

SAN DIEGO COUNTY REGIONAL AIRPORT AUTHORITY

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SPECIAL AIRPORT ARTS ADVISORY COMMITTEE

AGENDA

Thursday, December 12, 2019
9:00 a.m. – 10:30 a.m.

San Diego International Airport
SDCRAA Administration Building -- Third Floor
Tuskegee Conference Room
3225 N. Harbor Drive
San Diego, CA 92101

Ex-Officio Board Members

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This Agenda contains a brief general description of each item to be considered. If comments are made to the Committee without prior notice, or are not listed on the Agenda, no specific answers or responses should be expected at this meeting pursuant to State law.

Copies of written documentation relating to each item of business on the Agenda are on file in the Airport Authority's office and are available for public inspection.

PLEASE COMPLETE A "REQUEST TO SPEAK" FORM PRIOR TO THE COMMENCEMENT OF THE MEETING AND SUBMIT IT TO THE LIAISON OF THE COMMITTEE.

The Authority has identified a local company to provide oral interpreter and translation services for public meetings. If you require oral interpreter or translation services, please telephone the Board Services /Authority Clerk Department with your request at (619) 400-2400 at least three (3) working days prior to the meeting.

CALL TO ORDER

ROLL CALL

Committee Members: Larry Baza, Bob Bolton, Rick Belliotti, Jennifer Easton, Robert Gleason, Kate Nordstrum, Gail Roberts, Cristina Scorza, Carmen Vann

NON AGENDA PUBLIC COMMENT:

Non-Agenda Public Comment is reserved for members of the public wishing to address the Committee on any matter for which another opportunity to speak **is not provided on the Agenda**, and which is within the jurisdiction of the Committee. Please submit a completed speaker slip to the Clerk of the Committee. ***Each individual speaker is limited to three (3) minutes.***

NEW BUSINESS:

1. ACTION – APPROVAL OF MINUTES:

RECOMMENDATION: Approve the minutes from the October 8, 2019 Special AAC Meeting.

2. PRESENTATION – ADP UPDATE:

Presented by Dennis Probst, Vice President & Chief Development Officer, Planning & Environmental Affairs

3. DISCUSSION ITEM – ADP LEAD ARTIST SCOPE OF WORK:

Presented by Christopher Chalupsky and Lauren Lockhart

4. DISCUSSION ITEM – ADP SITE AND OPPORTUNITIES PLAN AND EXISTING T1 ARTWORK:

Presented by Christopher Chalupsky and Lauren Lockhart

OLD BUSINESS

5. STAFF UPDATES:

- Public Art
- Temporary Exhibitions
- Performing Arts Program
- Arts Master Plan
- Community Outreach

COMMITTEE MEMBER COMMENTS

Each committee member speaker is limited to five (5) minutes.

ADJOURNMENT

NOTE: Members of the public wishing to address the Committee on Agenda Items must submit a speaker slip to the Liaison of the Committee. When called to speak, please state your name and city of residence for the record. Each speaker is limited to three (3) minutes per Agenda Item.

This information is available in alternative formats upon request. To request an Agenda in an alternative format, or to request a sign language or oral interpreter, or an Assistive Listening Device (ALD) for the meeting, please telephone the Authority Clerk's Office at (619) 400-2400 at least three (3) working days prior to the meeting to ensure availability.

For your convenience, the agenda is also available to you on our website at www.san.org.

DRAFT
SAN DIEGO COUNTY REGIONAL AIRPORT AUTHORITY
SPECIAL ARTS ADVISORY COMMITTEE (AAC)
MEETING MINUTES: Tuesday, October 8, 2019
SAN DIEGO COUNTY REGIONAL AIRPORT AUTHORITY
ADMINISTRATION BUILDING
Tuskegee Conference Room, 3rd Floor
3225 North Harbor Drive, San Diego, CA 92101

CALL TO ORDER: AAC Committee Chair Gail Roberts called the meeting of the Arts Advisory Committee to order at 3:33 p.m. Tuesday, October 8, 2019 at the San Diego International Airport, Administration Building, Tuskegee Conference Room, 3225 N. Harbor Drive, San Diego, CA 92101.

ROLL CALL:

AAC Members Present:

Larry Baza	Vice-Chair, California Arts Council
Rick Belliotti	Director, Customer Experience & Innovation
Bob Bolton	Director, Airport Design and Construction
Jennifer Easton	Art Program Manager, BART Planning, Development & Construction
Robert H. Gleason	President and CEO of Evans Hotels
Gail Roberts	Artist
Carmen Vann	Project Executive, Suffolk

AAC Members Absent:

Kate Nordstrum	Executive Producer of Special Projects/Liquid Music
Cristina Scorza	Education & Engagement Director, Museum of Contemporary Art San Diego

Airport Authority Staff Present:

Tony Almanza	Coordinator, Arts Program
Chris Chalupsky	Senior Manager, Arts Program
Amy Gonzalez	General Counsel, Counsel Services
Joey Herring	Curator, Arts Program
Lauren Lockhart	Manager, Arts Program
Dennis Probst	Planning & Environmental Affairs VP & Chief Development
Tony Russell	Board Services Director, Authority Clerk

NON AGENDA PUBLIC COMMENT:

N/A

NEW BUSINESS:

1. **ACTION – APPROVAL OF THE MINUTES:** Committee Member Larry Baza moved to approve the minutes of the August 27, 2019 meeting. Committee Member Jennifer Easton seconded, and it passed unanimously. **Committee Members Cristina Scorza and Kate Nordstrum were absent.**

2. **ACTION – RATIFY COMPOSITION OF RECOMMENDED ARTIST SELECTION PANEL FOR 2020 TEMPORARY EXHIBITION:** Joey Herring introduced the proposed artist selection panel members for the 2020 Temporary Exhibition: Marisol Rendón, Lauren Siry, Lynn Susholtz, Matt Rich, Sasha K. Reibstein, Lani Bautista Cabanilla and Cat Chiu Phillips. Committee Member Robert Gleason moved to approve, Committee Member Carmen Vann seconded and it passed unanimously. **Committee Members Scorza and Nordstrum were absent.**

3. **ACTION – APPROVE PERFORMING ARTISTS FOR 2020 PERFORMING ARTS RESIDENCY PROGRAM:** Herring presented the two recommended artists for the 2020 Performing Arts Residency: Margaret Noble and Beck+Col. Committee Member Baza moved to approve, Committee Member Easton seconded and it passed unanimously. **Committee Members Scorza and Nordstrum were absent.**

4. **ACTION – APPROVAL OF RECOMMENDED ARTIST SELECTION PANEL FOR ADMIRAL BOLAND WAY MURAL:** Lauren Lockhart presented the recommended artist selection panel members for the Admiral Boland Way Mural Project: Daniela Kelly, Corey Dunlap and Jari ‘WERC’ Alvarez. Committee Member Vann moved to approve the motion, Committee Member Baza seconded, and it passed unanimously. **Committee Members Scorza and Nordstrum were absent.**

Discussion Item: ADP Lead Artist

Chris Chalupsky and Lauren Lockhart presented an update on the Lead Artist opportunity including an overview of the proposed solicitation timeline, contracting process, and draft scope of work.

- The Committee discussed at length the benefits and challenges of having the artist contracted by the ADP Design-Builder.
- The committee inquired about the budget for the project and how the artist fee would be determined.
- Committee Member Gleason asked for clarity on the role of the AAC and the Board throughout the project.
- The Committee stressed the importance of forming a strong collaboration between artist and architect.
- The Committee stressed the importance of the artist’s work and contribution not simply being additive decoration to the building design.
- The Committee discussed whether the artist would influence the placement of other artwork in the terminal.

- Committee Member Baza requested additional background information on the ADP and Arts Master Plan from staff.
- Committee Member Vann expressed her support for the proposal of the artist being contracted by the ADP Design-Builder.
- Chalupsky suggested that three members of the Committee could be voting members of the selection panel to short-list potential Lead Artists. Committee Member Bob Bolton volunteered to serve on the panel.
- Committee Member Gail Roberts asked staff to carefully consider language choice in the RFQ, suggesting the use of “artistic contributions” over design.
- Denny Probst noted the groundbreaking nature of the project.

Following the Committee’s indepth discussion of the opportunity, Chalupsky reaffirmed that the Committee would be involved throughout the development of the project’s scope and implementation. He shared that staff would take all of the Committee’s feedback into consideration and bring further details regarding the artist’s scope of work, and design review processes for the project at the next AAC meeting.

Staff Updates:

- **Public Art:** Lockhart shared that Jari ‘WERC’ Alvarez’s mural design, *On the Map*, was installed at the Administrative Offices during the last week of September.
- **Temporary Exhibitions:** Joey Herring provided information about the upcoming information session for the Temporary Exhibition, *Make Yourself at Home*, on October 14th from 6:00 pm – 7:00 pm. at Bread and Salt in Barrio Logan.
- **Performing Arts Program:** Herring shared an update on the ongoing concert series, as well as pop-up performances, and the current Performing Arts Residency group, Blindspot Collective.
- **Arts Master Plan:** Chalupsky provided a brief update on staff’s progress on the Arts Master Plan recommendations including increased bilingual didactics, increased performances each week as outlined in the RFP for a Performing Production Specialist, efforts to engage the broader community through events like the information session at Bread and Salt in Barrio Logan, and the new Arts Ambassador Tour Program.
- **Community Engagement:** Lockhart and Chalupsky gave a brief update on the DesignAHEAD collaboration with A Reason to Survive (ARTS) and the Sweetwater High School District, as well as the recent University Club Airport Tour and Comic-Con group tour.

