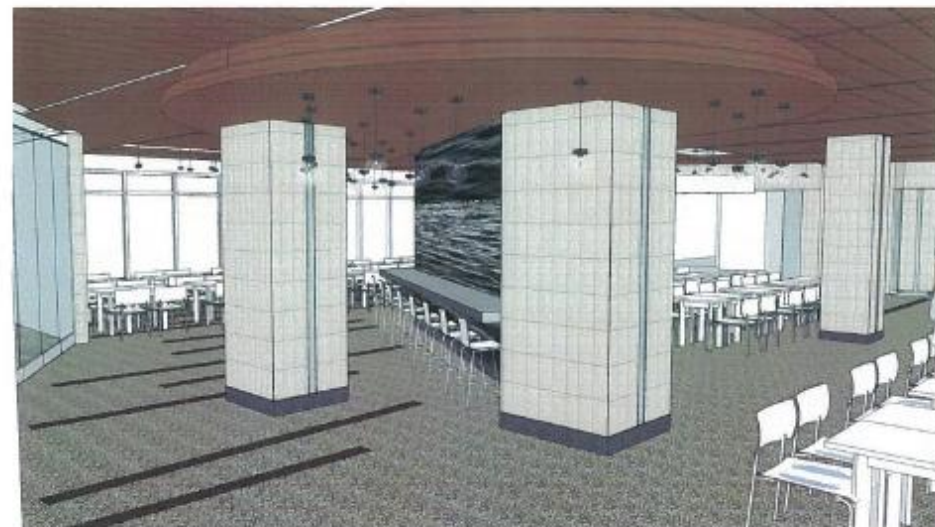
FINISH FLOOR PLAN



REFLECTED CEILING PLAN



FRONT VIEW



REAR VIEW



TERMINAL 1 FOOD COURT PUBLIC ART OPPORTUNITY
SHORTLISTED ARTISTS

Miki Iwasaki

1701 National Avenue
San Diego, CA 92113
619.203.5681
miki@mi-workshop.com

BJ Krivanek

5322 N. Spaulding Avenue
Chicago, IL 60625
733.398.7814
bjkrivanek@aol.com

Tim Murdoch

2724 C. St
San Diego, CA 92102
617.542.8322
tim@timmurdoch.com



TERMINAL 1 FOOD COURT ARTIST SELECTION PANEL

VOTING PANEL

Marisol Rendon

1494 Shipley Ct.,
San Diego, CA 92114
P: 619.463.4103
Cell: 909.2409452
Marisolrendon@mac.com

Randy S. Robbins

Principal Architect
AVRP
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619-704-2700
C: 619.417.8788
rrobbins@AVRPSTUDIOS.COM

William Leslie

Artist
P: 760-724-0319
wmlleslie77@cox.net

ADVISORY LIAISON

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Art Committee Liaison
Founder/ Chief Influence Officer
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ASTRALGRAPH

Astralgraph

Astral –

1. pertaining to, or proceeding from the stars; stellar; star-shaped.
2. pertaining to, consisting of, or resembling an aster; having a discoid, radiate flower head.
3. noting a supersensible substance pervading all space and forming the substance of a second body (astral body) belonging to each individual. It accompanies the individual through life, is able to leave the human body at will, and survives the individual after death.

Graph –

noun

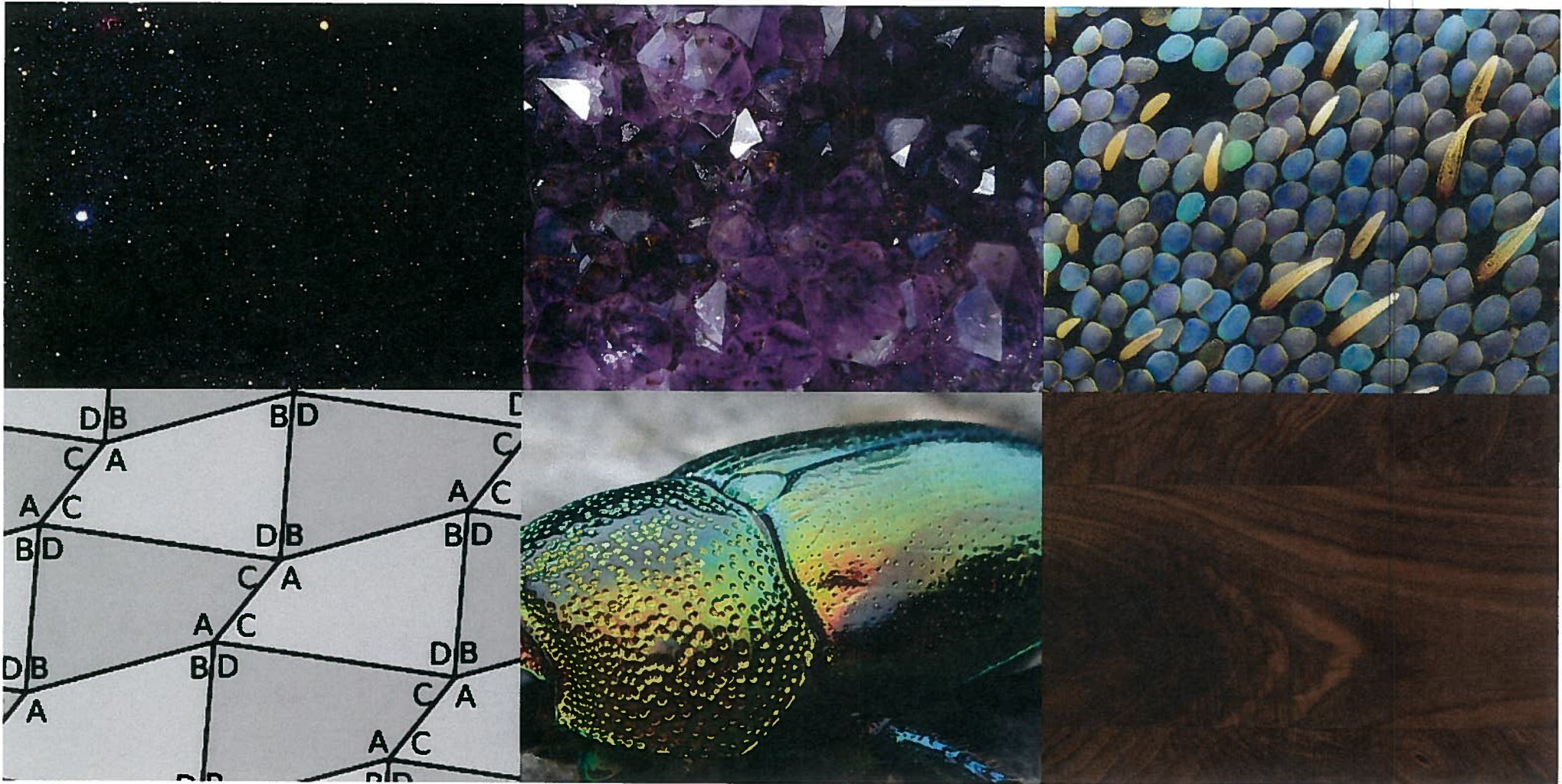
1. a diagram representing a system of connections or interrelations among two or more things by a number of distinctive dots, lines, bars, etc.
2. a. a series of points, discrete or continuous, as in forming a curve or surface, each of which represents a value of a given function.
b. also called linear graph. a network of lines connecting points.
3. a written symbol for an idea, a sound, or a linguistic expression.

