# Union Station Underpass Project 

 Artwork Integration Update
# Curatorial Advisory Committee 

 Art Strategies, Arts Council of Indianapolis, GangGang


Mindy Taylor Ross Owner and chief curator Art Strategies


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# Capitol Avenue <br> The Explorer: Illuminating, Experiential, Northern Lights 






Founded 2016 Bloomington, IN
blockhouse.media
Blockhouse Studios is a professional large-scale digital installation production company specializing in creating unique and breathtaking experiences. Combining bespoke cinematography techniques and the latest technology from Epson, Blockhouse creates stunning shows for both private and public audiences.

Specializing in boutique multimedia production, Blockhouse Media is comprised of crossdiscipline creative and commercial professionals that cater to the needs of clients and collaborators internationally. Our state of the art audio and video production facility, Blockhouse Studios, offers an environment tailored to the needs of modern music and video creators. Our facility offers two professional video editing suites, a multipurpose project studio, a large tracking room with accompanying isolation rooms, and a spacious control room with modern and vintage audio equipment. From creative and commercial video production and animation to full-service, hi-fidelity analog and digital recording, Blockhouse provides tools and resources to effectively move ideas into reality.

Our goal is to pioneer new forms of entertainment that offer the world unique experiences. Whether at a concert, a flagship store or across an urban square, we aim to inspire a sense of collective wonder and connection using digital arts.

## Blockhouse <br> Studios <br> Bloomington, IN



## CAPITOL STREET UNDERPASS

## Project Scope

The goal of this installation is to bring a comforting sense of light and history to the underpass. We want the people to feel a sense of familiarity with the content but also a sense of wonder as a huge steam engine comes rolling into the underpass. The plan is to bring back to life the time of the 1920s when the railroad elevation had just been completed.


## TRAIN DETAILS

## What train will we be using

Two trains that served Indianapolis were the Southwest Limited and the Knickerbocker, both of which were pulled by a Hudson-type locomotive. We will render one of these trains to use in the installation, as these locomotives were the pinnacle of passenger steam power and engineering at the time.

## Where will the train be

The viewer will look across the train shed, perpendicular to the platform and the tracks, showing a view that will include a lot of depth, train movement, and passengers. We will be modeling the inside of the platforms to include the signature skylights.

## THE LITTLE DETAILS INSPIRE US



## SKETCHES/ OUR VISION



## A WIDE CANVAS

282 FT Projection surface
8-10x 16,000 lumen projectors
8-10x Temperature controlled enclosures

## SKETCHES/ OUR VISION



Here you can see our sketches laid into a panorama of the underpass

## PROJECTOR INFORMATION



What to expect from your Epson Projectors
20,000 hours of use $=6$ years; projected 8 hours per day
3-year Epson warranty
State of the Art liquid cooling-closed system technology
Compact size, boasting wolrd's smallest 20K lumens

## EQUIPMENT LAYOUT



The overhead layout of the Equipment Plan and required electrical power




## Kipp

Kobayashi Los Angeles, CA

Lives and works in Los Angeles, CA
kippkobayashi.com
Kipp Kobayashi is interested in the traces of human activity; the evidence, impressions and energies that we leave behind and that imprint layer upon layer over time like a patina, absorbing into the structures and systems of our physical world, transforming them into living entities of our collective thoughts, action and experiences. His work stems from his experiences growing up as an Asian American which has led to a lifelong interest in deconstructing our preconceived notions of who we are and what we are; breaking them down into the most basic elements of human and natural factors to better understand the unique sets of combinations and patterns that define a more nuanced interpretation of identity and cultural belonging.

With a background in Urban Design, he is focused on concepts of sociability and is in constant search of ways to activate our public spaces. His method involves extensive field observation and personal interaction, not only to identify the individual elements that create the identity of a place but also to understand the mechanics of how they relate and come together. Through this process, he seeks to reveal their specific ecosystems in order to create active solutions that have the potential to generate dialogue, promote continuous growth and create a shared sense of place.

Kobayashi spent the early part of his career working in the entertainment and design field, creating installations and environments for use in advertising, video and theme parks, Here he would gain valuable skills integrating a wide variety of media, such as metal, concrete, glass, lighting, animation and image projection as well as collaborating with a full range of design and construction professionals including architects, engineers, landscape architects, and specialty contractors. It was this experience which would later influence both his conceptual and practical approaches to art making.

He has been commissioned by both public and private agencies across the nation including the Getty Museum, The Metropolitan Water District of Southern California, the Bay Area Rapid Transit District, the Baltimore Red Line, Sound Transit and the Los Angeles County Metropolitan Transit Authority. He received a BA from the University of California at Berkeley and an MFA from the University of Southern California. In addition, he has taught extensively at the Cal Poly School of Environmental Design and has served as vice-chairman of the Public Art Network Advisory Council which provides recommendations and insight to Americans for the Arts for the promotion, development and execution of public art services and resources nationwide.


