



Plaza del Sol

Kristin Dance
Library and Recreation Services
Arts Commission, May 13, 2026



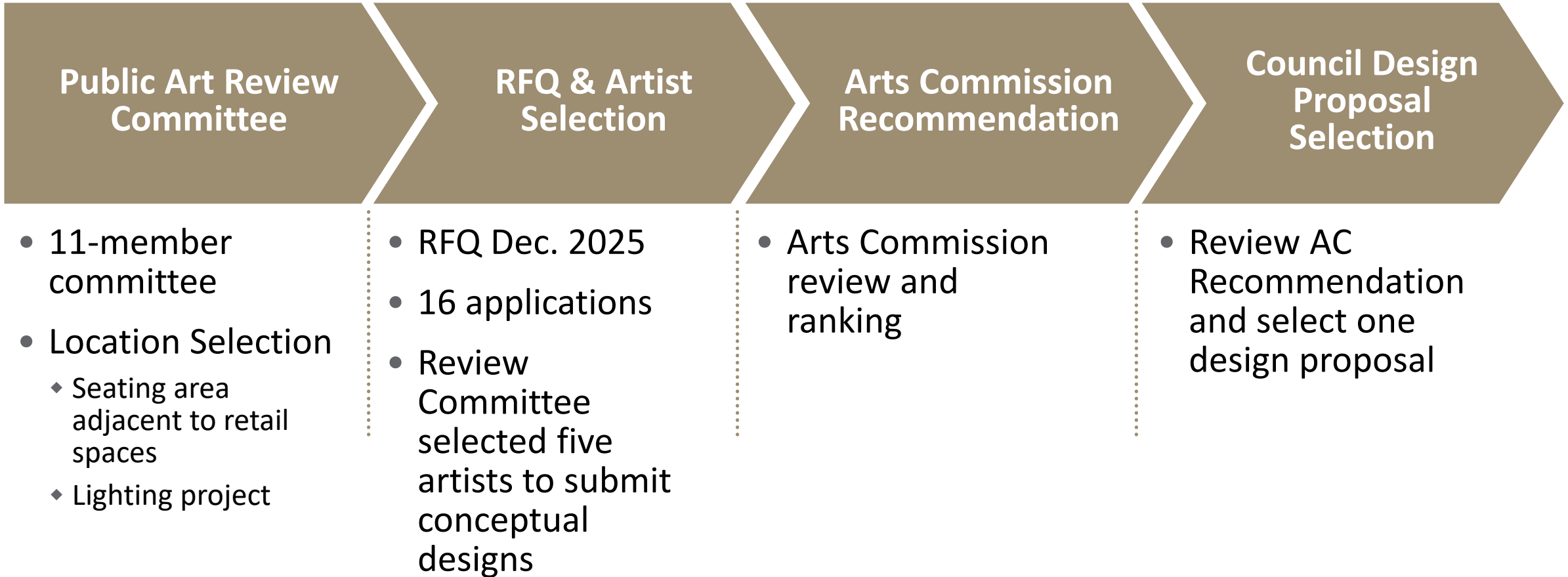
Project Overview

Council Policy 6.4.4 – Art in Public Places

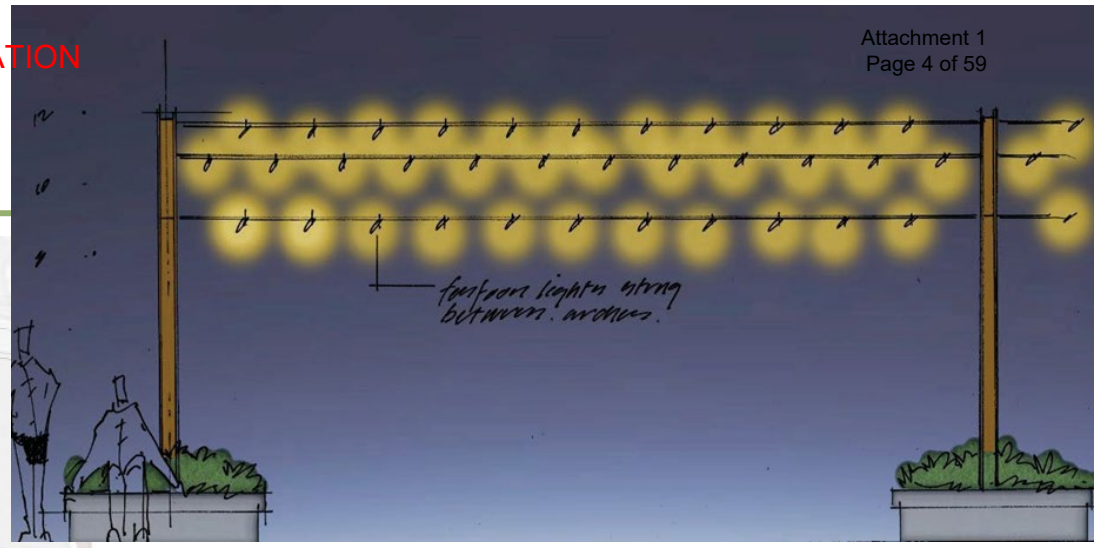