verb

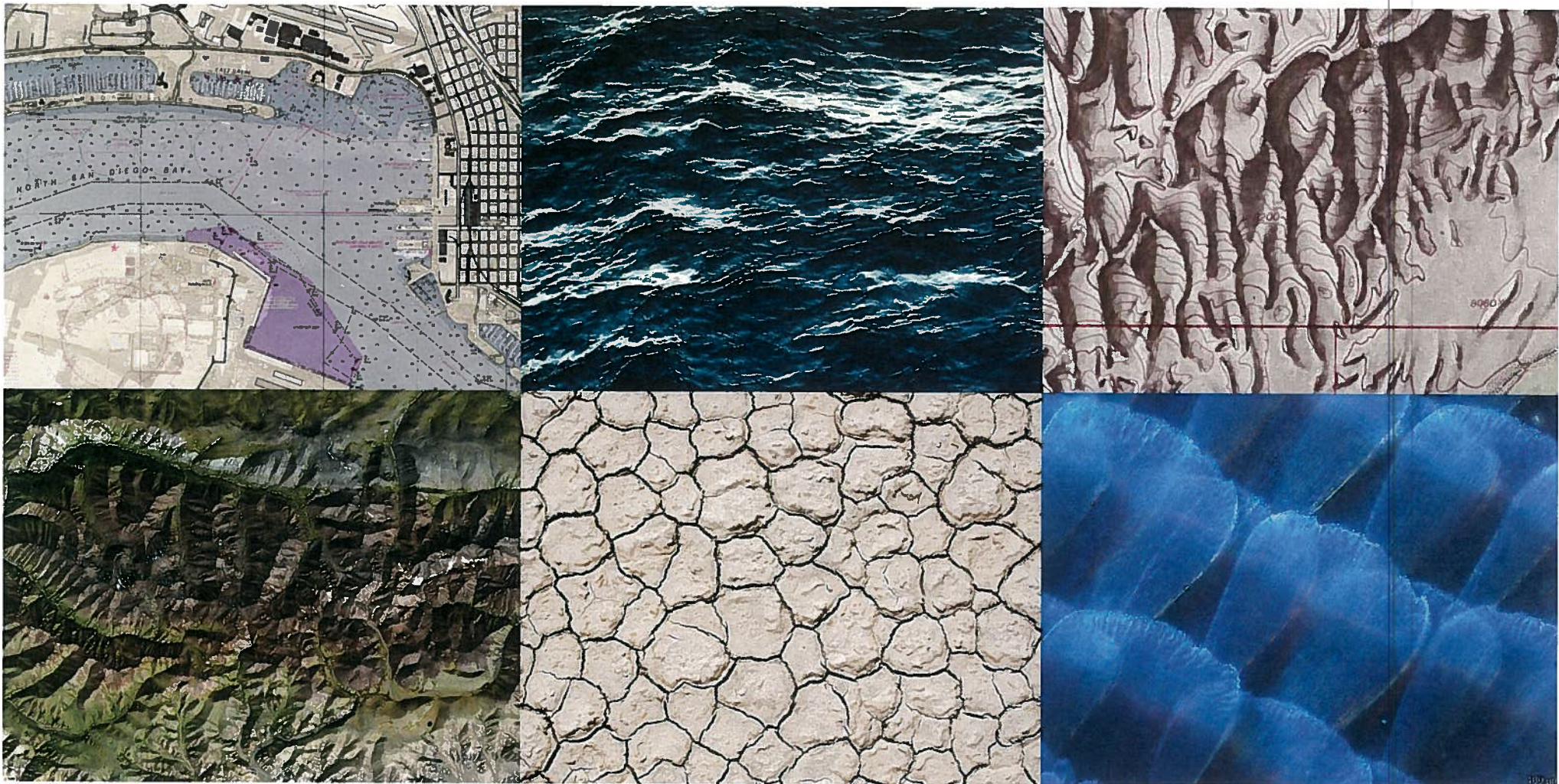
4. Mathematics. to draw (a curve) as representing a given function.
5. to represent by means of a graph.

Astralgraph was inspired by many sources including the local geography, cartography and navigation, sensory perception, and geometric ordering principles. The inspirational elements are all associated with the concept of travel and connected to the context of an airport. The composition of the piece will be created by individually crafted tiles with faceted geometries that will include materials, textures, reflections, and illuminations that shift internally and change in ambient light conditions. The intention is to create a piece that is instantly visually engaging but as you study the geometry, patterns, and materials, the hope is that one will reflect on larger systems and forces at play. Through the exploration of material effects, production methods, and abstract geometry, the project led to using a combination of digital modeling and CNC technology as well as hand crafted materials and production.