They are visible from multiple levels and vantage points and natural light plays off the reflection and transparency. Their appearance differs depending on viewing angle and time of day, sometimes are solid and dimensional..

"All moments, past, present and future, always have existed, always will exist."


As the city continued to evolve, changing needs caused alterations and in some cases the removal of parts these systems causing them to combine and merge in unique ways.

Living on in the collective consciousness they provide a connection to both past and present causing one to imagine what stories they hold and what stories they have yet to tell.




Suitcases, trunks, bags and other carrying cases will be fabricated from assorted densities of lightweight wire mesh to appear with varying transparency. The specific shapes will be based on archetypes from the history of the area including native implements and baskets. They will be cut out and formed from Stainless Steel Type 304 Welded Mesh, stitched together with mechanical fasteners, and attached over a welded stainless steel support frame composed of $1 / 8$ ", $3 / 16^{\prime \prime}$ and $1 / 4^{\prime \prime}$ rods.


All final materials and dimensions will be determined by a structural engineer licensed in the state of Indiana and submitted for review. Fabrication and installation will be performed by Demiurge, LLC., our regular collaborator. As dust or debris accumulates over time, a low PSI air gun can be used to clean the artwork. Dusting should be performed when necessary and at least once a year. The cable system used for installation should discourage birds as it does not provide a stable landing surface.



In the case of any hardware incompatibility, alternative lighting equipment will be selected in conjunction with the facility design team

# Illinois Street <br> The Artist: Performative, Multi-disciplinary, Dynamic 






Combination of 48 in $\times 60$ in light boxes and 60 in $\times 96$ in light boxes for rotating two dimensional artwork display


## Lightboxes






Lives and works in Indianapolis, IN
jamiepawlus.com
Jamie Pawlus is a conceptual artist with a focus on the urban environment. Much of her work engages materials commonly found in the public realm such as commercial or transportation signage, and the messages found in her art are anecdotal expressions of personal experiences.

She says, "My work involves the creation of conceptually based site-specific installations. Much of this work is expressed through a public vernacular; made with the same industrial grade sign materials used for public communication. The literal and visual imagery of my works are individual antidotes and anecdotal expressions of personal experiences."

Pawlus earned a BFA from the Herron School of Art and a Master of Fine Art from the University of Kansas.

## Jamie

## Pawlus

Indianapolis, $\mathbb{I N}$



Please note: the BF\&S led design team will be restoring the historic facade, updating infrastructure, and adding a new leve of light highlighting the historic assets. The illumination of the art installation will not detract from the overall aesthetic of the architecture because there will be less contrast.








A. HAPPINESS- in the fenced alcove- using the same programming as the HAPPINESS at the inLightin festival. This HAPPINESS will glow bright for a few minutes at a timethen will turn off for a few momentsenough to draw attention either way- then the letters HA will flash on and off a few times and then the entire word will turn back on again. Happiness is both physically inaccessible and protected- not unlike a personal boundary that we might need for us to thrive.

## Everybodys Got A Story/Dream



EVERYBODYS Got a Story/Dream- a retro-esque styled sign with stars to boot.
A sign used as a reminder to see every individual as a living breathing entity of significance.

Stars 2 sided stars


## Dinarnatia Panfo



## APPLAUSE





 Montreal, Queabec


## Montreal, Quebec



## Rafael

## Lozano


b. 1967 Mexico City, Mexico

Lives and works in Montréal, Canada
lozano-hemmer.com
Rafael Lozano-Hemmer is a media artist who creates platforms for public participation using technologies such as robotic lights, digital fountains, computerized surveillance, media walls, and telematic networks. In 2003, he founded the studio Antimodular Research in Montreal, which is composed of 14 programmers, engineers, architects, and artists from around the world.

He was the first artist to represent Mexico at the Venice Biennale with an exhibition at Palazzo van Axel in 2007. He has also shown at biennials in Cuenca, Havana, Istanbul, Kochi, Liverpool, Melbourne, Moscow, New Orleans, New York, Seoul, Seville, Shanghai, Singapore, Sydney, and Wuzhen.

In 2019, his immersive performance Atmospheric Memory premiered at the Manchester International Festival and his interactive installation Border Tuner connected people across the US-Mexico border using bridges of light controlled by the voices of participants in Ciudad Juárez, Chihuahua and El Paso, Texas.

Public artworks by Lozano-Hemmer have been commissioned for the Millennium Celebrations in Mexico City (1999), the Expansion of the European Union in Dublin (2004), the Student Massacre Memorial in Tlatelolco (2008), the Vancouver Olympics (2010), the pre-opening exhibition of the Guggenheim in Abu Dhabi (2015), and the activation of the Raurica Roman Theatre in Basel (2018).

