



PUBLIC ARTWORKS CALL FOR PROPOSALS

Artists and artist-teams are invited to submit proposals for iconic data-generated public artworks that engage with environmental and behavioural issues in evocative, unexpected and playful ways.

PROPOSAL DEADLINE: 5PM (CST) 27 JULY 2012

The Australian Network for Art & Technology (ANAT) and Carbon Arts are pleased to release this Call for Proposals for three high-profile artworks to be developed for Lend Lease sites in Melbourne, Brisbane and Sydney.

WHAT'S IT ALL ABOUT?

We live in a culture of pervasive and ever-increasing amounts of data. Collection systems, both public and private, track who we are, what we do and how we live our lives. Beyond this mere accumulation, data publication and analysis tools enable critical and creative approaches to data and its representation well beyond the intent and scope of its initial collection.

ECHOLOGY brings together Australia's leading artists and a world leader in urban development to create data-generated public artworks that engage with issues including sustainability, climate change and resource use. The use of real-time data to produce artworks presents an exciting and challenging platform for bringing otherwise abstract and hard-to-grasp information into our grounded, local spaces.

Free from the static nature of most public artworks, the data-driven ECHOLOGY works will constantly change throughout their ten-year lifespans, providing an ever-evolving experience of the works themselves, as well as the information they convey. This feedback loop - between local behaviour and its dynamic representation - will help to create strong community engagement with the works.

ECHOLOGY also seeks to break data free from the screen, the dominant paradigm that has, until now, constrained our access to and experience of mediated information. To encourage this, we invite proposals for artworks that play to the full suite of senses through inventive applications of data-modulated light, sound, kinetics and natural materials.

WHAT DO WE WANT?

We want to see ideas, not technical plans. We want proposals that clearly engage with the themes and criteria identified for each of the sites. We want to be challenged, entranced and excited in equal measure. We want audacity and professionalism, blue-sky thinking applied to local spaces.



Things to consider:

- How will the work reflect or augment the sustainability performance of the site (buildings or precinct) and/or focus awareness on the environment and our place within it?
- How will the work stretch and challenge the concept of sustainability?
- How does the work address the requirements and issues outlined in the site brief?
- How will the work make use of real-time data feedback loops?
- Will the work be a data consumer, a data producer, or a combination of both?
- Who will the work engage with: passers-by, the local population, visitors, remote virtual communities, companion sites? Or a mix of these?
- How will the work change or build over time, so that it is constantly engaging?
- How will the work give rise to authentic community engagement throughout its build and operation?

WHO CAN APPLY

The following eligibility criteria apply:

- Artists must hold Australian citizenship or permanent residency status;
- Individual artists, or artist-led teams of up to three people can apply; (hardware and/or software skills are not required as bespoke technical support will be provided to the selected projects as necessary).

SELECTION PROCESS

Selection panels will be specific to each site, but all will include representation from ANAT, Carbon Arts, Lend Lease and the Australia Council for the Arts, as well as additional site stakeholders. Importantly, each panel will include two professional artists, selected for their expertise in public art and/or large-scale installation practice.

Selection will be guided by the following criteria: artistic merit, innovation, relevance to site brief and artist/s' track record.

One proposal for each site will be selected. The artist/artist teams for each selected project must be available to attend the Australia Council supported Development Lab taking place in Sydney from the 29th October until 2nd November 2012 (see Appendix One for further detail of ECHOLOGY roll-out and timelines and Appendix Three for biographies of the Lab Leaders).

SITE BRIEFS

Proposals must directly respond to the specific brief developed for each of the following sites:

MELBOURNE: Docklands Library & Community Centre, Corner Bourke & Collins Streets, Docklands

BRISBANE: Various sites, RNA Showgrounds transformation, Gregory Terrace, Bowen Hills

SYDNEY: 1 O'Connell Street, Sydney CBD

These are available for download at www.anat.org.au/echology/ from 4 June 2012.

COPYRIGHT AND PUBLIC ACCESS

In line with the spirit of sustainability driving the ECHOLOGY project, artists will be required to publish their data stream, as well as the software expressly written for the production and processing of their data, under a Free Software Foundation-approved license appropriate to the medium (software or data). ECHOLOGY also encourages participating artists to publish under a free license as much of the design and software for the physical part of the artwork as they feel comfortable sharing this way.