OLD BUSINESS:

N/A

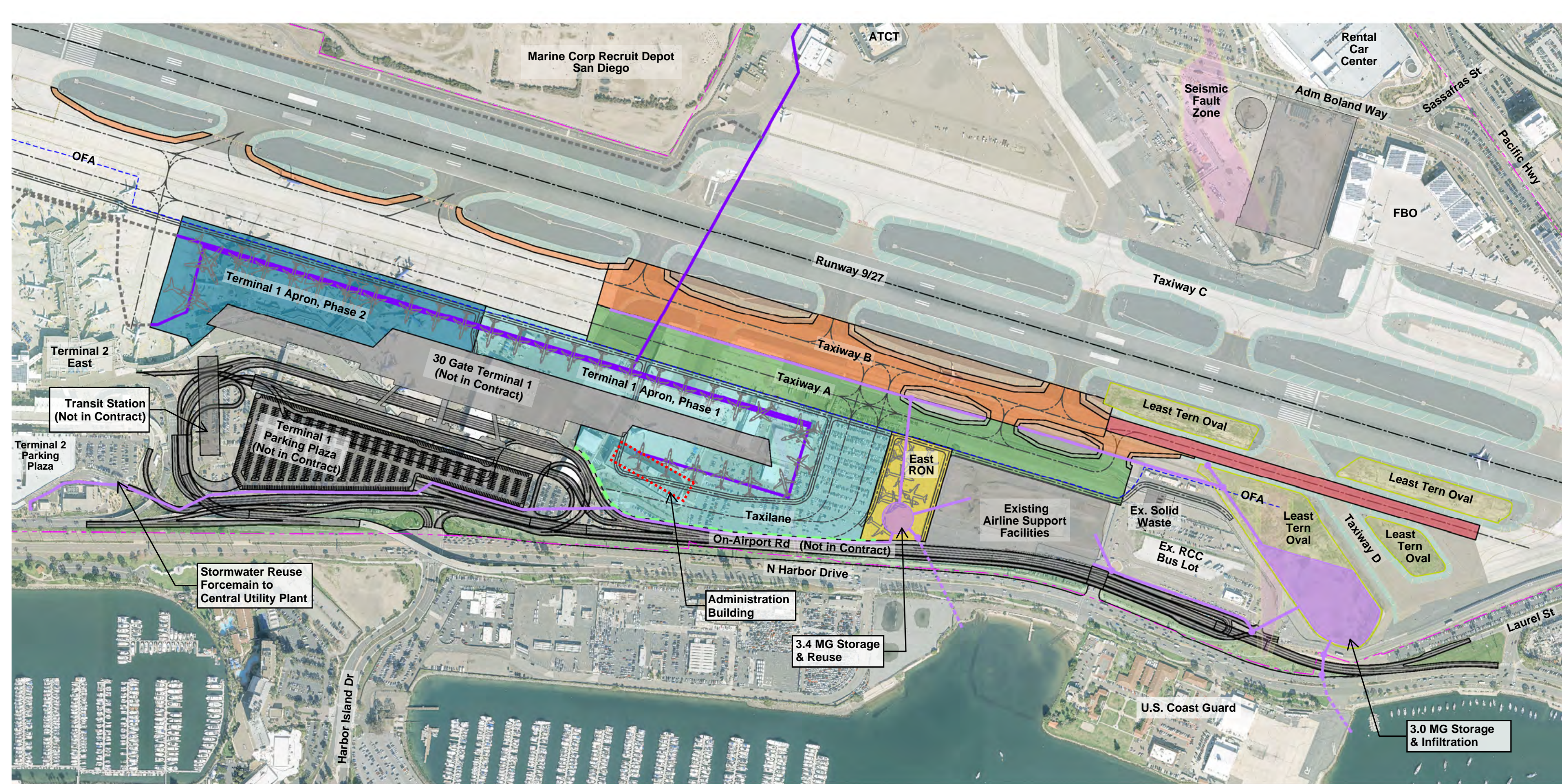
COMMITTEE MEMBERS REPORT / COMMENTS:

N/A

ADJOURNMENT: The meeting was adjourned at 5:06 p.m.

APPROVED BY A MOTION OF THE AIRPORT ARTS ADVISORY COMMITTEE
MEETING ON THE TWELVE OF DECEMBER, 2019.

CHRIS CHALUPSKY
SENIOR MANAGER, ARTS PROGRAM



- Construct Terminal 1 Apron & Taxilane, Phase 1 (Grant)
- Construct Taxiway A (Grant)
- Relocate Taxiway B (Grant)
- Rehabilitate Taxiway B, Mill & Overlay
- Construct East RON Parking Apron (Grant)
- Construct Terminal 1 Apron, Phase 2 (Grant)
- Construct Stormwater Capture & Reuse System
- Security/Blast Wall
- Hydrant Fuel System

DRAFT

**AIRPORT DEVELOPMENT PLAN (ADP)
LEAD ARTIST OPPORTUNITY
REQUEST FOR QUALIFICATIONS**

Opportunity Background:

The Airport Development Plan (ADP) is the Airport Authority's planning effort to determine the future needs and plans of San Diego International Airport for the foreseeable future. The centerpiece of the ADP is the replacement of Terminal 1 with an attractive, modern and more efficient facility with up to 30 gates. In addition, the ADP includes airfield enhancements and major improvements to roadways serving the airport that will help reduce traffic congestion. The ADP also includes a designated transit station area within walking distance of the planned Terminal 1 and existing Terminal 2 that could accommodate any type of transit technology approved by SANDAG, MTS and other regional partner agencies.

In conjunction with the ADP, the Arts Program will commission new permanent and temporary public art, as well as develop new arts infrastructure to support exhibitions and performances, as outlined in the [2019 Arts Master Plan](#). An innovative opportunity defined in the Plan recommends that an artist be integrated within the larger Design Build Team to help to guide the design of the façade and roofline of the new Terminal building. The outcome of this collaboration will act as the front door to the Airport for millions of travelers annually, and support key customer experience goals of creating intuitive wayfinding and iconic placemaking.

About the Opportunity:

The front (south-facing facade) of the new Terminal building will be one of the most highly-visible features of the new Terminal and could be one of the Terminal's most unique features as well. For the last half century, many of the boldest airport designs have been characterized by iconic rooflines and facades — from the TWA Terminal (JFK) to Dulles Airport; from Denver Airport's tent-like roofline to the undulating roofline of San Francisco's international terminal. The newer sections of San Diego's Terminal Two have an equally memorable glass facade, canopy and roofline. Terminal One's front facade should follow in this tradition.

This is an appropriate opportunity for incorporating a Lead Artist at the earliest possible stage of design. This opportunity will not result in an isolated public artwork. Rather, the artist's role will be as a creative partner on the team of architects, engineers and other designers working on the architectural vision for the ADP project, and the massing, profile, roofline and materials selection of the Terminal 1 facade. The Lead Artist may also be asked to conduct materials and fabrication research as needed.

Crucial to the success of this opportunity is the development of a collaborative and mutually respectful relationship between the Artist, Architect, and the larger Design Build Team. All parties involved will be expected to bring an open mind to this ground-breaking engagement, to facilitate productive communication amongst team members, and to work to form a strong partnership.

The most critical period of collaboration between the Artist and Design Builder will be the validation phase during which the aesthetic concept, concept design, and Maximum Contract Price will be developed. During this 9 month period, the Artist will be expected to participate in and contribute to all relevant design workshops, meetings, charrettes, and reviews.

The Lead Artist, Design Builder, and the Authority will collaborate to identify the ongoing role of the artist in the post-validation phase through construction. At minimum beyond validation, the Lead Artist will review final design submittals with the Design Builder and may be asked to continue to provide input into the final design and construction documents, depending on the nature of the design solution.

Budget:

The artist will be paid a fee of \$ *TBD* to assist in defining the architectural theme and vision for the Terminal, and the development of a design for the Terminal building façade and roofline in collaboration with the Design Builder.

The budget includes costs of artist travel, materials, research, proposal preparation, and other expenses required by the Lead Artist to collaborate with the Design Builder in developing the Terminal façade design.

Additional scope may be available for the Post-validation phase. Any additional budget will be negotiated between the Design Builder and the artist dependent upon the scope of work developed by the Design Team and Lead Artist for this phase, and approval of the scope of work by the Authority.

Contracting:

The Design Builder and Authority will collaboratively select the Lead Artist through an open and competitive process, and the selected artist will be contracted directly to the Design Builder.

Estimated Timeline:

January 2020	RFQ released
February 2020	RFQ closes
March 2020	Short-list artist selection panel
April 2020	Finalists interviews
May 2020	Contract awarded
May 2020 – January 2021	Validation Phase
February – April 2021	Post-Validation Phase

Eligibility:

1. Artists must have experience working collaboratively with architects, landscape architects, engineers, and transportation planners.
2. Artists must have completed at least one permanent, architecturally-integrated public art project with a budget of at least \$500,000 (this figure must account only for expenses directly associated with the artwork commission).

3. Artists must have created at least one permanent, architecturally-integrated public artwork in a transportation setting.
4. Artists with experience developing art and culture master plans are encouraged to apply.
5. Artist teams with an established record of permanent public art commissions are eligible to apply.
6. Architects must have a record of at least three (3) permanent (temporary artwork will not be considered) public art commission projects that are distinguished from design to be considered eligible for this opportunity.

Qualification Submission Contents:

Artists are required to follow the format and assemble its SOQ as specified below. The content of the SOQ must be clear, concise, and complete. **SOQ not submitted in the manner described herein shall be considered non-responsive and shall not be considered.** Each section of the SOQ shall be organized to correlate with the following sections. Artist shall submit the following information:

A. Cover Letter: Limited to one (1) page and include the following information:

1. Artist Contact Information and Signatory:

- a. *Artist Contact Information.* Provide the name, title, telephone, and email of the Artist responsible for the primary communication with the Authority regarding the Artist's SOQ. If submitting as an Artist team, provide just the "lead" Artist's contact information;
- b. *Artist/Business Name.* If Artist has formed a corporate type business structure, provide the business legal name. If Artist is using their name, provide your legal name.

B. Letter of Interest: Limited to one (1) page. If submitting as an Artist team, submit no more than one (1) page for each Artist team member. Provide a short narrative explaining your:

1. Level of interest and general philosophy or artistic approach;
2. Ability to manage projects of similar scale and complexity; and
3. Experience working as part of a design-build team and in a consultant capacity

C. Images: Only submit images of work that you have successfully completed. **Images of proposed work, images of work in process and or illustrations including computer-generated imagery of work shall be determined to be non-responsive and shall not be considered.**

Limited to ten (10) pages. Artist or Artist team shall provide no more than (1) image per page of a successfully completed art project demonstrating experience in the ability to create a large-scale permanent, site-responsive and integrated public art commission artwork projects. Images not meeting this requirement shall be determined to be non-responsive and shall not be considered. Any combination of Artist image(s) and or Artist team's image(s) is acceptable.

Do not submit multiple images on a single page. A "before" and "after" combined image on single a page shall be counted as two (2) images. An image and a blow-up/detail of the same image on a single page will be counted as two (2) images. An image within an image (example: an image and blow-up/detail of image contained within one (1) image) on a page will be

counted as two (2) images. ***If the SOQ contains more than ten (10) images within this section, the SOQ shall be considered non-responsive and shall not be considered.***

Power point presentations, movies, and web-sites are not acceptable as part of this review process and shall not be considered.

Artist or Artist team is required to provide at least one (1) image of a successfully completed art project with a project budget of \$500,000 or greater.

Architects are required to provide at least three (3) images of successfully completed art projects distinguished from design.