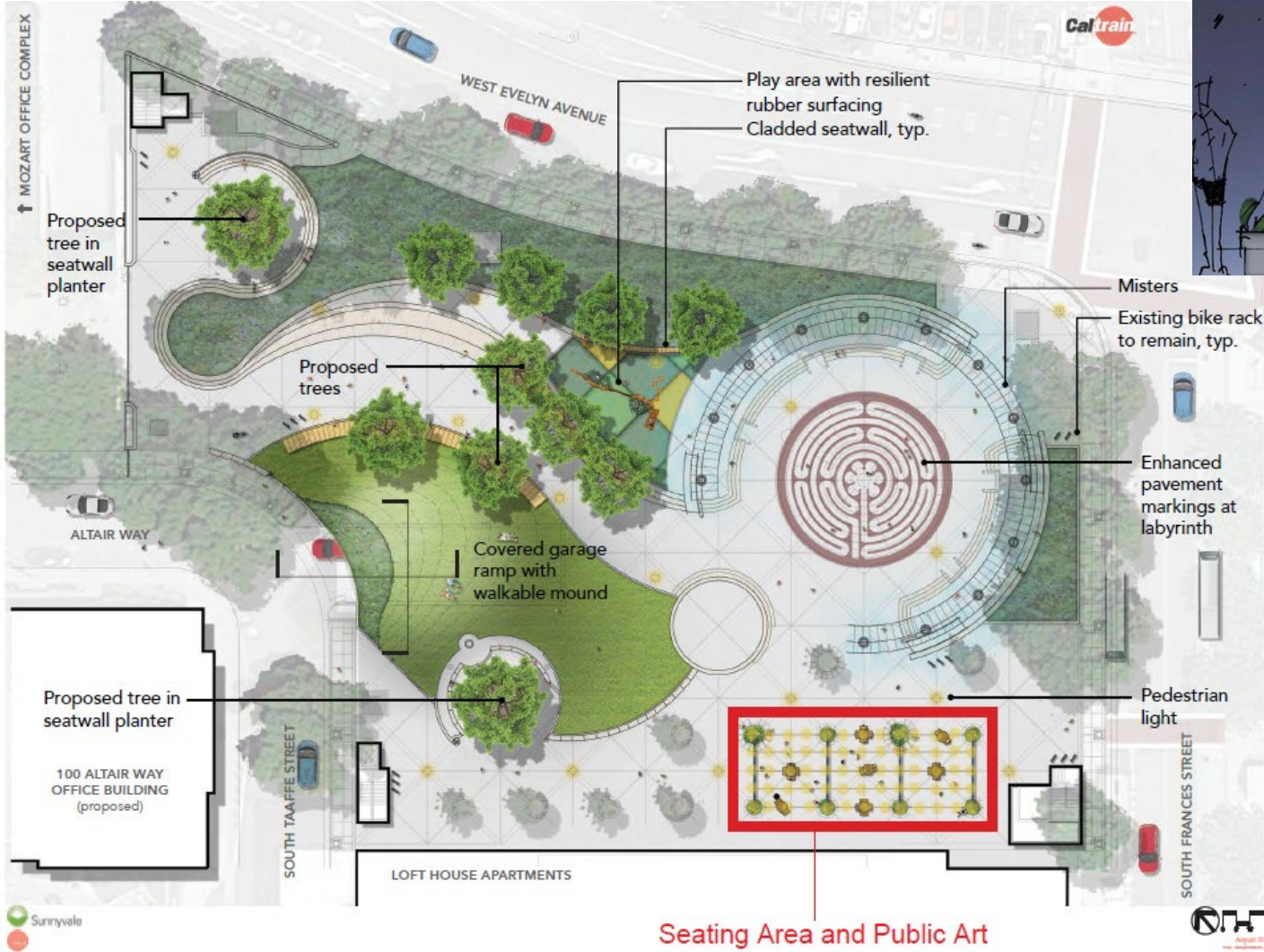
- 1% in public art (\$21,000)
- Additional Funding (\$79,000)
- Total Public Art Budget (\$100,000)
 - ◆ Contingency and artist stipends - \$10,000
 - ◆ Artist commission - \$90,000
- Community Workshop