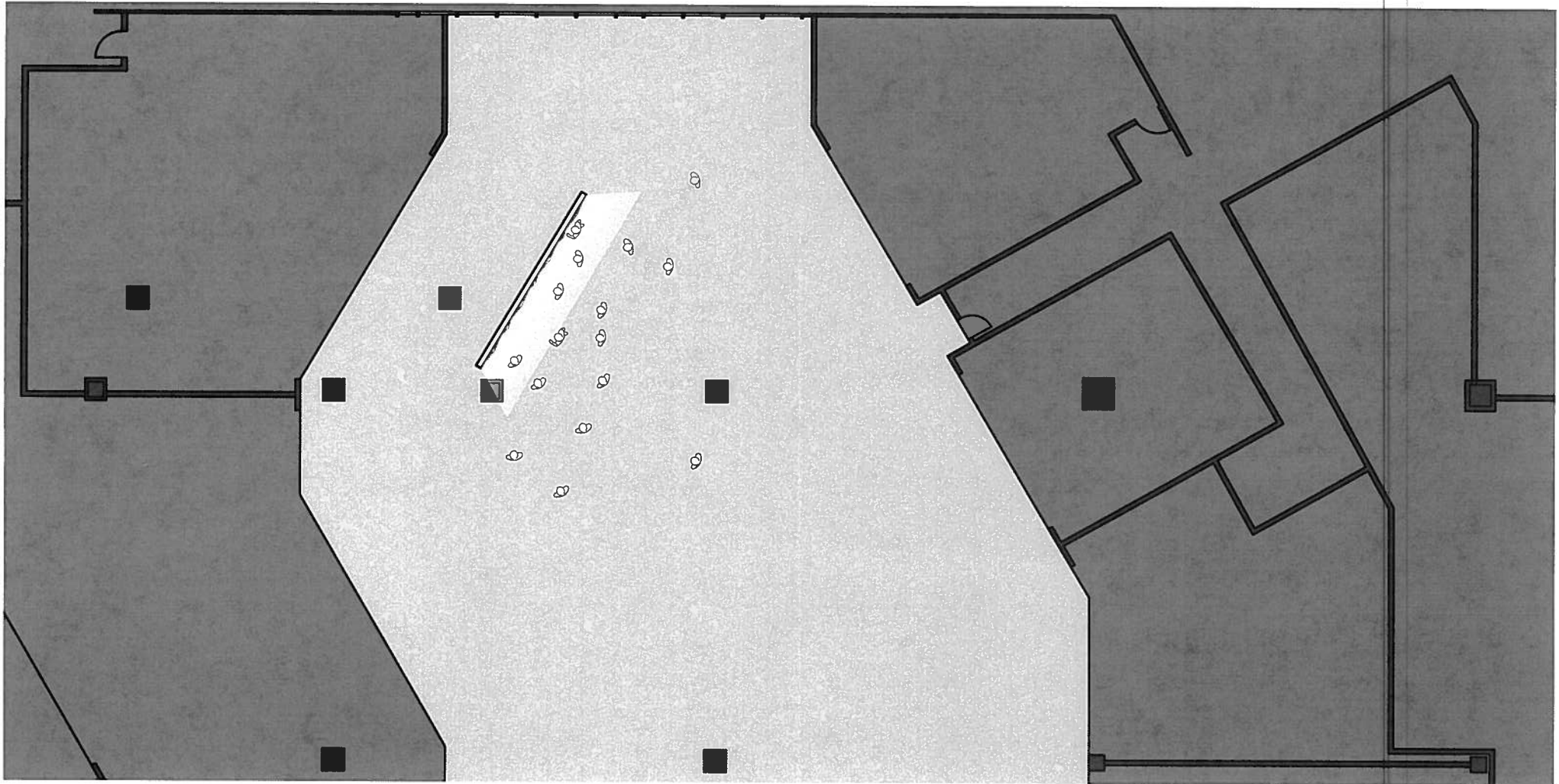
This balance was aligned with the ideas behind the piece and we hope will allow for an experience that engages the visitor on multiple levels. The physical materials for the project will be a combination of mainly wood, metal, and acrylic with the use of lighting and controls. Being that the surface designated for the artwork is in an area that is densely filled with public functions and the fact that the artwork will be at floor level with travelers, we had to approach this project as one which can be tactile and visually engaging from a range of perceptive distances but also durable and practical. By constructing the piece from standard architectural materials, maintenance would be minimal and repairs, if required, would be efficient.



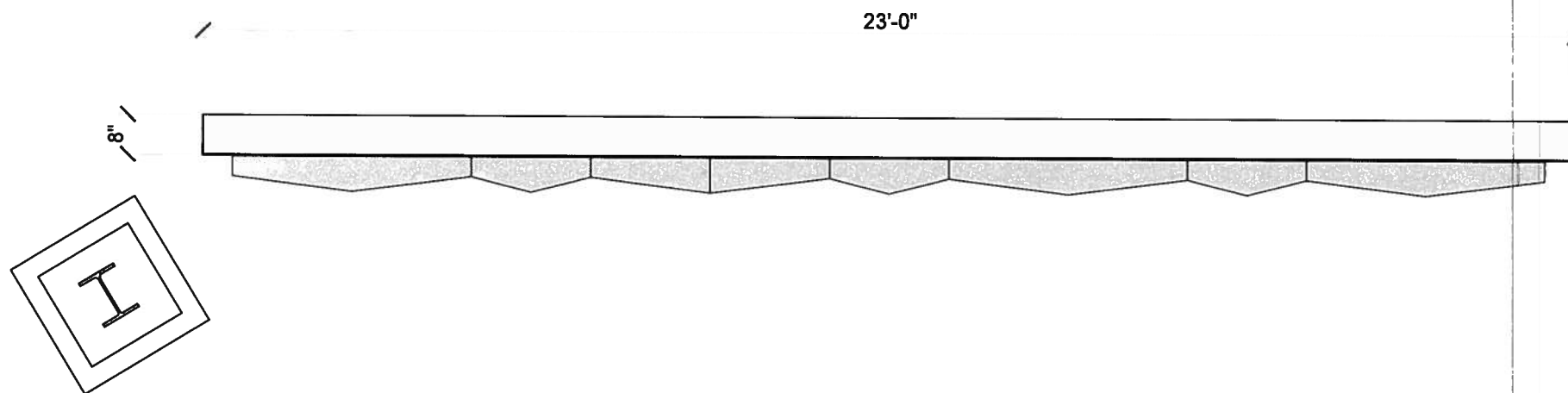
"ASTRALGRAPH" by Miki Iwasaki
 Concept Presentation January 16, 2013