Public institutions holding his work include Daros Collection, Zürich; Fundación Jumex, Mexico City; Solomon R. Guggenheim Museum, New York; KZM Center for Art and Media, Karlsruhe, Germany; MUAC, Mexico City; MONA, Hobart, Tasmania; Museo del Barrio, New York; The Museum of Modern Art, New York; National Gallery of Victoria, Melbourne; Science Museum, London; Singapore Art Museum; and Tate, London, among many others. In the past two years, Lozano-Hemmer was the subject of nine solo exhibitions worldwide, including a major show at the Hirshhorn Museum and Sculpture Garden, Washington, D.C., the inaugural show at the Amorepacific Museum of Art, Seoul, and a mid-career retrospective co-produced by Musée d'art contemporain de Montréal and San Francisco Museum of Modern Art.

What can we do with 310 yards of linear urban space and limited budget?


## WHAT IS THE US MIDWEST'S GREATEST CONTRIBUTION TO HUMANKIND?

## THAT'S HIGH ENERGY PHYSICS!

(in my opinion)

THE STUDY OF THE VERY BUILDING BLOCKS OF NATURE THAT SHED LIGHT ON NUCLEAR POWER, COSMOLOGY, GEOLOGY, ASTRONOMY, MEDICINE AND COUNTLESS OTHER DISCIPLINES

## INTRODUCING COSMIC RAYS

## COSMIC RAYS IN THE MID-WEST

The term was coined by Robert Millikan-born in Morrison, IL
Described by Enrico Fermi and Bruno Rossi-at the U. of Chicago, IL
Discovered to have a positive charge by Arthur Compton-from Wooster, Ohio, Worked at Washington U in St Louis, MO

Auger Observatory-proposed by U of Chicago's James Cronin, IL In Cosmology—Purdue's PRIME Lab, Lafayette, IN

In Science Education-Purdue's QuarkNet Center, Lafayette, IN
In Geology-Purdue's CRONUS project, Lafayette, IN
In Spent Nuclear Fuel Monitoring-Purdue's Stylianos Chatzidakis usage of Cosmic ray Muons, Lafayette, IN


## COSMIC RAY OBSERVATORY

 SHED LIGHT INTO OUR UNIVERSECosmic Ray detection - 3D arrays of Geiger Tubes




Lur ahnaw edod


## Nink homaxamuse.iN nabrownerninst



SACO ALrA Fixture - With buit-in beam shaper, 1,053 unis hung 23 firom groung
$\xrightarrow{20}$ 4

SACO ALFA Fixture - With built-in beam shaper, 1,053 units hung 23 ft from ground

## SYSTEMS BASIC COMPONENTS



## Public Light - Comparison with Shining a Light



SHINING A LIGHT:
Monument Circle
Spectacular show
Timed performance
Pre-programmed
Budget \$7.6M
Maintenance \$ ?? per year


COSMIC RAY OBSERVATORY:
Shed South Facade Quiet artwork
Constant
Ever changing
Budget \$1M
Est. maintenance $\$ 5 \mathrm{k}$ per year


## WHY:

Reveal the invisible majesty of nature.
Create a beautiful, urban, scientific visualization experience.
Shed light on a part of the city that really needs it.
Leverage the shed's colossal scale to immerse passers-by.
Create a modern landmark unlike anything else.

## Meridian Street

The Historian: Atmospheric, vibrant, communal

MERIDIAN STREET - NORTH FACADE (Proposed)



## MERIDIAN STREET - SOUTH FACADE (Proposed)




Meridian Street Underpass (West Side)





## Luftwerk

Founded 2007 Chicago, IL
luftwerk.net
Petra Bachmaier and Sean Gallero are Chicago-based artists. After meeting in 1999 while studying at the School of the Ar Institute of Chicago, they formed Luftwerk Studio in 2007. Their chosen name-a combination of the German words Luft (air) and Werk (work, artwork-is meant to emphasize both the ephemeral, immaterial properties of light and the material frameworks in which it takes shape and is experienced. The concept of Luftwerk has proven a conceptual touchstone for over twenty years of artistic collaboration.