Process Overview



Selected Location





Conceptual Designs



Charles Gadeken

Proposal 1 – Charles Gadenken

Entwined Cloud

Illuminated Plaza

For Plaza Del Sol
in Sunnyvale, CA



Charles Gadenken

www.charlesgadengen.com

Proposal 1 – Charles Gadeken

Concept



Entwined Cloud envisions a captivating display by constructing a steel cable superstructure and suspending over 2,200 four-inch plastic LED cubes at varying lengths. This innovative design will craft the mesmerizing illusion of an undulating surface

Proposal 1 – Charles Gadeken

Entwined Cloud



Entwined Cloud — derived from a parametric, wave-like surface— creates a sense of motion even when still. The gradation of cube heights produces a gentle topography overhead, encouraging people to gather, linger, and look upward

Proposal 1 – Charles Gadeken

Canopy



During the day, the suspended field of translucent cubes presents a gentle, sculptural form that softly reflects light and shadow.

At night, it transforms into a lively, animated setting, with each cube serving as a programmable pixel capable of displaying billions of colors and continuously changing patterns

Proposal 1 – Charles Gadeken

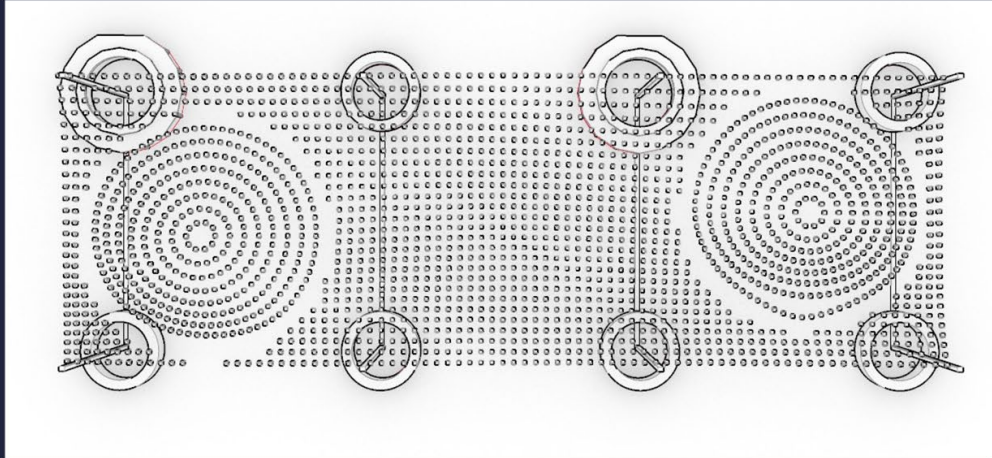
Interactivity



A key strength of Entwined Cloud is its interactivity. Through a simple QR interface, visitors can directly influence the lighting within two circular zones in the canopy, turning the installation into a shared, participatory experience rather than a static object

