



Lin Lisberger, Chair
Julia Kirby, Vice-Chair
James Cradock
Jenna Crowder
Christopher Devlin
Penny Harris
Alison Hildreth
Pandora LaCasse
Councilor Brian Batson
Tony Muench
Corey Templeton

Management & Administration
Caitlin Cameron
Urban Designer, Planning Division

PORTLAND PUBLIC ART COMMITTEE

Wednesday, April 19, 2017

4:00 p.m. – 6:00 p.m. Portland Public Library, Room 3

Announcement of decisions of previous meeting:

- none

1. Call to Order

- Approve Minutes from February 15, 2017
- Approve Minutes from March 15, 2017

2. Project Reports

- Langlais – Siting *Abstracts* complete (Lisberger)
- *Art Underfoot* – missing brick replacement updates; memorial updates (Lisberger, Crowder)
- Maintenance/Conservation (Cameron) – LPF update, Union Station mural
- Congress Square (Hildreth, Cameron) – presentation and approval of public art concept
- Amethyst Lot (Lisberger) – no update

3. Subcommittee Reports

- Governance/Board Development Subcommittee
 - Terms ending 6/30/17 – Lisberger, Devlin
 - New CP board member designee
- Communications Subcommittee Report
 - Council outreach (Kirby)
 - *Art in Our Front Yard*/PSA update and viewing (Kirby)
- Site Selection Subcommittee
- Gifts Subcommittee

4. Other Business

- Notecard fundraiser
- Temporary Art: 3 new applications
- Meeting location for FY18
- Sign replacement – Portland Brick

Next Meeting – Wednesday, May 17, 2017 at Portland Public Library Room 3

Sarah Sze Studio

Design Concept

**Congress Square Public Art Commission
Portland, Maine**

2017

For the congress Congress Square Public art commission Sarah Sze will create a series of three site specific sculptures that will mark and activate Congress Square as an site of live interaction and intersecting ideas. As with all Sarah's work, this piece will be site-specific, emerging from the site and intimately related to its location.

KEY DESIGN CONCEPTS

- The three sculptures will form a trail of discoveries that will unfold as you enter and move into the park.
- The first sculpture on the trail will act as a mothership which will visually anchor the corner of the park without creating a visual barrier.
- The series of sculptures will evolve from one to the other shifting in scale and forming a chain of experience.
- The piece will develop a vocabulary over time, creating a wandering path of events.
- Each sculpture will be sited within a grove of trees.
- Inspired by the landscape design the works will be sited to create intimate, interior landscapes, sites where the works exist as contained moments.
- The placement of the sculptures will create a sense of contemplation and discovery.
- The work will integrate color as a element of the design.
- The work will creation of the sense that the sculpture existed within the park and the park grew up around it.
- The work will have a strong physical presence with dimensionality and materiality.
- The work will contribute to the gateway function of the Square by creating energy on the periphery of the space.



Still Life with Landscape (Model for a Habitat)

2011

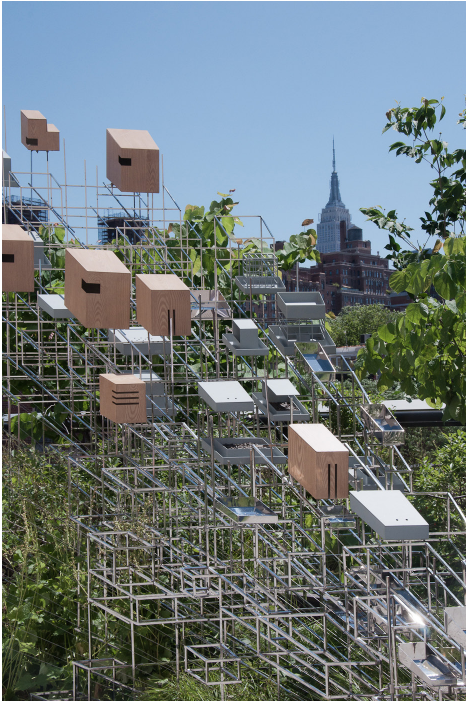
Stainless steel, wood

9 x 22 x 21 Feet

Installation on the High Line Park, New York

Presented by Friends of the High Line and the New York City Department of Parks & Recreation

Permanently Installed at Ekebergparken Sculpture Park in Oslo, Norway



RELATED CONCEPTS

- The artwork is woven and grown into the landscape.
- The language of parks soft-scaping is intertwined into the work.
- The piece feels fundamentally married to the site, its edges are blurred.