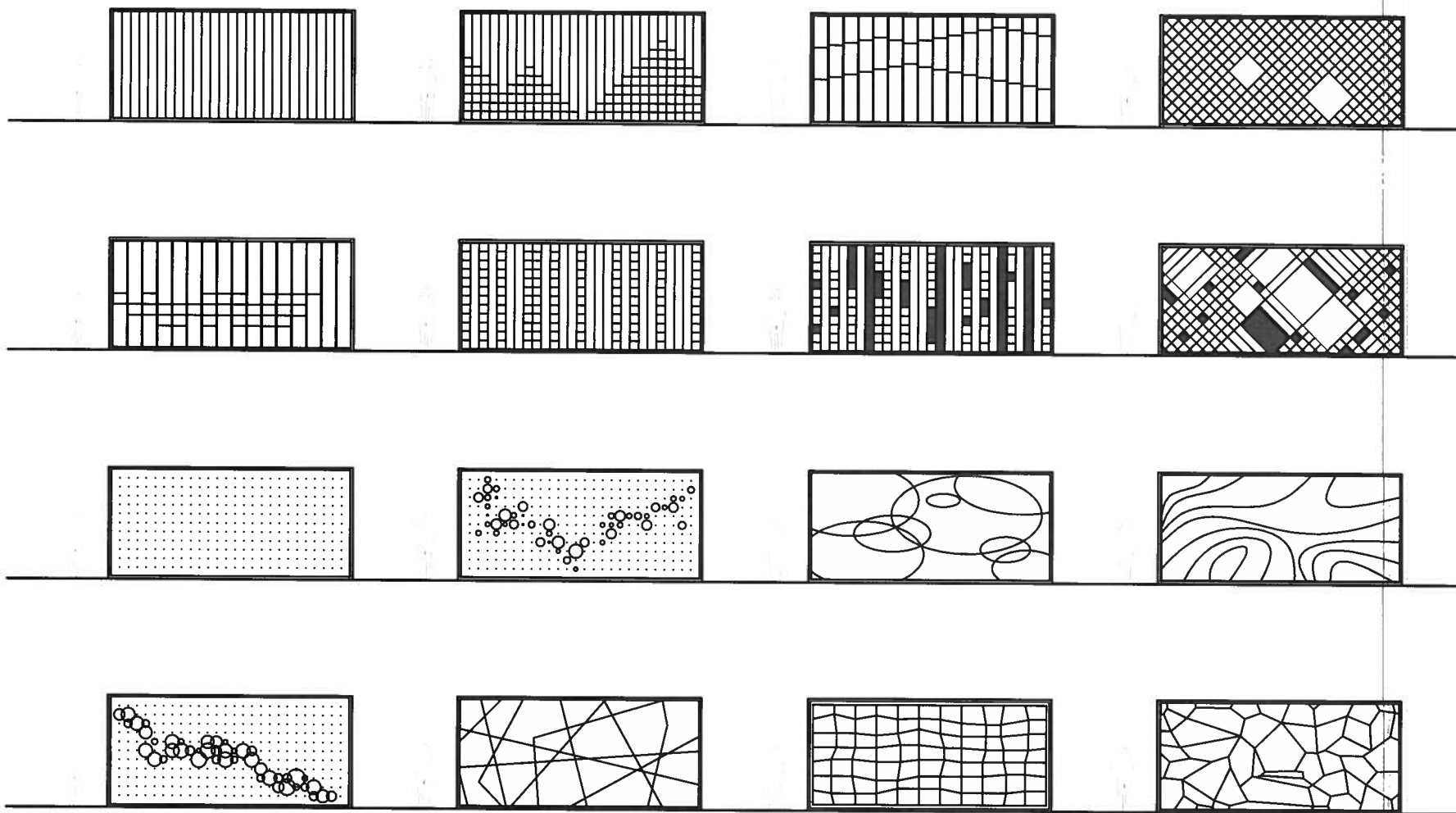


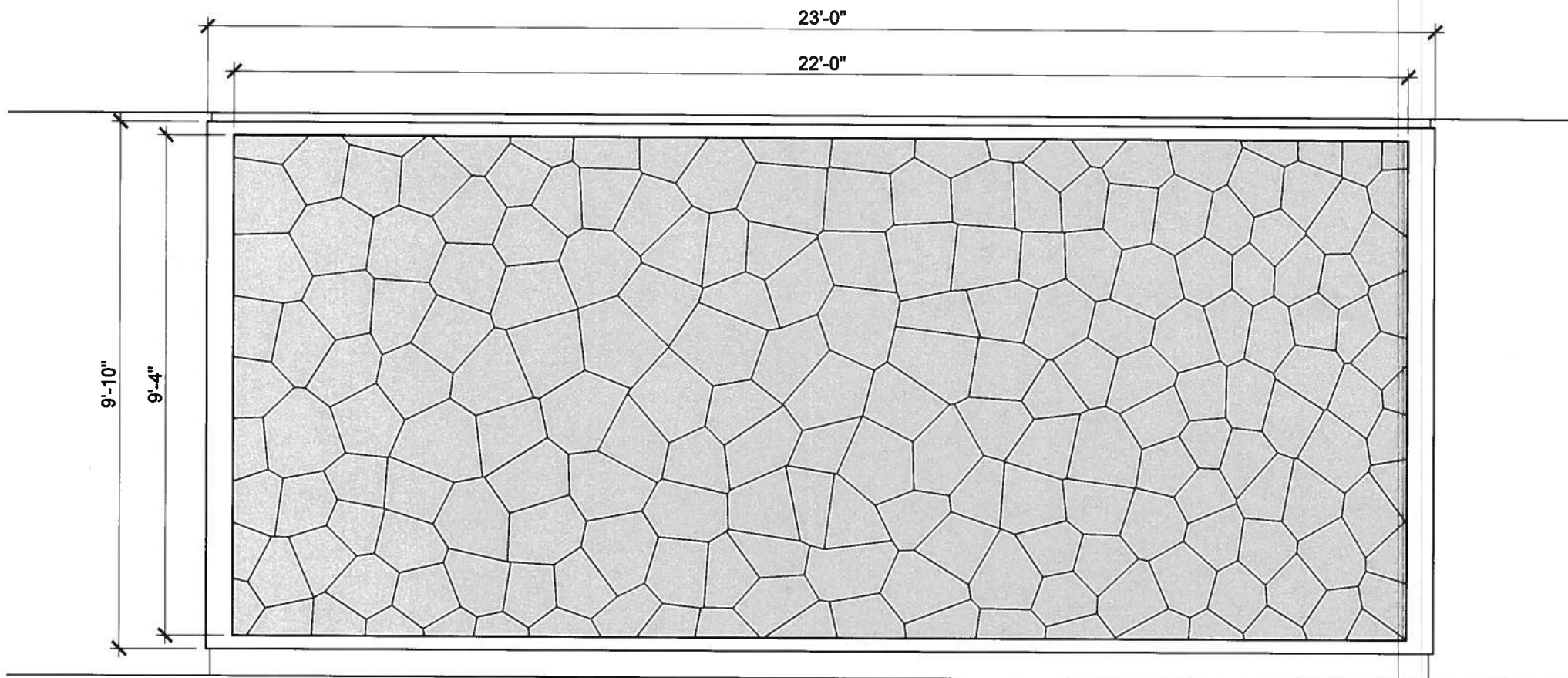
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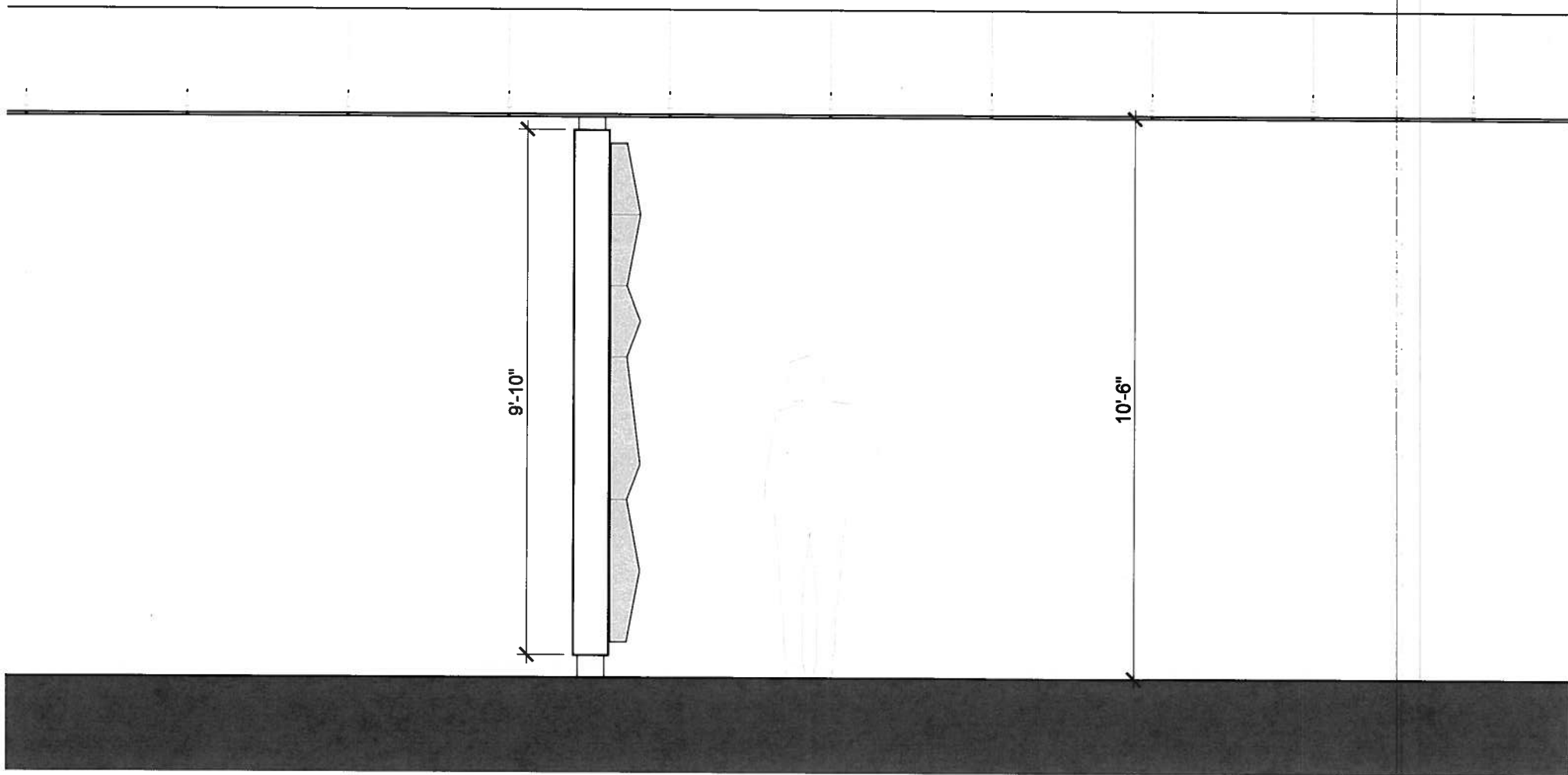