HARDWARE AND SOFTWARE

ECHOLOGY will broker the necessary arrangements to realise the hardware and software requirements of the selected projects. The data platform we have chosen, COSM.com, is an open-source data aggregation and publication tool that allows its community of users to contribute and subscribe to private or public data feeds.



BUDGET

Each of the selected works will have a budget of between \$300,000 - \$600,000 (including artist and production fees), as well as a commitment to maintenance of the works over their ten-year lifespan.

Budgets will be finalised before the development Lab, enabling confirmation of hardware platforms and production materials.

HOW TO APPLY

Applications should include the following:

1. A completed Proposal Cover Sheet (see next page).
2. A TWO page proposal for a data-generated public artwork, addressing the following:
 - The data you wish to work with and how you propose to collect or access it (e.g. is it publicly available, is it private data that will require licensing, does it require new sensors to be laid down, will the data be generated by the existing infrastructure on site, will it be provided by residents/users of the site).
 - How the artwork will represent the data
 - How the artwork will function within the site
 - How the public will be able to interact with the artwork, locally on-site or remotely through the internet
 - How the artwork may lead to measurable change in attitudes, behaviours or actual resource use
3. A ONE page illustration of your concept
4. A TWO page CV for each artist or member of proposing team
5. Support material that best demonstrates your artistic practice:
 - Up to FOUR minutes of video
 - Up to FOUR minutes of audio
 - Up to FOUR still images
 - Up to THREE URLs

DEADLINE

Applications must be received by **5pm (CST) Friday 27th July 2012**

APPLICATIONS

Submit by post or email to:

Vicki Sowry

ANAT

PO Box 8029

Station Arcade, Adelaide SA 5000

vicki@anat.org.au

ENQUIRIES

If you have any questions about the proposal process, please contact:

Vicki Sowry, Program Manager ANAT, vicki@anat.org.au 0400 320 205, or

Jodi Newcombe, Director, Carbon Arts, jodi@carbonarts.org.au 0410 838 083



APPENDIX ONE - ECHOLOGY ROLLOUT AND TIMELINES

STAGE 1: COMPLETED: SEPTEMBER 2011 – MARCH 2012

Suitable sites were identified in Brisbane, Sydney and Melbourne for iconic public artworks generated by real-time data to remain in-situ for a minimum period of ten years.

ECHOLOGY seminars took place in Brisbane, Sydney and Melbourne to showcase the work of the following world-leading artists in data-generated practice:

Julie Freeman (UK): <http://www.translatingnature.org>

Usman Haque (UK): <http://www.haque.co.uk/> and <http://www.pachube.com/>

Joyce Hinterding (AUS): http://www.sunvalleyresearch.net/?page_id=319

Geo Homsy (USA): <http://www.squid-labs.com/people/geo.html>

Natalie Jeremijenko (AUS/USA): <http://www.environmentalhealthclinic.net/>

DV Rogers (NZ/AUS): <http://www.allshookup.org/seismic.htm>

Watch: ECHOLOGY seminar, Brisbane, March 2013

<http://edgeqld.org.au/blog/2012/04/16/anat-echology-making-sense-of-data/>

STAGE 2: JUNE – NOVEMBER 2012

1 June 2012

Call for proposals released

27 July 2012

Deadline for proposals

10 August 2012

Selection of one proposal for each of the three sites complete; applicants notified of outcome

August-September 2012

The three selected artists/teams will conduct site visits, stakeholder and community consultations, and undertake initial infrastructure scoping for the projects. Each project will be provided, where necessary, with a technical consultant to facilitate scoping and planning for project infrastructure.

Monday 29 October – Friday 2 November 2012

An intensive residential lab in Sydney, led by Javier Candeira, Usman Haque and Geo Homsy, will develop selected projects to near-prototype stage. All travel and accommodation will be covered.

November 2012

Final development of projects

STAGE 3: DECEMBER 2012 – AUGUST 2013

December 2012 – May 2013

Production

June – August 2013

Launch



APPENDIX TWO - BACKGROUND MATERIAL

Watch

ECHOLOGY seminar, Brisbane, March 2013

<http://edgeqld.org.au/blog/2012/04/16/anat-echology-making-sense-of-data/>

Listen

ECHOLOGY feature, ABC Radio National, Future Tense, May 2013

<http://www.abc.net.au/radionational/programs/futuretense/creative2c-artistic-uses-of-data/4012178>

Artistic Context

The following links are to projects that provide the artistic context for ECHOLOGY. They are included to demonstrate the type of work currently being produced, as well as examples of technology applications with repurposing potential.