Triple Point (Compass)
2013

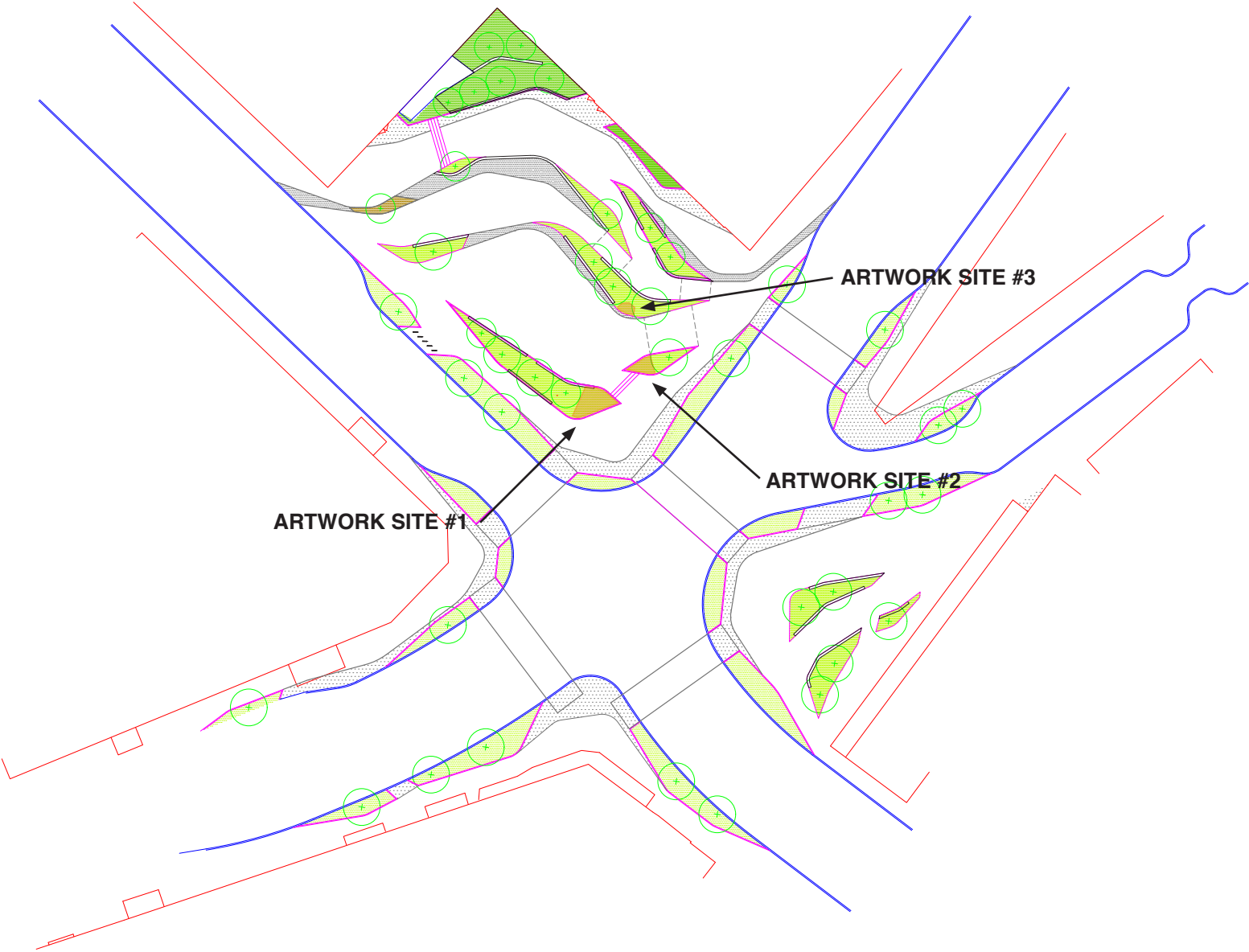
Photograph of rock printed on Tyvek, aluminum, plastic, mixed media
Installation at the 2013 Venice Biennale



RELATED CONCEPTS

- The artwork Inserts itself into the fabric of life.
- It creates a trail of information or discovery.

OVERALL PLAN VIEW



BIRDS EYE VIEW



PLAN VIEW DETAIL



PLAN VIEW WITH DIMENSIONS