- D. **Annotated Image List:** Limited to two (2) pages. Artist or Artist team shall include the following information to be considered responsive:
1. *Description:* provide a brief description of each image detailing location, media, artist's level of participation. Images lacking an accompanying description and/or clarity with regard to the artist's role in creating the artwork shall be considered non-responsive.
 2. *Project Budget:* clearly indicate each artwork's project budget, and indicate the artwork(s) that meets the project budget of \$500,000 or greater.
 3. *Date:* Indicate the date the artwork projects were completed.
- E. **Professional resume:** Limited to two (2) pages. Artist shall provide a professional history of experience as a professional Artist. If submitting as an Artist team, identify the "lead" artist or point of contact, and submit no more than two (2) pages for each Artist team member.
- F. **References:** Limited to one (1) page. Artist or Artist team shall provide three (3) references. Include the following information: name, title, address, phone number, and email for each reference. It is the Artist's responsibility to validate the contact information for references. The selection panel may request information from Artist's clients, government agencies, or any other available sources. If Artist team does not have team references, submit no more than one (1) page of three (3) references for each team member.
- G. **Attachments:** Each SOQ shall be submitted with the following completed attachments, blank copies of which are provided in this RFQ. If submitting as an Artist team, only the "lead" Artist is required to complete and submit the following attachments:
1. Attachment A – Affidavit of Non-Collusion; (Artist shall submit a copy of this fully executed and notarized attachment within its SOQ);
 2. Attachment B – Artist Small and Local Business Eligibility Statement;
 3. Attachment C – Policy 5.12 Small Business Preference, if applicable: and

EVALUATION AND SELECTION PROCESS

This RFQ process is being undertaken to enable the Authority to identify and recommend a finalist who has submitted a SOQ for provision of the services that are the subject matter of this RFQ. A preliminary review of the basic responsiveness of the SOQ will be conducted to ensure all eligibility requirements of the RFQ have been met. By this RFQ, the Authority

- A. is seeking to identify qualified Artists and/or Artist teams who have the ability to act as a creative partner to the ADP Design Build Team, collaborating on the architectural theme and vision for the Terminal and supporting the development of a design for the Terminal building façade and roofline;
- B. is reserving the right to invite those Artists and or Artist teams identified as best qualified to attend an interview; and

Artist Selection Panel: An artist selection panel (“Panel”) established by the Authority will evaluate the SOQ’s and interviews in accordance with Evaluation Criteria. A panel of arts professionals in addition to members of the Airport Art Advisory Committee will review the submissions and short-list up to five (5) Artists to interview with the Design Build Team and Airport Authority staff.

EVALUATION CRITERIA

- A. SOQ Evaluation. Artist’s SOQ shall be evaluated on the following criteria:
 - Originality, Creativity, and Consistency of Past work
 - Professional Qualifications and Experience
 - Experience working with a design team
 - Policy 5.12 Small Business Preference
- B. Interview Evaluation. Artists selected to interview and shall be evaluated on the following criteria:
 - Quality, Creativity and Strength of Past Work
 - Ability to communicate effectively
 - Flexibility in approach
 - Policy 5.12 Small Business Preference

SCOPE OF WORK:

General:

1. The San Diego County Regional Airport Authority (“Authority”) is undertaking the design and construction of the Airport Development Plan (“Project”).
2. The Authority is contracting with the Design Builder (“Design Builder”) which will be responsible for the design and construction for the Project.
3. The Authority wishes to obtain the services of an artist (“Lead Artist”) to serve as a key member of the Design-Builder’s team, contributing to the design of the Terminal façade and roofline.
4. The Lead Artist will temporarily co-locate with the Design Builder as required in order to gain an understanding of the Programmatic Documents and participate fully in all relevant design workshops/charrettes/reviews and discussions.
5. The Design Builder will be responsible for incorporating Lead Artist’s concepts, ideas, and contributions regarding the Terminal façade and roofline design into construction drawings, subject to constructability and upon approval by the Airport Authority.
6. Lead Artist shall be required to participate in all relevant design workshops for each planned stage of design development (e.g. conceptual, schematic, 30%, 60%, 90%, 100%).

7. The Lead Artist will be expected to present with representatives from the Design Build team on their collaborative process and progress to the Airport Arts Advisory Committee based on a schedule defined by the Authority.
8. It is recognized that the Design Review process and the frequency, duration, and intensity of Design Reviews may vary with the complexity of each individual Construction Package and the associated construction activities. The duration of Design Reviews for each relevant Construction Package shall be discussed and mutually agreed upon by the Airport Authority and the Lead Artist during the Design Builder's Design Workshop(s) and verified and modified by mutual agreement during the course of the Opportunity.

Validation Phase:

1. Research and Orientation:

- a. Lead Artist will conduct a thorough review of the ADP Programmatic Document (PDD) in order to gain understanding of Authority priorities and expectations regarding ADP project.
- b. Lead Artist may be asked to conduct site visits and investigations along with the Design Builder as needed in order to research the current airport facilities and site conditions, as well as the larger cultural, societal, and environmental context of the Airport.
- c. In addition, Lead Artist may be required to conduct additional formal or informal research for the purpose of informing the architectural theme and vision statement, and ultimately, the design of the Terminal façade and roofline.

2. Visioning and Architectural Theme:

- a. Lead Artist, as a member of the Design Build team, will assist with the identification of an architectural theme and assist with the development of an accompanying vision statement.
- b. Development of the architectural theme and vision statement may will require a series of visioning sessions with the Airport Authority to identify goals, inspiration, and theme(s).
- c. The proposed architectural theme and vision statement will be presented by the Design Builder and Lead Artist to the Authority for review and approval.
- d. Visioning sessions will also consider budget limitations and contextual factors.
- e. The architectural theme and vision statement may also influence other facets of the terminal design and aesthetics as deemed appropriate by the Authority.

3. Initial Design Workshop(s):

- a. Lead Artist agrees to participate in an initial Design Workshop with the Design Builder and Authority, wherein a process will be established for the Authority to review and comment on the Design Builder's design documents and facilitate timely participation of Stakeholders in the design process.
- b. During Design Workshop, Lead Artist shall be party to discussions and decisions regarding the general design process that will be followed, and the integral nature of their participation in this process.

4. Design Process: Lead Artist shall participate in relevant design charrettes, meetings and reviews as a core member of the design team.

a. Conceptual Evolution and Design Proposal:

- i. Lead Artist shall participate in collaborative workshops with Design Builder supporting the development of a conceptual proposal for the terminal façade and roofline, and contributing aesthetic perspectives and ideas for carrying the guiding architectural theme forward through material, color, massing, texture, and other design choices. This process will begin with analysis of site with regard to functional, material, contextual, formal, environmental, cultural and other influential forces, and followed by confirming sources for aesthetic inspiration based on the outcome(s) of the preceding visioning sessions.
- ii. Lead Artist shall attend meetings, and be available for remote conferences, to work with the Design Builder and Authority, and other consultants of the Authority, as required in development of the concept design(s) for the terminal façade and roofline.
- iii. In collaboration with the Design Builder, Lead Artist will evaluate concept alternatives against contextual factors and then shortlist concepts accordingly.
- iv. Lead Artist shall work with Design Builder in the development of the concept design proposal(s) for presentation to the Airport Authority for review, comment, and feedback. Lead Artist may be asked to contribute materials such as sketches, renderings, or text descriptions that communicates design intent, aesthetic character, proposed forms, materials, textures, and/or colors.
- v. Following presentation(s) of concept(s), Lead Artist will support Design Builder in incorporating stakeholder comments into design documents. Multiple rounds of review by Airport Authority may be required.

b. Schematic Design Proposal:

- i. After the Authority's Notice of Acceptance of concept design proposal, Lead Artist shall meet with Design Builder and the Authority to provide a concretization of the approved concept design of the terminal façade and roofline in terms of massing, geometry, style, scale, and materials (samples to be provided where appropriate). The Schematic Design Proposal may also include information on structural considerations, surface integrity, permanence, sustainability, and protection against theft and vandalism.
- ii. Lead Artist shall participate in design workshops with the Design Builder to test schemes against budget, and to preview Airport Authority on scheme options.
- iii. As documents and specifications are produced by Design Builder, Lead Artist shall review documents and provide written comments to the Design Builder.
- i. Lead Artist, with the Design Builder, shall consolidate scheme(s) based on outcome of preceding design workshops, and then work to present up to three

- (3) Schematic Design Options to Airport Authority for review, feedback, and approval.
- ii. Following presentation(s) of Schematic Design Options, Lead Artist will support Design Builder in incorporating stakeholder comments into design documents. Multiple rounds of review by Airport Authority may be required.
- c. Construction Documents:
 - i. The Design Builder will prepare the construction documents for the project. Upon the request of the Authority, Lead Artist shall also submit reference drawings to assist Design Builder in developing the final construction documents. Lead Artist will review final Construction Documents and give input in writing related to the terminal façade and roofline design to Design Builder and Authority.

Post-Validation Phase(s):

1. The Authority, Lead Artist, and Design Builder will collaborate to define the role of the artist beyond validation and through construction. If necessary, a separate contract and fee for those services will be negotiated for the Post-Validation Phase.
2. Services the Lead Artist may be called upon to provide during this phase may include but are not limited to further design development, material research review of construction and shop drawings, fabrication review or inspection, and supervision of construction.

AAC Plan Action Items

10.30.18

Site + Opportunities Plan:

- Intro statement for Airport Entry Zone: Note that *“This group of opportunities in particular present the opportunity to set the stage or define the customer experience at the airport as they will offer the first introduction to SAN.”*
- Project 2: AOA Fence
 - Description should note that *the artwork should lend itself to being viewed while in motion/from a moving vehicle* as this will be the primary viewing experience for passengers.
- Project 3: Gateway/Monument
 - Add to Special Considerations: *Project should lend itself to easy passenger access and engagement including photographic documentation.*
- Project 5: Skyways
 - Add *consideration of local, repeat travelers who may frequent the skyways as rationale for implementing temporary installations at this site.*
- Project 6: Terminal Façade
 - Outline artist solicitation steps further:
 - *Arts Program staff should lead the effort to identify the artist for this opportunity by soliciting for a short list of qualified candidates for the selected Design Builder’s consideration. Arts Program staff should be included in any final interview and charrette processes in collaboration with the selected Design Builder and other staff. Though this solicitation process differs from other project opportunities in the ADP, Arts Program staff should ensure equity in the process by outreaching to a diverse roster of potential artists.*
- Project 11: Arts Zone
 - Add following: *Encourage contemplation of wide range of ages, needs and interests through varied activities. Could address toddlers, school age children and teens, as well as adults traveling with or without children.*
- Projects 17 and 18:
 - *Consider how to accommodate large groups traveling together (i.e. school athletic teams, classes) as well as external community groups visiting the airport with sufficient seating to gather together.*
- Project 17:

- *Artists here could create features that are functional and/or integrated into the design such as canopies, enhanced walkways, seating and lighting.*
 - Add to Special Considerations: *Placement of these artist-designed features should be distanced from designated smoking and pet relief areas.*
- Project 16: Baggage Claim
 - *Project should lend itself to extended dwell time and viewing, and may feature temporary projects or dynamic work that offers unique experiences with multiple viewings.*
- Project 20: Interactive/Family Friendly space: *Consider implementation of multiple sites by same artist to serve travelers regardless of gate location.*

Terminal 1 Existing Collection

- Lindbergh Statue: Strike language regarding recommended relocation. Add language as follows: *“A determination about this artwork will be made based on further discussion with the AAC and careful consideration of issues of iconography and equity, as well as current best practices in addressing artworks that memorialize individuals.”*