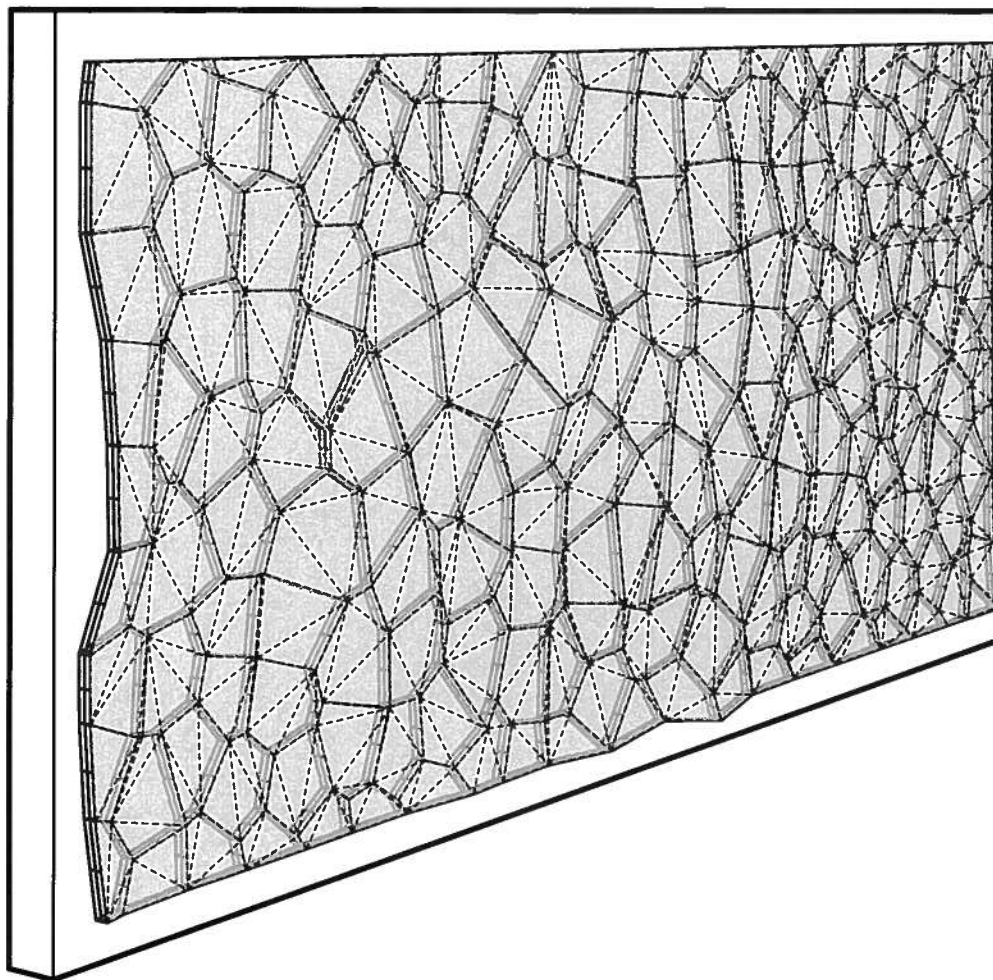
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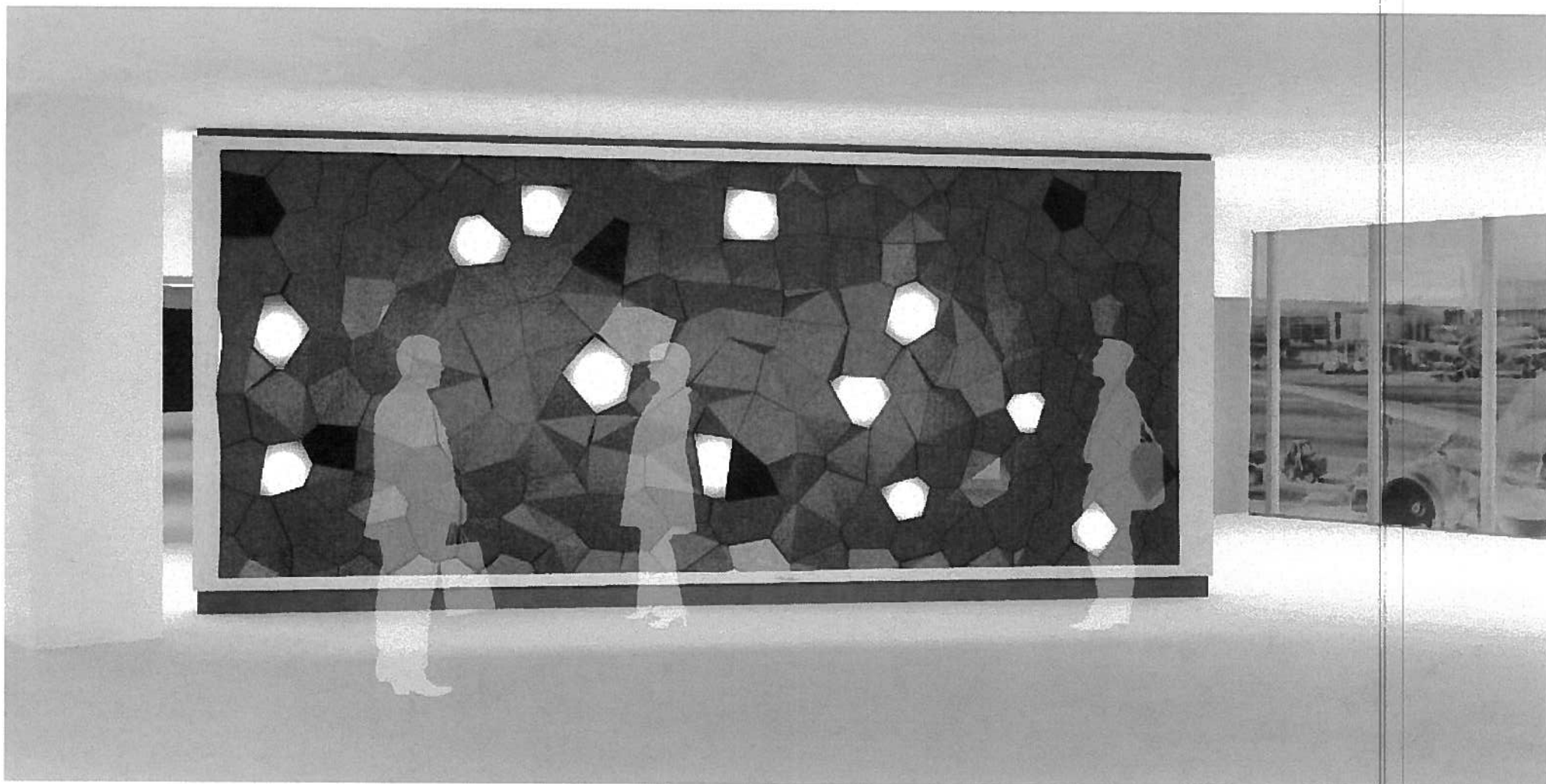