Recent solo exhibitions of Bachmaier and Gallero's work have been organized by the Chicago Cultural Center, Chicago, IL (2022); Fosdick-Nelson Gallery, Alfred University, Alfred, NY (2022); Cheekwood Estate \& Gardens, Nashville, TN (2022); Mattress Factory, Pittsburgh, PA (2021); Museum für Gestaltung, Zürich (2020); Elmhurst Art Museum, Elmhurst, IL (2019); Cleve Carney Museum of Art, Glen Ellyn, IL (2017); Arts Club of Chicago, Chicago, IL (2016); and Garfield Park Conservatory, Chicago, IL (2015). They have also realized installation projects for significant architectural sites including the Jay Pritzker Pavilion, Chicago, IL (2020); Barcelona Pavilion, Barcelona (2019); Farnsworth House, Plano, IL (2014); Ford Residence, Aurora, IL (2014); Millennium Park, Chicago, IL (2012); Fallingwater, Mill Run, PA (2011); Robie House, Chicago, IL (2010); and Netsch Residence, Chicago, IL (2019). The artists have realized numerous large-scale permanent public and private commissions in Atlanta, Calgary, Charlotte, Chicago, Harare, and Kansas City. Bachmaier and Gallero have been selected for residency programs at the Sustainability Lab at Bellevue University, Institute of Electronic Art at Alfred University, Loghaven, Montello Foundation, and Experimental Sound Studio, among others. They are the recipients of numerous awards, including those from the AIA Chicago, Graham Foundation, and Illinois Arts Council.

## Excerpt from Studio Statement

Our attention to nature extends to the perception and experience of place. The work we produce shapes, and is shaped by, specific sites and spaces, particularly those already possessing a special relationship with both architecture and natural environments. Engaging with the layered, complex histories of these places enables us to create dynamic palimpsests that open new ways of looking at the familiar.

We established Luftwerk Studio in 2007, its name intended to reflect the dualities, the simultaneous presence of the visible and invisible, embedded in both the natural world and the built environment. While we see our practice as constantly evolving, it is the combination of Luft (air), meant to convey the ephemeral, immaterial properties of light, and Werk (work; artwork), connoting the material frameworks in which such natural phenomena take shape and are experienced, which has remained the conceptual touchstone for two decades of artistic collaboration

"In Parallel" - Site Responsive Art Proposal by Luftwerk
Meridian Street - The Historian - Union Station - Indianapolis IN




Indianapolis has a legacy as the Railroad City, a moniker from a time of growth and investment in city infrastructure that connected it to the world. The revitalization of the Union Station underpasses honors that history while opening possibilities that reframe citizens' relationship with the urban spaces downtown.



## 

Characters and shapes, like brushstrokes, capture the movement of tall grass in the wind. Evoking historical journeys through the Midwest Prairie landscape.

A series of suspended light sculptures are arranged in a sequence that draw a direct line to the train tracks above. Using 4 feet long linear light fixtures that are at first, legible as abstracted railroad ties this pattern slowly morphs and meanders into curvilinear forms evoking a sense of passing and motion.


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"In Parallel" is a light and color installation that intends to transform the urban walking experience into a journey that nods to the city's history and bridges to the contemporary moment. Installed as separate sculptural elements, but connected and fully programmable, these linear light sculptures change color and as a group sweep from left to right, north to south, enhancing the dynamic nature of the installation.





Lighting Design inspired by the Midwest prairie flora



## Let's take a closer look



Linear LED fixtures as Railroad TIES - Philips Color Kinetics VAYA Tube G2, RGBW, 4FT


RCP drawing Meridian Street Light Sculpture
Approx. 205ft in length $\times 10 \mathrm{ft}$ in width each underpass


West Side of Meridian Street looking North
Height of sculpture is 2 ft from ceiling beams to bottom of LED fixture


East Side of Meridian Street looking North




Project One
Indianapolis, $\operatorname{IN}$

Founded 2009 Indianapolis, IN p-1studio.com

Project One is a digital design / fabrication studio, founded by Adam Buente and Kyle Perry in 2009. After graduating with Masters of Architecture from Ball State University, they shifted their direction and began operating outside of the traditional architectural design field. They are focused on incorporating parametric software, CNC technology, and reactive systems in their work. Their varying skill sets and flexibility have produced projects at a variety of scales and with a wide range of materials. Their process remains connected and fluid, producing highly detailed end products as they engage the work from start to finish.

## Excerpt from Studio Statement

Project One resides in the space between digital and analog.
The Studio explores the possibilities of connection through new technology, materiality, and the human environment. We are artists, designers, and fabricators committed to craft, experience, and authenticity. We use innovative, often intricate systems to guide pattern development, construction techniques, and texture building. As public artists, we collaborate nationally with architects, landscape architects, engineers, municipalities, and consultants to activate public and private spaces in ways that excite curiosity, welcome play, and delight the imagination.

We develop, build, and install large-scale private and public art commissions and custom architectural installations. Because we manage nearly all of our fabrication in-house, our hands and eyes are on the artwork from start to finish. Our digital,
component-driven design methods allow us to experiment and solve for site-specific impact. It's important to us that each project tells a story about the place it's located and the lives of the people who will see it the most. Just like people and the places they live, our projects are multi-faceted and layered with complex textures, expansive pattern systems, and countless individual parts that together create innovative and inspiring artwork to stand the test of time.

## Concept Themes