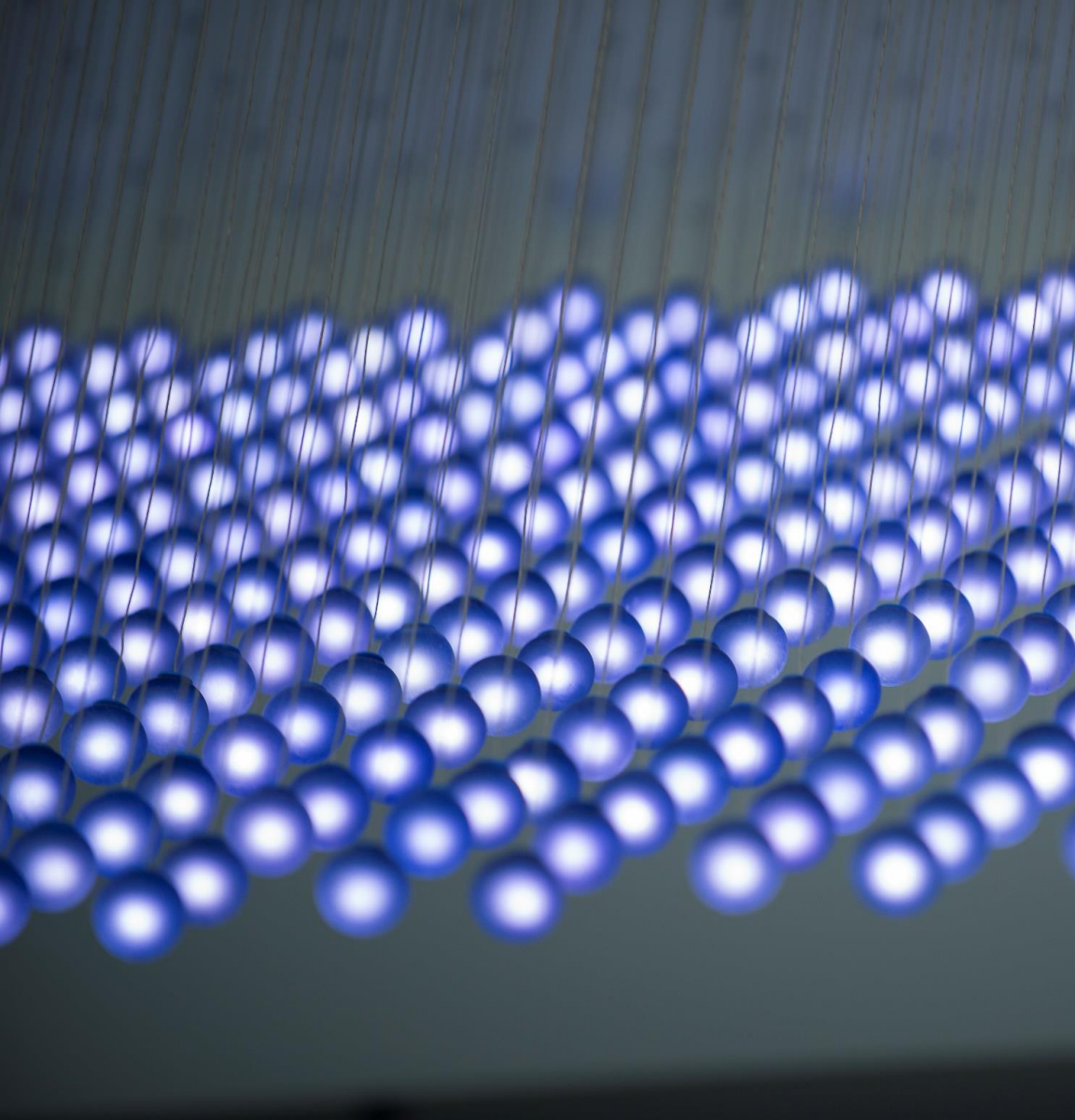
ARRIVE, DEPART,
BE INSPIRED.

ITEM 4 – ADP Site + Opportunities Plan and T1 Existing Artwork

Chris Chalupsky
Sr. Manager, Arts Program

Lauren Lockhart
Arts Program Manager

December 12, 2019



Site + Opportunities Plan for Airport Development Plan (ADP)

- Recommends public art projects and Arts Program infrastructure that support goals of Arts Master Plan AND principles of Customer Experience Chapter of Program Definition Document (PDD)
- Identifies 21 place-based, integrated projects
- Includes innovative approaches such as Lead Artist role and thematic projects such as interactive family-friendly art or sustainable/ environmentally themed art

Criteria for Evaluating Public Art Opportunities

MISSION ALIGNMENT

- Supports an aspect of the airport's overall vision, goals or policy priorities
- Supports an aspect of the Arts Program's vision or desired outcomes

LOCATIONAL

- Located where it is likely to be effective at achieving outcomes the Program seeks
- Located where it is accessible and people can appreciate it
- Located where it is safe from incidental damage, and where relocation for functional reasons is not likely

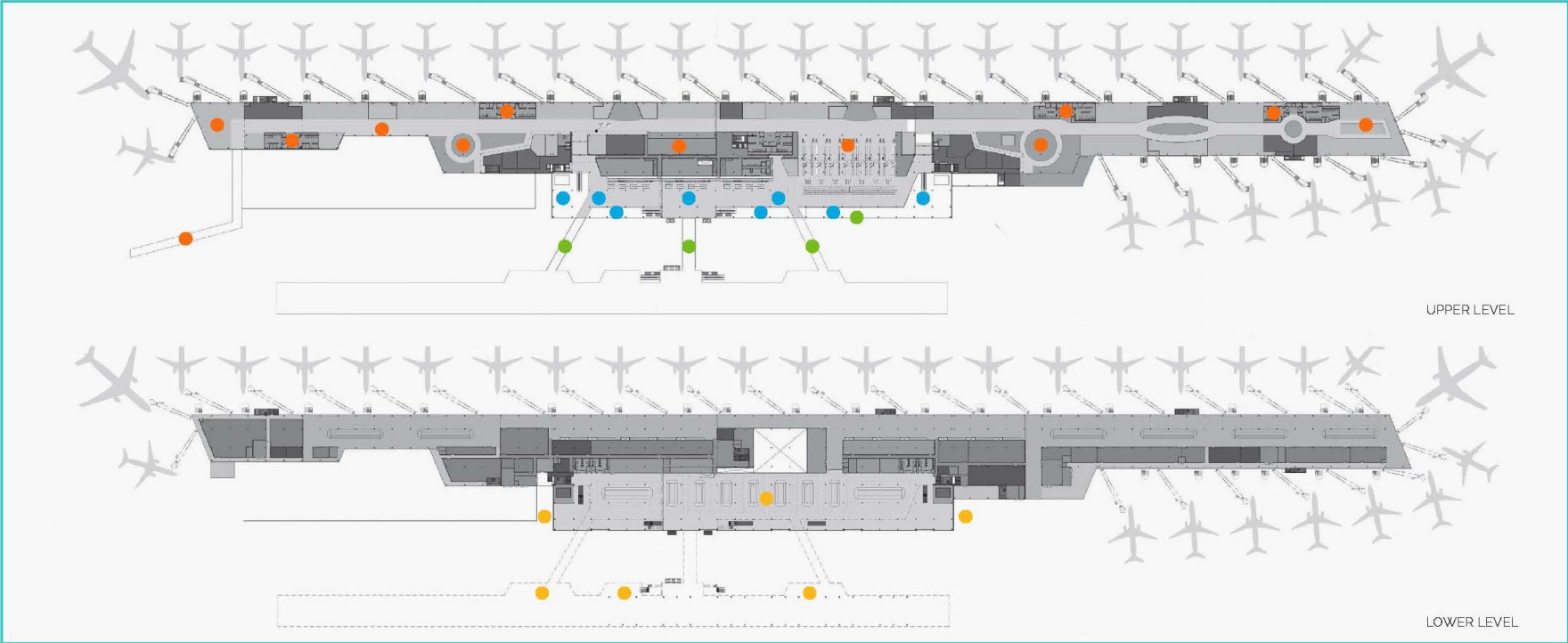
FEASIBILITY

- There is space available for the project or program or infrastructure, or minimal space impact
- There is adequate funding and staffing to support the development of the project and, if applicable, ongoing staffing, programming and maintenance
- The project's useful life is well understood, and maintenance and conservation can be managed to the best professional standards
- The project does not conflict with airport operations or functional requirements

ARTISTIC

- Offers a compelling opportunity/ challenge for artists
- Offers strong collaborative, integrative or site-specific possibilities
- Contributes to overall artistic, programmatic, and curatorial strategies
- Diversifies the range of artists engaged with art projects, including artists' level of experience and attainment, and background
- Diversifies the approaches that artists use to explore the airport and engage with its stakeholders, including media, approach to integration, subject matter, and scale
- Diversifies the range of audiences who engage with art at the airport, by addressing or involving particular user groups and by considering issues such as access
- Diversifies the ways that audiences interact with art at the airport, by introducing new approaches to how audiences engage with the artist during project development and the artwork after it is installed

OVERVIEW OF OPPORTUNITIES

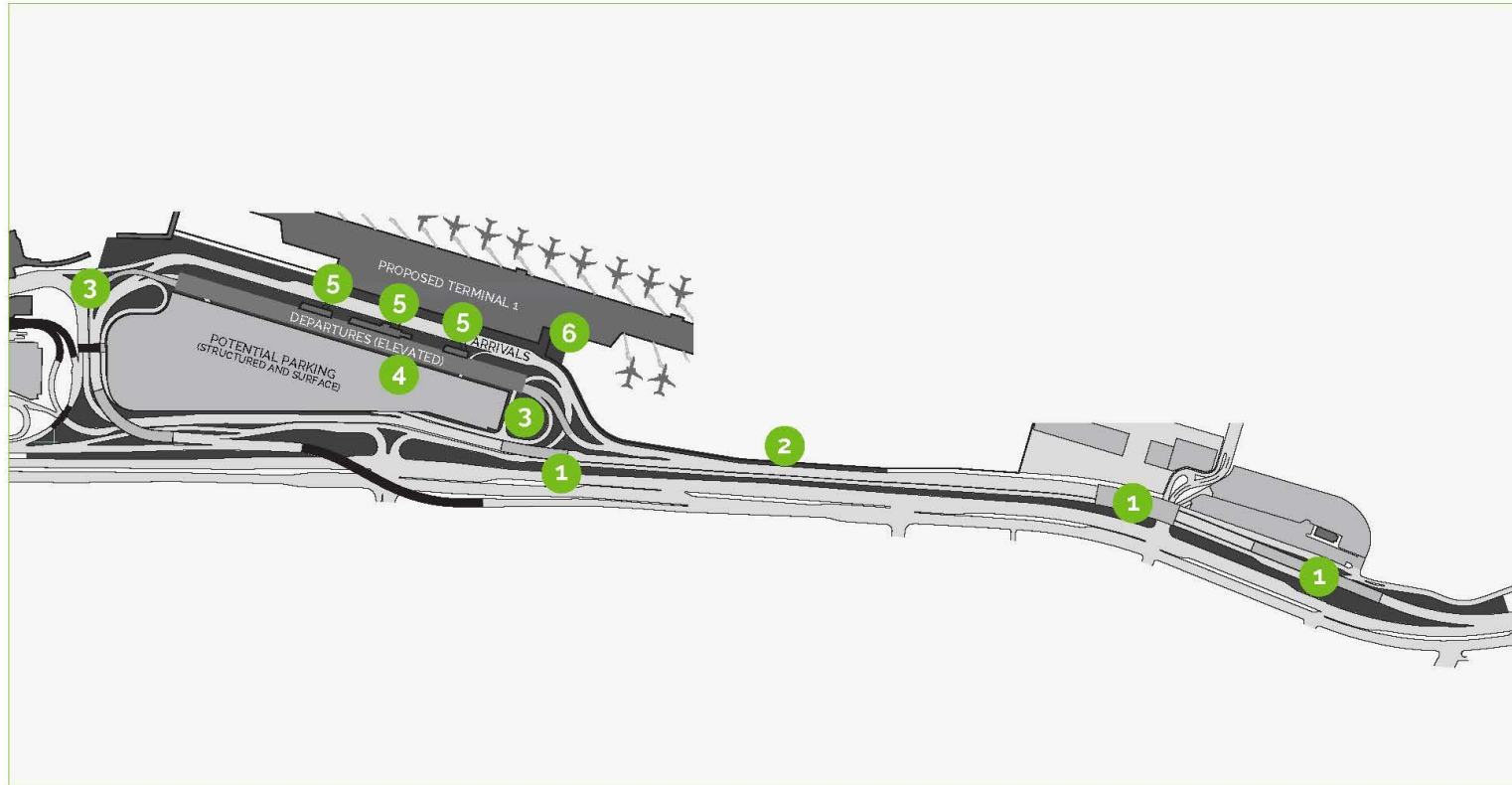


ENTRY ZONE OPPORTUNITIES

- 1 Airport Roadway Retaining Wall
- 2 Airport Roadway Perimeter Fence (Airport Operations Area / AOA Fence)