Big Vortex: <http://www.realities-united.de/#PROJECT,197,1>

Amphibious Architecture: <http://www.sentientcity.net/exhibit/?p=5>

The Lake: <http://www.juliefreeman.co.uk/lake/>

Living Light: <http://www.livinglightseoul.net/index.htm>

Particle Falls: <http://01sj.org/2010/artworks/particle-falls/>

Climate Clock: <http://climateclock.wordpress.com/about/about-climate-clock/>

eCloud: <http://www.ecloudproject.com/>

PIEQF: http://www.youtube.com/watch?v=zC5rW6WE3ak&feature=player_embedded#!

Connection: <http://www.uva.co.uk/work/connection#/5>

bit.fall: <http://www.drift-london.co.uk/artists-10/>

Data Fountain: <http://www.koert.com/work/datafountain/>

Philadelphia Project: <http://www.echelman.com/philadelphia.html>

ECHOLOGY Partners

[ANAT](#) is Australia's leading organisation working at the intersection of art, science and technology. For over two decades it has provided leadership and support to individuals and organisations pursuing collaborative and creative research projects in Australia and beyond.

[Carbon Arts](#) facilitates an increased role for artists in generating awareness and action on climate change. As well as its work with artists, CA works across economics, science, and technology to encourage diverse and open dialogue as one way of meeting the environmental challenges facing contemporary society.

[Lend Lease](#) is one of the world's leading fully integrated property and infrastructure solutions providers, with strong development, investment management, project and construction management and asset and property management capabilities. Founded in Sydney in 1958 the group is committed to creating and building innovative and sustainable solutions, forging partnerships and delivering strong investment returns.

The [National Institute for Experimental Arts](#) (NIEA) at UNSW is a dynamic experimental research facility integrating the College of Fine Arts' research centres, groups and galleries. NIEA aims to produce internationally leading research addressing national priorities and global problems, including environmental sustainability, frontier technologies, indigenous culture and inter-cultural relations.

Queensland University of Technology's [Creative Industries Precinct](#) is dedicated to creative experimentation and commercial development in the creative industries and provides a platform for artists, designers, researchers, educators and entrepreneurs to easily connect and collaborate.



APPENDIX THREE – LAB LEADER PROFILES

The ECHOLOGY Lab Leaders are luminaries in their respective fields and, in addition to their role guiding the development process and transferring skills and expertise to the Lab participants, provide direct access to key international networks.

JAVIER CANDEIRA (AUS) is a Spanish-born educator, artist and activist working at the intersection of technology, art and politics. He has produced an internet culture TV show for Canal+, built interactive television services for Universal Studios and curated exhibitions for Art Futura, Sony and the City of Madrid. He collaborated in the porting of the Creative Commons licenses to the Spanish legal system, and has participated in campaigns to promote free and open source software, internet neutrality, open access to public data and freedom against software patents. He owns and runs Barrapunto.com, the leading Spanish language community around open source and civil rights in the digital realm. Currently he teaches embedded devices and utility computing to students at Monash University.

USMAN HAQUE (UK) is the founder of Pachube (now known as Cosm.com), a real-time data infrastructure and community for the Internet of Things (acquired by LogMeIn Inc in 2011); and director of UK-based Haque Design + Research. Trained as an architect, he has created responsive environments, interactive installations, digital interface devices and dozens of mass-participation initiatives. His skills include the design and engineering of both physical spaces and the software and systems that bring them to life. He received the 2008 Design of the Year Award (interactive) from the Design Museum, UK, a 2009 World Technology Award (art), a Wellcome Trust Sciart Award, a grant from the Daniel Langlois Foundation for Art, Science and Technology, the Swiss Creation Prize, Belluard Bollwerk International, the Japan Media Arts Festival Excellence prize and the Asia Digital Art Award Grand Prize.

GEO HOMSY (USA) is an innovator, scientist, engineer, and technology artist with a deep understanding of physics, computation, biology, and robotics. He holds a PhD in Electrical Engineering and Computer Science from MIT and has collaborated on more than thirty large-scale machine sculpture and technology-based artworks over a period of 23 years. He has also made original contributions in theoretical chemistry, biological computation, secure networks, and spread-spectrum data storage. Current work includes biofuels research, guidance navigation and control for aerospace applications, and teaching introductory electronics to artists. Geo is a member of the three-artist *Organograph* team, winners of the San Jose Climate Clock international design competition.