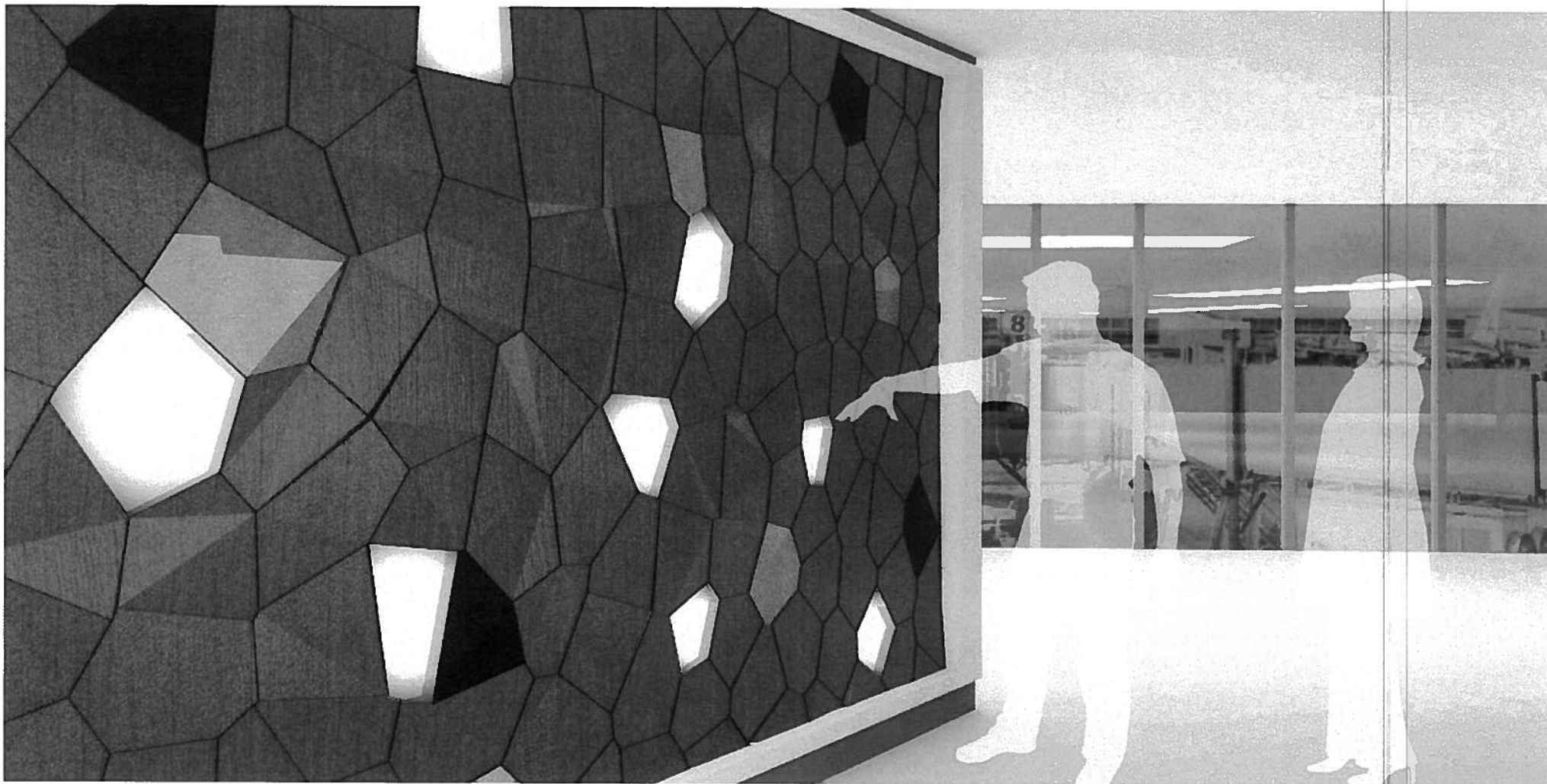
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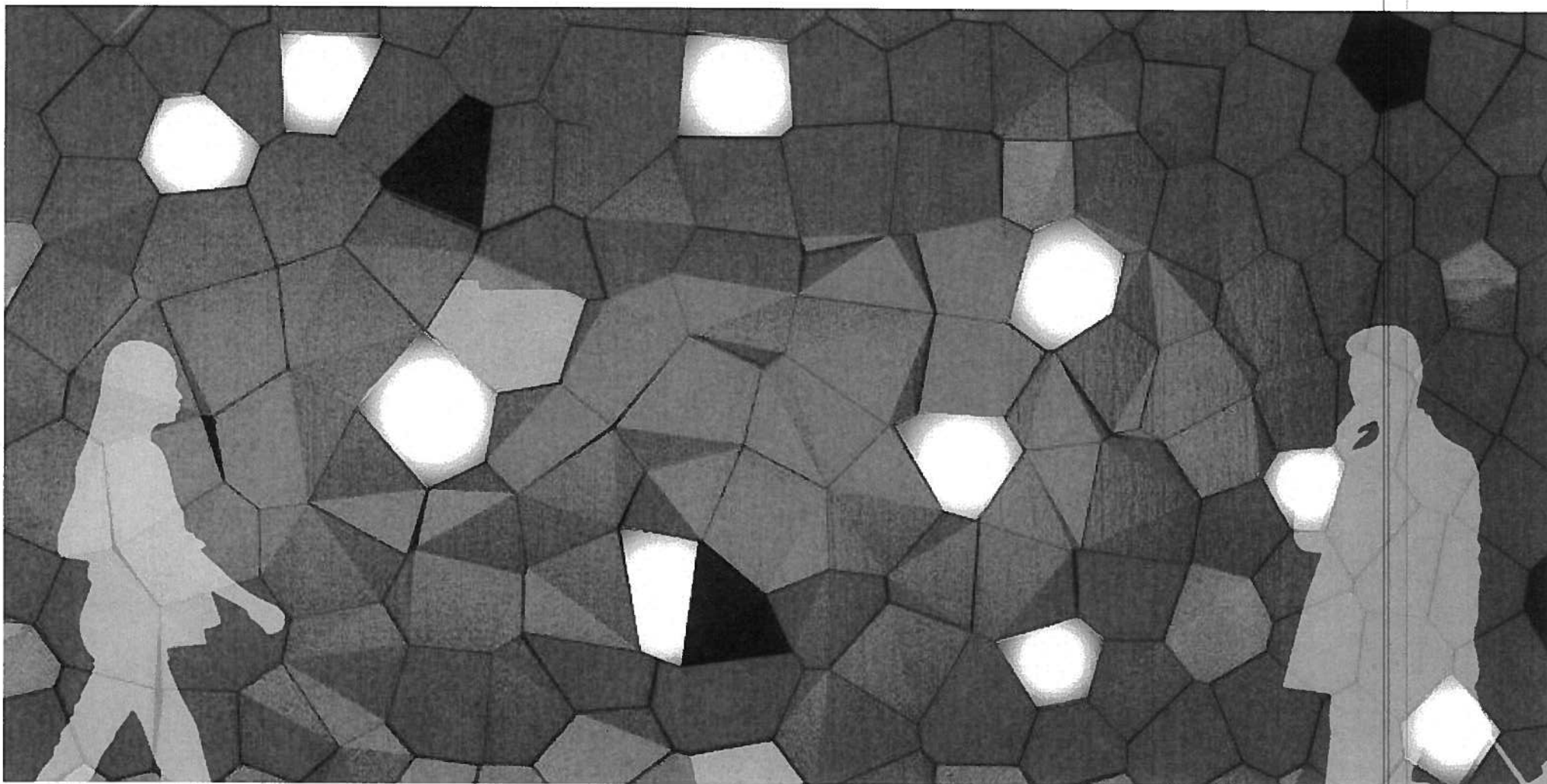
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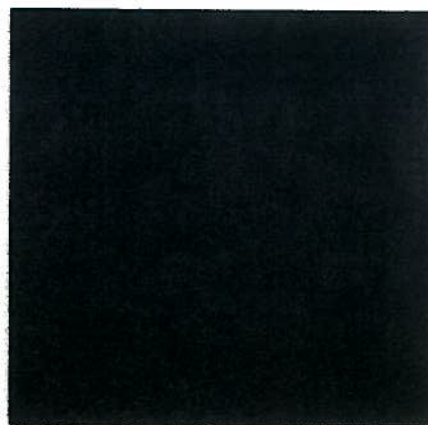
| Preliminary Budget | | | |
|---------------------|----------------------|-------|--------|
| Testing/Prototyping | | | 4000 |
| Materials | | | |
| | wood | | 6000 |
| | acrylic/metal/cement | | 5000 |
| | electronics | | 4000 |
| | hanging system | | 3500 |
| | infrastructure | | 3000 |
| Business expenses | | | |
| | adminstration | | 3500 |
| | shop costs | | 3000 |
| Labor | | | |
| | artist fee | | 17000 |
| | production | | 40000 |
| | consultants | | 5000 |
| | installation | | 6000 |
| Contingency | | | 10000 |
| | | | |
| | | TOTAL | 110000 |