- 3 Gateway Monument
- 4 Garage Facade

- 5 Skyways
- 6 Roofline / Glass Facade



Project 1: Roadway Retaining Wall



Project 2: AOA Fence





Project 3: Gateway

How can public art

- Reinforce the idea of SAN as the front door to San Diego
- Make a bold, iconic statement for the airport and the region
- Create a sense of welcome and place
- Support wayfinding and direction

Project 4: Garage Facade



Project 5: Skyways



Project 6: Lead Artist - Roofline/Façade



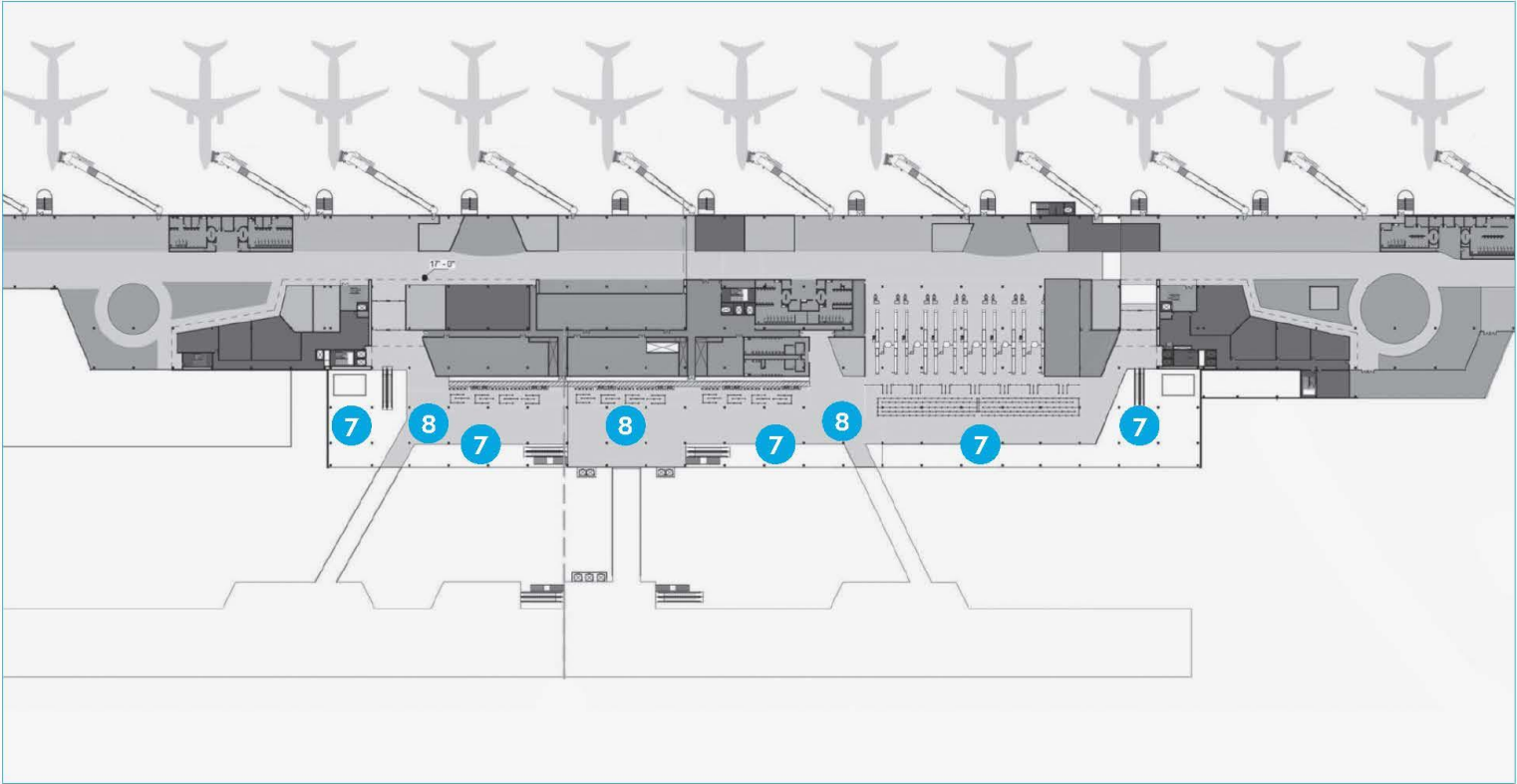
Project 21: Terminal Look and Feel



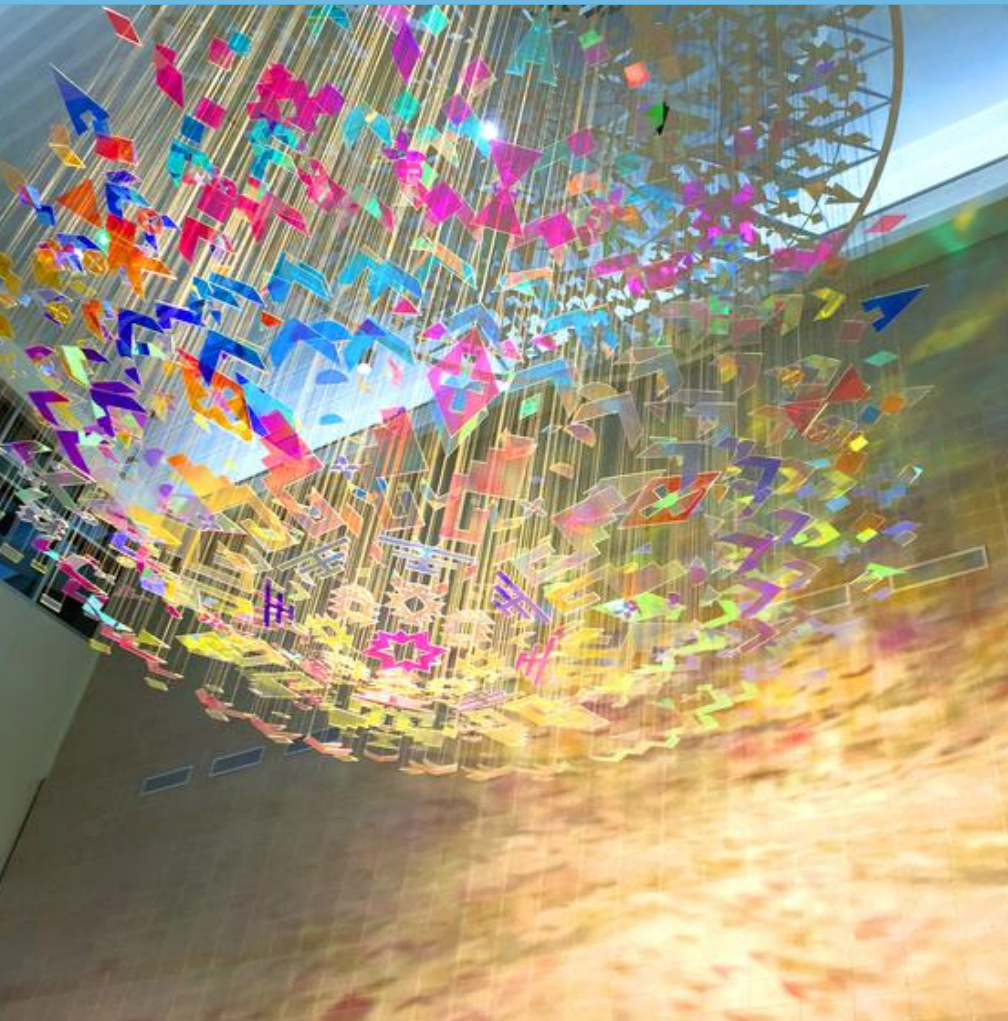
PRE-SECURITY, TICKETING ZONE OPPORTUNITIES

