

ARTIST SELECTION FOR TERMINAL 1-LINDBERGH SIGNATURE PIECE

Introduction

In July 2016, the Commission approved the first five-year project plan for the MSP Percent for Arts and Culture Program. That plan projects development of commissioned artwork in the remodeled Terminal 1-Lindbergh (T1) Arrivals/Departures area. In early 2017, MAC and Airport Foundation MSP staff initiated the planning and selection process for this artwork to ensure adequate coordination with the building modifications underway within the MAC Capital Improvement Program.

Commissioned Art Process

The MSP Arts and Culture Master Plan (“Master Plan”), approved as amended by the Commission in April 2016, establishes the selection process for commissioned art. At the May 2017 Commission meeting, we outlined that process, and have followed that process as described below.

First, MAC Airport Development presented the project vision, scope and goals to the MSP Arts & Culture Steering Committee (“Steering Committee”) for review and approval. In brief, the project is a site-specific sculptural work of art that is potentially suspended from the ceiling of the T1 Departures level and descends through an open space to the T1 Arrivals level. The Steering Committee approved the following goals for the project:

- Create a signature piece of artwork for MSP that becomes a symbol for the airport and the region.
- Anchor the central gathering space on both the departures and arrivals levels by creating a visual connection between the two levels.
- Complement and promote the identity of the airport through a project that connects the airport to the region.
- Employ an appropriate level of community engagement to ensure a sense of community pride in the artwork.
- Provide the artist with clear direction and vision to ensure a positive experience and process for the artist, arts community, support teams and passengers.
- Create mentoring opportunities that expose emerging regional artists to large-scale art installation experience.
- Fulfill the mission and goals of the MSP Arts and Culture Master Plan to create a welcoming atmosphere, enhance MSP Airport’s image, enrich the public’s experience, and promote a sense of place through arts and culture.

Second, the Steering Committee created a Selection Panel for the project, which has consisted of the following members:

- Jack Becker, Founder and Director of Community Services, Forecast Public Art
- Lyndel King, Director, Weisman Art Museum
- Colleen Sheehy, Executive Director, Public Art Saint Paul
- Jay Coogan, President, Minneapolis College of Art and Design
- Mark Addicks, Retired CMO and Senior VP, General Mills Corporation
- James Garrett, Jr., Managing Partner and Architect, 4RM+ULA
- Mohammed Lawal, Principal Architect and CEO, LSE Architects

- Sharon Sayles-Belton, VP Government Affairs and Community Relations, Thomson Reuters; former Mayor of the City of Minneapolis
- Erica Prosser, former Commissioner, MAC
- Dennis Probst, former Executive Vice President/COO, MAC
- Alan Howell, Senior Architect, MAC
- Phil Burke, Director MSP Operations, MAC
- Jeff Nawrocki, Asst. Director MSP Operations/Facilities T1, MAC
- Robyne Robinson, Consulting Director, Arts @ MSP
- Jana Webster, Executive Director, Airport Foundation MSP
- Thomas Anderson, Chair, MSP Arts & Culture Steering Committee

MAC also hired Meridith McKinley, at Via Partnership, LLP, to coordinate and moderate the selection process.

The Selection Panel developed the following criteria for selection of the artist:

- Artistic excellence as demonstrated by past work and submitted materials.
- A clear understanding of the project.
- A body of work that demonstrates an ability to create an artwork that responds to the goals of the project.
- A demonstrated ability to collaborate with design teams.
- Availability to meet the project timeline.
- Ability and willingness to meet community and mentorship requirements of the project.
- Experience managing projects of similar scale and budget.

The Selection Panel elected to conduct the selection process through a limited call, as allowed by the Master Plan, based on the scale of the project. A Request for Artist Submissions was issued in October 2017 to fifty-nine artists, of which fifteen are based in Minnesota. Thirty-eight responses were received. The Selection Panel reviewed and ranked the responses based on the information submitted and the selection criteria.

After evaluating the thirty-eight responses, the Selection Panel chose to interview five artists. Upon conclusion of the interview process and thorough consideration, the Selection Panel unanimously recommended to the Steering Committee that Jen Lewin be selected as the artist for this project. The Steering Committee approved selection of the recommended artist on March 19, 2018.

Introduction of Jen Lewin

Jen Lewin is an internationally renowned new media and interactive sculptor based in New York. Over her 20-year career, Lewin has honed her architectural background and a highly technical medium to fabricate large-scale interactive sculptures made for public use. At once organic and electronic, Lewin thinks beyond traditional art exhibitions to create an experience that brings vibrancy to public spaces. Lewin's playful sculptures, that exist where art, technology, and communities meet, leave viewers enchanted while encouraging delight through their engagement with the work.

Lewin's works have been featured at events including the Istanbul Light Festival, Vivid Sydney, iLight Marina Bay, Signal Fest and Burning Man, Art Biennales in Denver, Colorado and Gwangju, South Korea, and at solo exhibitions in the United States, Portugal, and England. Jen Lewin has designed and installed permanent public interactive sculptures worldwide, including

the Sidewalk Harp in Minneapolis, Minnesota, and has worked in collaboration as a dynamic lighting designer for permanent, public installations with Claes Oldenburg in Philadelphia, Pennsylvania and with Lawrence Argent in Vail, Colorado.

Jen Lewin, her designs, and installations have been recognized with an Architizer A+ Award, several honorariums from the Black Rock Arts Foundation, and an Artist in Residency at the University of Central Arkansas. Her design and multimedia work has been featured in publications such as The Smithsonian, Wired, The New York Times, BBC News, and The Straits Times. Jen Lewin has spoken about interactive art at events including TEDx Mile High, SXSW, and INST-INT.

Jen Lewin will be introduced at the upcoming Commission meeting on April 23 and will provide a brief presentation. Her work can be viewed electronically at the following links:

Instagram: <https://instagram.com/jenlewinstudio/> | @jenlewinstudio

Facebook: <https://www.facebook.com/JenLewinStudio> | @ArtistJenLewin

Twitter: <https://twitter.com/jenlewin> | @jenlewin

Vimeo: <https://vimeo.com/jenlewinstudio>

YouTube: <https://www.youtube.com/user/JenLewinStudio>

Regional Artist Mentorship

One of the goals established by the Steering Committee for this project is to create mentoring opportunities that expose emerging regional artists to large-scale art installation experience. Through a process facilitated by Arts@MSP, Jen Lewin will select an emerging regional artist to mentor through the three- to four-year design, fabrication and installation process. The mentored artist will have a specific scope of work developed in collaboration with the artist, and will be paid by MAC out of project funds. A Request for Artist Qualifications for the mentorship was issued in March 2018, and twelve responses from Minnesota artists were received. Selection of the mentee artist will be approved by the Steering Committee.