| SCHEDULE - Standard | Month 1 | Month 2 | Month 3 | Month 4 | Month 5 | Month 6 | Month 7 | Month 8 | Month 9 | Month 10 | Month 11 | Month 12 |
|----------------------------------|---------|---------|------------------|---------|----------------------|---------|---------|----------|---------|------------------|----------|--------------|
| | | | | | | | | | | | | |
| Phase 1 - Testing | Testing | | | | | | | | | | | |
| Phase 2 - Fabrication | | | Wood Fabrication | | | | | | | | | |
| | | | | | Metal/Acrylic/Cement | | | | | | | |
| | | | | | | | | Lighting | | | | |
| Phase 3 - Site work/Installation | | | | | | | | | | Site Preparation | | |
| | | | | | | | | | | | | Installation |

| SCHEDULE - Accelerated | Month 1 | Month 2 | Month 3 | Month 4 | Month 5 | Month 6 | Month 7 | Month 8 | Month 9 | Month 10 | Month 11 | Month 12 |
|----------------------------------|---------|------------------|---------|----------------------|---------|----------|------------------|--------------|---------|----------|----------|----------|
| | | | | | | | | | | | | |
| Phase 1 - Testing | Testing | | | | | | | | | | | |
| Phase 2 - Fabrication | | Wood Fabrication | | | | | | | | | | |
| | | | | Metal/Acrylic/Cement | | | | | | | | |
| | | | | | | Lighting | | | | | | |
| Phase 3 - Site work/Installation | | | | | | | Site Preparation | | | | | |
| | | | | | | | | Installation | | | | |