7 Vertical Feature Areas
(Center, Southeast, Southwest)

8 Ticketing Decision Area



Project 7: Vertical Feature



Project 8: Ticketing Decision Points



TERMINAL, POST-SECURITY ZONE OPPORTUNITIES

9 Recomposure Area

11 Arts Zone

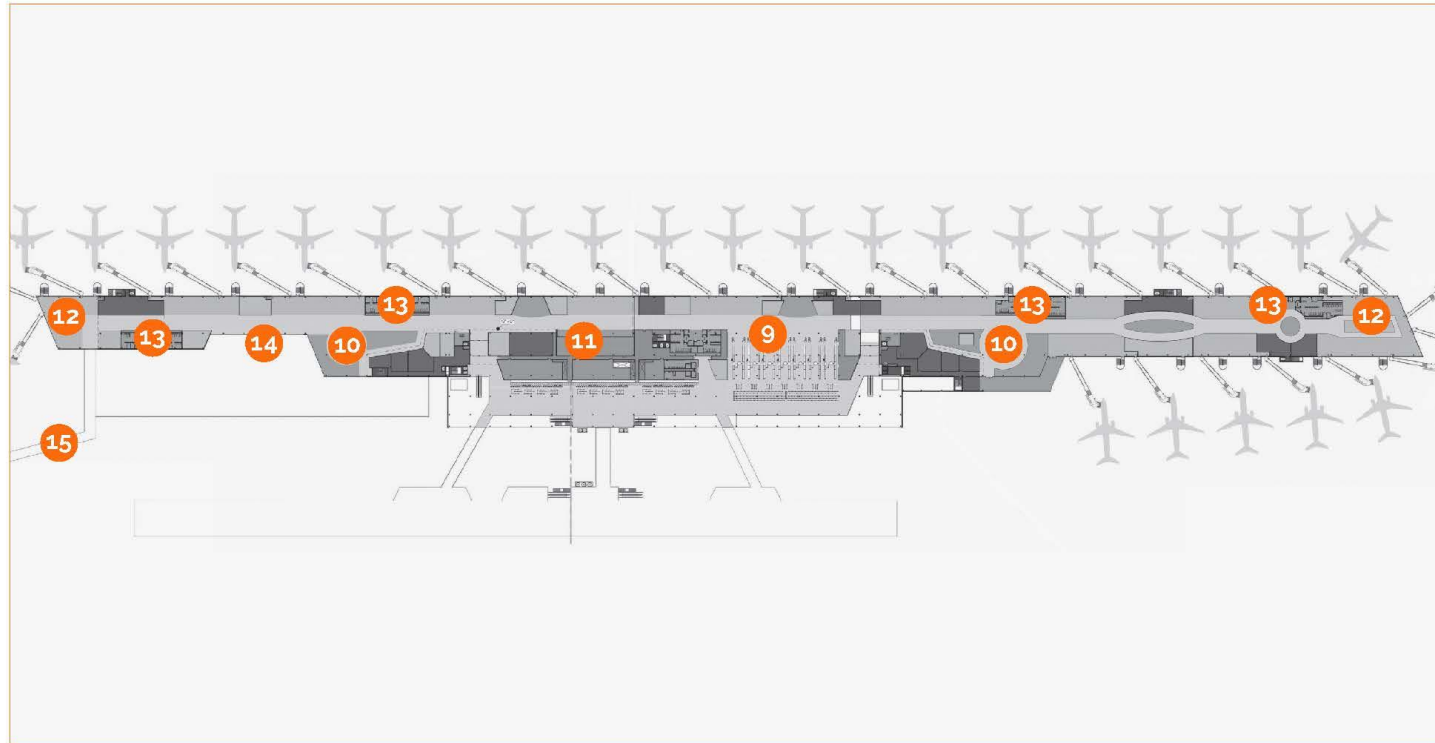
13 Restrooms

15 Inter-Terminal Connector
(Terminal One / Terminal Two)

10 Concession Cores
(East and West)

12 Dwell Lounges
(East and West)
and Gate Lounges

14 West Concourse Wall



Project 9: Recomposure Area

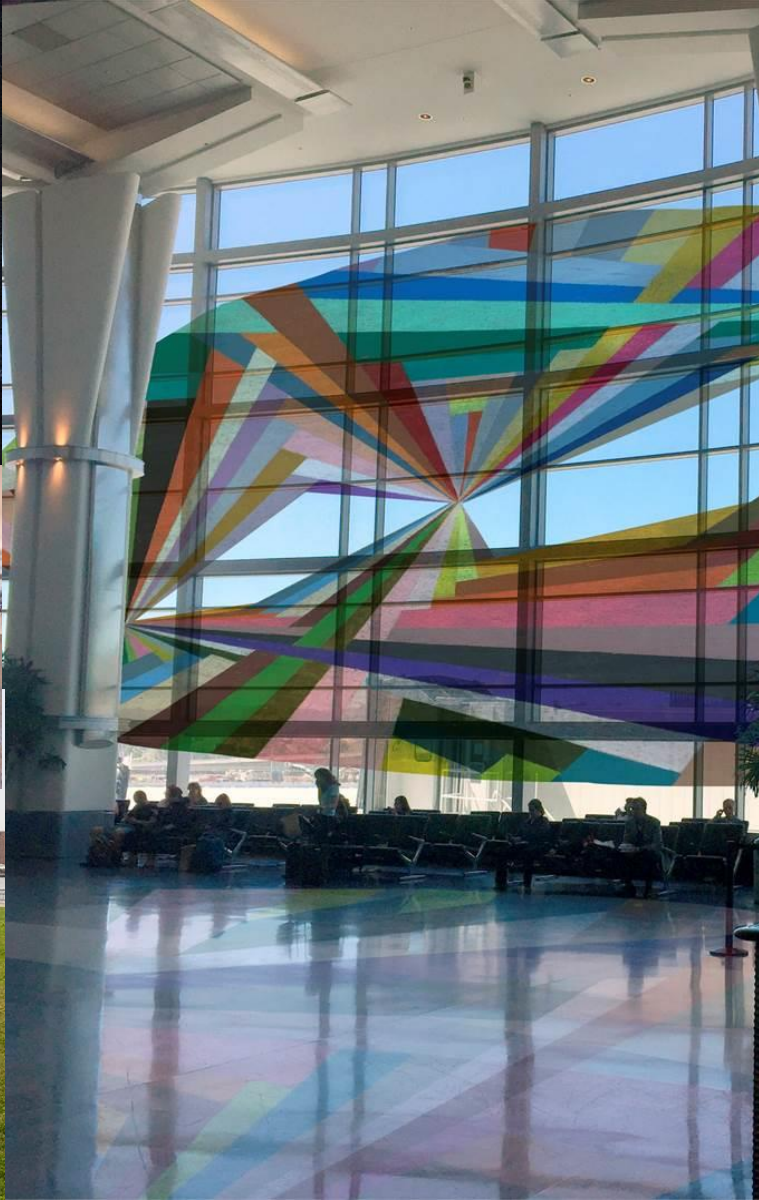


Project 10: Concession Cores



Project 11: Arts Zone





Project 12: Dwell Lounges

Can artist-designed seating, flooring, or lighting ease the transition from security to gate room and concessions?

Project 13: Restrooms



Project 14: West Concourse Wall





Project 15: Inter-Terminal Connector

How can art make a transitional/liminal space an unforgettable experience?

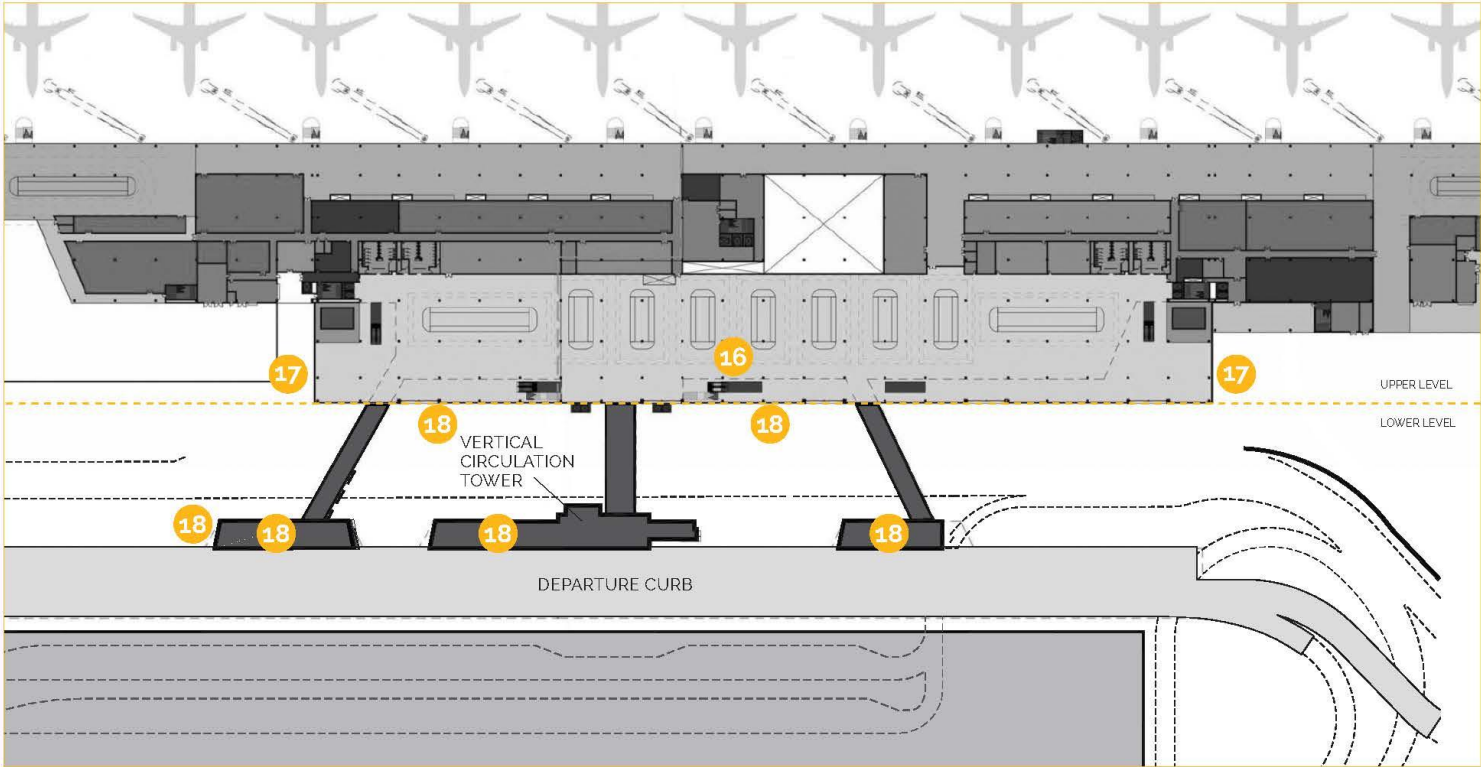
Left: Teresita Pardo, Right: Susan Waldorf

PRE-SECURITY BAGGAGE CLAIM OPPORTUNITIES

16 Baggage Claim Area

18 Curbside

17 Outdoor Seating Areas



Project 16: Baggage Claim



Project 17: Outdoor Seating Areas



Project 18: Curbside



Project 19: Green / Sustainable Artwork



Project 20: Interactive / Family Friendly Artwork

Did you know?

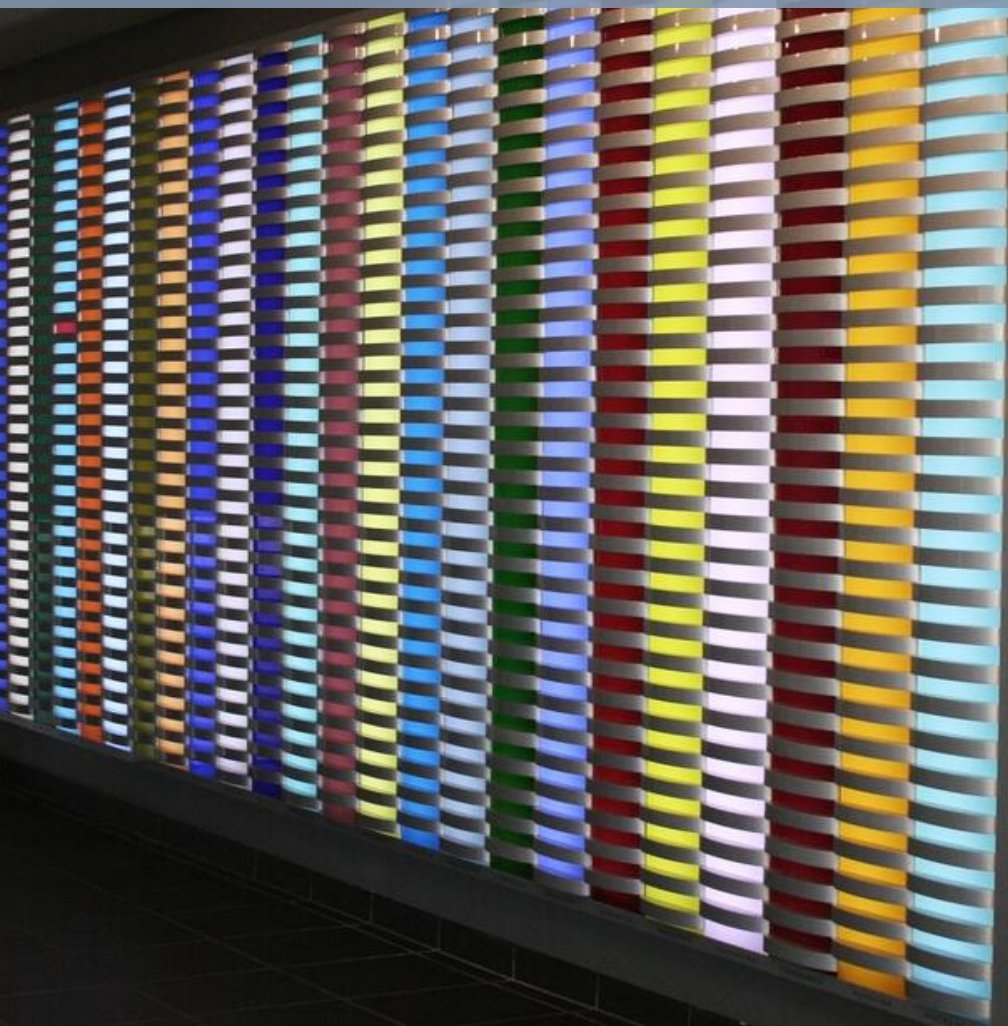
All children are born as *creative* beings, curious about the world and keen to *experiment* and discover new things. Immerse yourselves in *Middleland* and let *playfulness* and *humor* be your guides. See what you can *discover* together.



Performing Arts and Temporary Exhibition Infrastructure



Airport Administration Building



Deaccession and Relocation

Administration Building

- Christie Beniston, *Time Interwoven*, 2009



Terminal 1

- Miki Iwasaki, *Astralgraph*, 2015
- Miki Iwasaki, *Signalscape*, 2011
- Steve Bartlett, *Guillermo*, 1997
- Carolyn Braaksma, *Drifting Beyond Control*, 2001
- Anne Mudge, *Pacific Flyways*, 2010
- Tracy Sabin, *A Day at the Beach*, 2005
- Kira Schecker and Brett O'Connell, *The Traveler*, 2009
- Ben Darby, *Puff*, 2010
- Rin Colabucci, *Wind, Trees and Birds*, 2010
- Mike Mandel, *In Flight*, 2009
- Charles R. Faust, *Sandcast*, 1966
- Paul T. Granlund, *Charles A. Lindbergh, the Boy and the Man*, 1967

Miki Iwasaki, *Signalscape*, 2015



Tracy Sabin, *A Day at the Beach*, 2005



Steve Bartlett, *Guillermo*, 1997



Carolyn Braaksma,
Drifting Beyond Control, 2001



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Kira Schecker and Brett
O'Connell, *The Traveler*, 2009



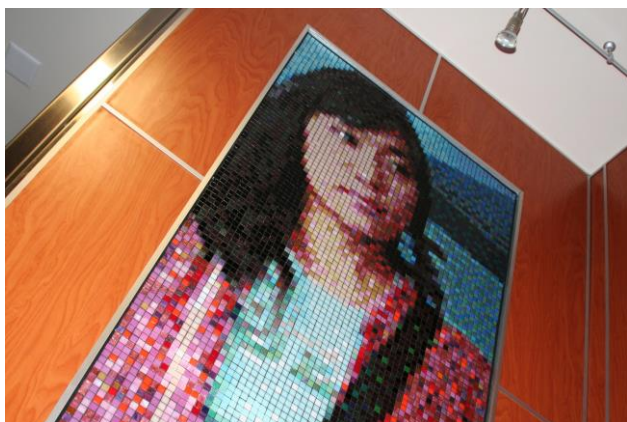
Ben Darby, *Puff*, 2010



Rin Colabucci, *Wind, Trees and Birds*, 2010



Mike Mandel, *In Flight*, 2009



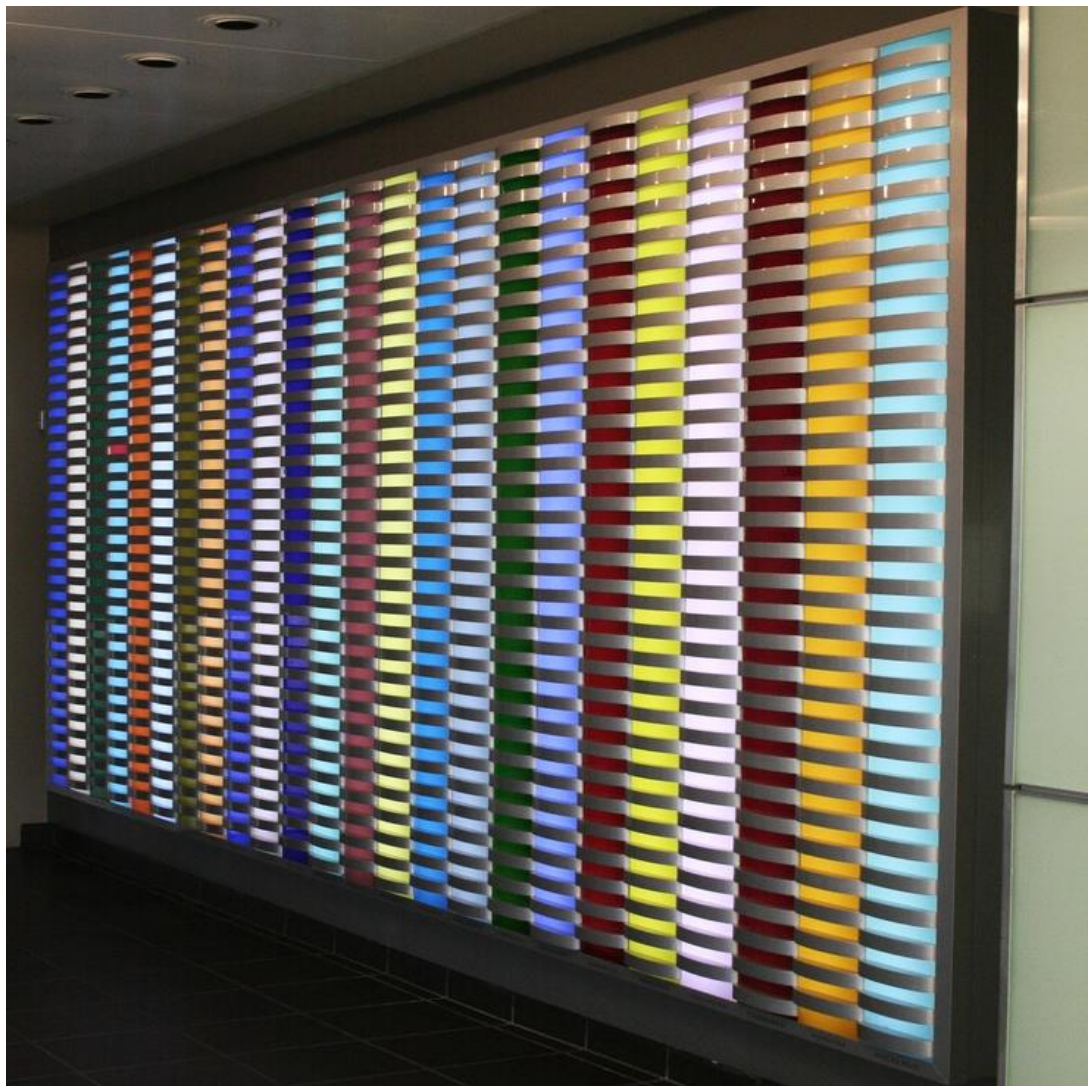
Charles R. Faust, *Sandcast*,
1966



Paul T. Granlund, *Charles A.
Lindbergh, the Boy and the Man*,
1967



Christie Beniston,
Time Interwoven, 2009





ARRIVE, DEPART,
BE INSPIRED.

ITEM 5 - Staff Updates

Chris Chalupsky
Sr. Manager, Arts Program

Lauren Lockhart
Arts Program Manager

Joey Herring
Arts Program Coordinator

December 12, 2019

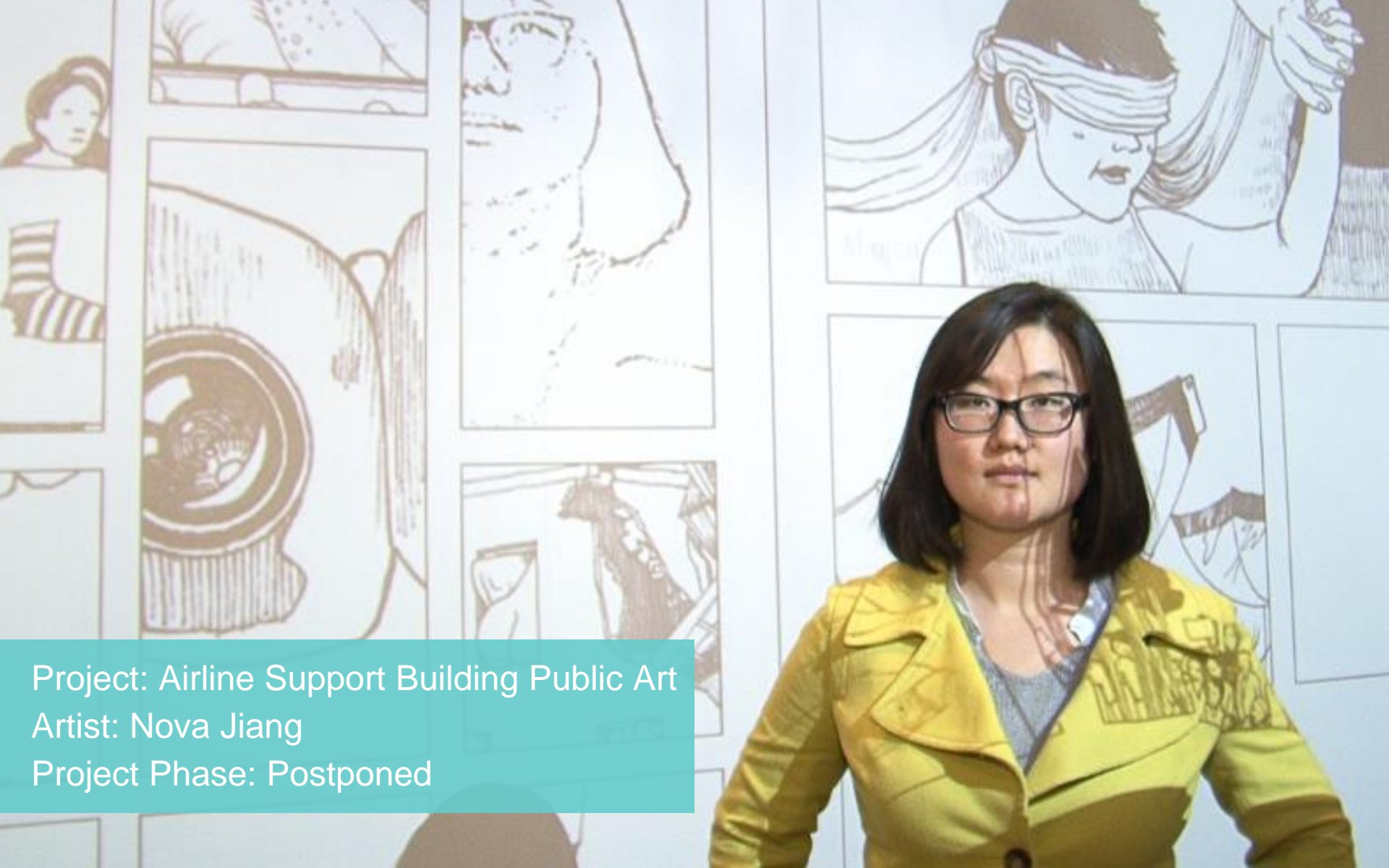


PUBLIC ART



Admiral Boland Way Mural Project
Call for Submissions closed
December 9, 2019





Project: Airline Support Building Public Art
Artist: Nova Jiang
Project Phase: Postponed



INTERGALACTIC DREAMING

Space exploration and the human quest for knowledge have long been a cornerstone of our civilization. In our quest to understand the universe, we have pushed the boundaries of our knowledge and technology, and we have discovered the vastness and beauty of the cosmos. This exhibition celebrates the human spirit of exploration and the quest for knowledge, and it is a testament to the power of the human imagination.