Steel with random finish



Steel with blackened finish



Aluminum with random finish



Brass with patina finish

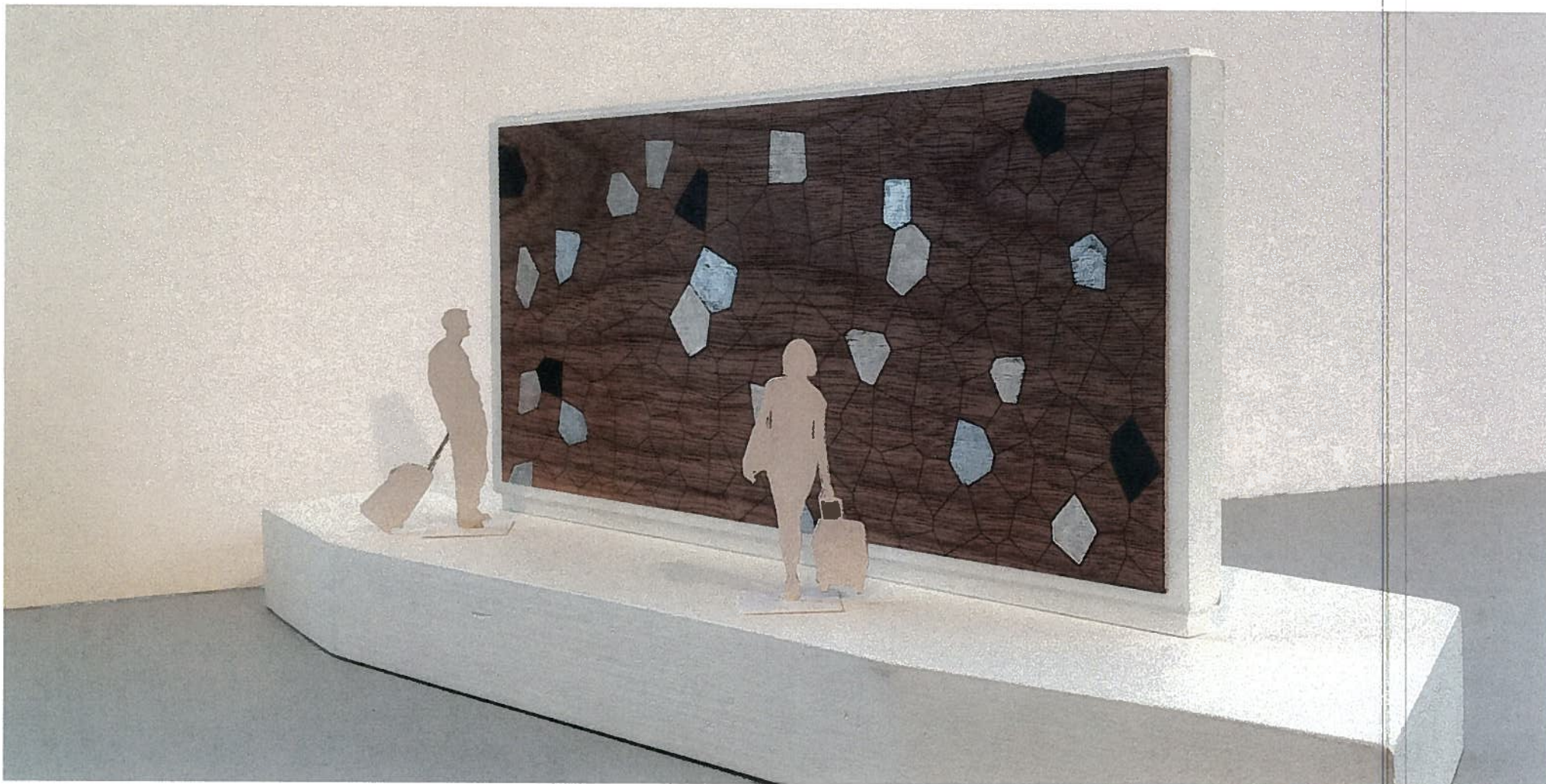


Acrylic with frosted finish

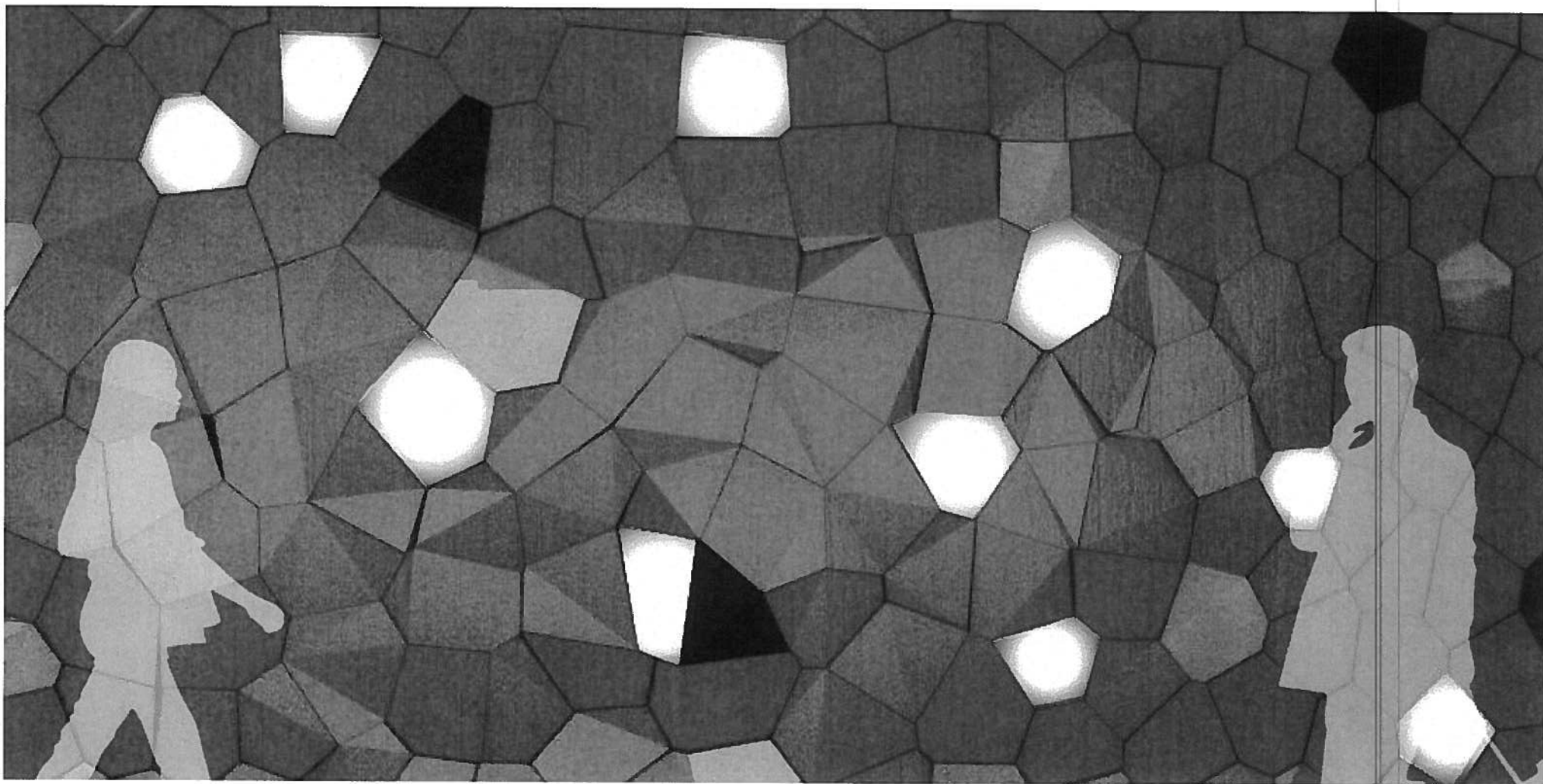


"ASTRALGRAPH" by Miki Iwasaki
Concept Presentation January 16, 2013
Terminal 1 Food Court Public Art Project
San Diego County Regional Airport

Walnut hardwood poly oil finish



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Concept Presentation January 16, 2013



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