Emerging from his broader investigation of scientific themes, the artist has created a series of works that explore the human quest for knowledge and the power of the human imagination. The exhibition is a testament to the power of the human imagination and the quest for knowledge, and it is a celebration of the human spirit of exploration.



TEMPORARY EXHIBITIONS



PERFORMING ARTS



2019 Fall Performing Arts Residency
Blindspot Collective



2019 Fall Performing Arts Residency
Blindspot Collective



2019 Fall Performing Arts Residency
Blindspot Collective





2019 Holiday Performances





ARTS MASTER PLAN

ARTS MASTER PLAN RECOMMENDATIONS – DRAFT PRIORITIES FOR IMPLEMENTATION

Public Art	Performing Arts	Exhibitions	Communications & Engagement	Engaging Region's Arts & Culture Community	Engaging the Broader Community	Evaluation
Site + Opportunities Plan	Incorporate at least one mobile/plug and play into an existing location in T2	Create infrastructure to prototype film program. Develop and implement a program that features locally-produced short films, videos and/or documentaries in partnership with a local curator or genre specific organizations	Expand communications efforts related to social media platforms and didactic signage	Continue to develop cross-disciplinary partnerships with community organizations through Cultural Exchange by: participating in regional arts exhibitions by providing satellite exhibition space; co-programming or co-producing work with partner organizations; considering thematic exhibitions that educate residents and visitors about local organizations that connect the region's people across cultures	Publicizing and conducting information sessions in a variety of locations that support increased accessibility in underserved areas and using multiple platforms for publicizing community engagement activities to reach a variety of audience with diverse accessibility needs	Evaluate Audience Engagement with Public Art, Performing Arts, and Temporary Exhibitions.
Develop a mechanism to utilize percent for arts funds for collections management	Establish goals for inclusive recruitment, develop a recruitment process and a procedure for artists to submit materials annually, including posting criteria for evaluating talent	Invest in at least one additional large-scale monitor	Provide a wide range of interesting and informational content about projects, programs, and partnerships including producing short videos for all new major public art installations, exhibitions, and residencies	Develop a checklist of factors to consider for successful partnerships	Commissioning artworks by artists who have historically experienced barrier to public art projects and ensuring applications, calls for submissions and other promotional materials for artist opportunities are in Spanish as well as English	
Adopt range of methods for recruiting artists including developing artist roster	Present 3-4 performances weekly in Terminal 2 (T2) and badge a small number of musicians for regular performance sets	Expand on call art handling services	Ensure that information about the Program is shared with the Ambassadors in an accessible format	Engage the region's children's museums on child-centered artwork, installations or play areas	Add webpage and social media content that tells the story of the program's community engagement activities	Design and implement a questionnaire or exit interview to gauge project stakeholders' perceptions of the public art development process
Create artist mentorship program	Acquire portable dance floor for performances	Set aside Cultural Exchange space in T2	Ensure the Airport Art Collection, exhibition and performance locations & schedules are included in airport way-finding and customer navigation assistance	Engage local university music composition programs to commission a new work of music for the airport, possibly tied to historic events (100 th anniversary of the airport, completion of ADP, etc.)	Enroll in national directories and play active role as connector of resources for military community	
Develop and implement a visual arts residency program	Target a baseline of 2 performances in each terminal each week	Complete assessment of existing case work	Develop periodic campaigns to encourage people to engage with the collection, temporary exhibitions, and performing arts programs	Solicit information about arts and culture resources and provide access to them across a variety of platforms	Providing brochures or public information programs about Arts Program activities in off-site community locations and developing program-related content and programming for offsite community engagement activities	Continue to conduct Economic Impact Research
Create mechanisms for accepting financial contributions and promotions to all programs including Public Art, Performing Arts, and Temporary Exhibitions	Feature performances related to festivals and other relevant events in San Diego region	Establish \$500 loan fee as minimum with higher fees for larger spaces or new works	Update communications strategy to align with Artistic Plan updates		Create educational materials that support arts, civic, STEAM and other relevant issues	
	Increase performances to 6-8 per week, while broadening types of locations for performances, including considering mobile/plug & in T1RP	Identify sties for exhibitions and Cultural Exchange in T1RP			Explore the creation of community-based artist residencies for co-produced exhibitions	
		Deaccession and replace cases as needed.				
		Develop and implement general facilities report				
		Seek an area in T1RP or T2 for a new gallery space - built out to basic museum standards				

PRIORITY CATEGORY KEY

SHORT TERM: YEARS 1-2

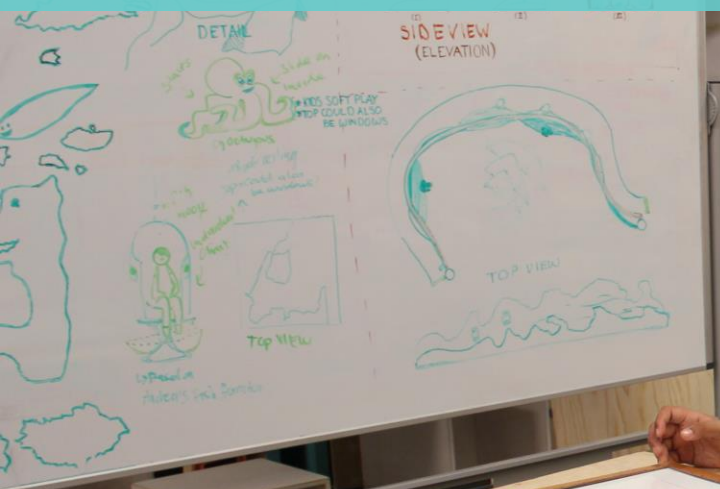
MEDIUM TERM: YEARS 3-5

LONG TERM: YEARS 6+



COMMUNITY ENGAGEMENT

DesignAHEAD Parent + Student Orientation
Partners: A Reason to Survive (ARTS),
Sweetwater High School District

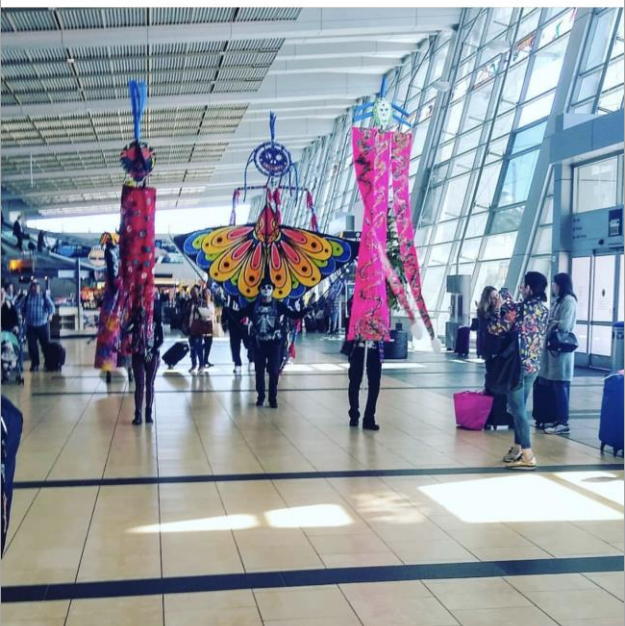


ARTS



Social Media Coverage

hothebe · Follow
San Diego International Airport



11 likes

hothebe Day of Dead at San Diego Airport


amytischler · Follow
San Diego International Airport



Liked by sandiegoairport, rebeccawebbstudio and 85 others

amytischler What superpower helps you #ShowMo? (Show Up More Often) I found mine when I turned off notifications. ALL of them. Or at least 97% of them anyway. ... more

gratefulesimplelife · Follow
San Diego International Airport



17 likes

gratefulesimplelife This art installation at Terminal 2 (international), San Diego Airport is amazing. If you're in a hurry you won't see it suspended above you. This twisted, curled wooden ladder was mesmerizing as I tried to follow an imaginary line from beginning to end. #art #artinstallation #airport #sandiegoairport #woodenladder #mesmerizing #swipe #lookup #artiseverywhere #gratefulesimplelife

Social Media Coverage

San Diego Airport Retweeted



Aric Richards @AricFOX5 · Nov 27

What a way to kick off the holiday spirit ✨ - carolers greeting passengers @SanDiegoAirport



Dr. Kristin Aquilino
@KristinAquilino

Loving this #echinoderm art @sandiegoairport (w/ a few #mollusk & #cnidaria friends, too). #sciart



Latest destination for Blindspot Collective's innovative theater: San Diego International Airport



Olivia Mitchell (center) and Sofia Zaragoza take part in the Blindspot Collective residency project "Connecting Flights" at the San Diego International Airport. (Peter Schrock)

Grassroots troupe is staging "pop-up" works in terminals as part of 'Connecting Flights' residency project

By JAMES HEBERT OCT. 11, 2019 | 12:21 PM

Dealing with airports can be a whole lot of drama — and not necessarily of the spirit-lifting, soul-enriching kind.

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Dec. 1, 2019
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Casinos give back through charitable donations
Dec. 1, 2019
- 3 BOOKS**



San Diego International Airport operates what may be the nation's only airport with a performing arts residency program, which is currently hosting a theater company. The residency program last year hosted a group of aerial dancers who performed from ropes and trapeze two stories above the crowds.

“Money is important but more important is if travelers have a good experience,” said Chris Chalupsky, the senior manager of San Diego International Airport’s arts program. “That’s really the end goal. You want people to enjoy where they are at.”

He pointed to a recent survey of nearly 700 San Diego International Airport passengers in which 75% said adding art in the terminals made using the airport less stressful and more enjoyable.



Over the course of Astraeus Aerial Dance Theatre’s six-month residency at the San Diego International Airport in 2018, spectators enjoyed contemporary dancers, aerial acrobats, and interactive encounters. (San Diego International Airport)



NATIONAL ACADEMY OF SCIENCES