Proposal 1 – Charles Gadeken

Plan View

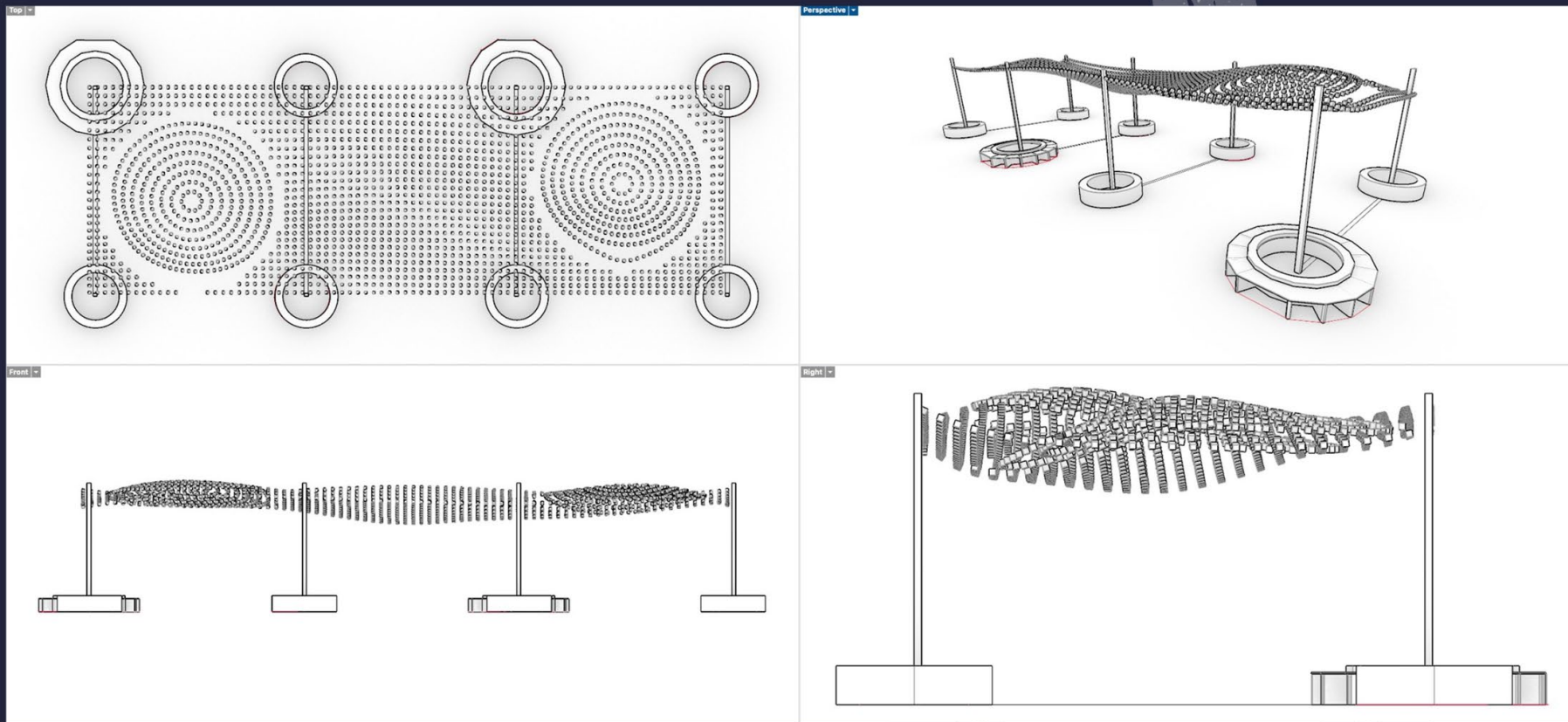


The work balances spectacle with restraint, combining high-energy animation and vivid color with elegance and clarity. This ensures longevity in materials, technology, and aesthetic relevance.

Overall, it's a sophisticated, ambitious proposal that evolves with the community it serves.

Proposal 1 – Charles Gadenken

Plan View



Proposal 1 – Charles Gadenken

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Maintenance



The cubes are made from rotomolded plastic for strength and UV durability, with threaded inserts for secure installation. Each contains double-diffused LEDs for even, protected illumination.

This system has been used in outdoor installations for over 10 years and includes remote access, logging and monitoring. Additional replacement components will be provided to ensure long-term performance.

Proposal 1 – Charles Gadeken

Light and the art of Charles Gadeken

Charles Gadeken's lighting is immersive, system-driven, and alive. He treats light as a dynamic material, where patterns evolve over time instead of simply changing colors. Individual LEDs operate like pixels, but together they form continuous waves, gradients, and flowing fields that move through space.

A defining quality is slow, layered complexity—subtle transitions, overlapping behaviors, and motion that feels organic, like wind or water rather than programmed effects. Even when interactive, the work doesn't hand over full control; instead, participants gently influence the system, keeping the piece balanced. Ultimately, his lighting creates not just an object, but an atmosphere—something you don't just see, but inhabit.

Charles has built a community of over 20 programmers who have been building his LED pattern custom library for over 15 years, and it is unrivaled in its complexity and nuance.

Proposal 1 – Charles Gadenken

Thank You

Charles Gadenken
<http://www.charlesgadeken.com>
art4fire@gmail.com
415-359-5084

“We Build Works of Art on Time, on Budget and Beyond Expectations”



Luminous Waveforms

(Phil Spitler and Victoria Mara Heilweil)

Proposal 2 – Luminous Waveforms



Proposal 2 – Luminous Waveforms

Goals

- Create a striking sculpture to attract more visitors to the Plaza del Sol.
- Use light to add illumination to the plaza in the evening to encourage more usage of the seating area.
- Utilize our design aesthetic of curved, repeating lines and parametric forms as the basis for our light sculpture.
- Harmonize the forms, color and lighting with the enhancements being added to the plaza.
- Have visual impact during the day and night.
- Bring a playful energy to the plaza.



Proposal 2 – Luminous Waveforms

Inspiration

These images illustrate the organic lines and parametric design we are known for and our visual inspiration for the design of our artistic light sculpture for Plaza del Sol.

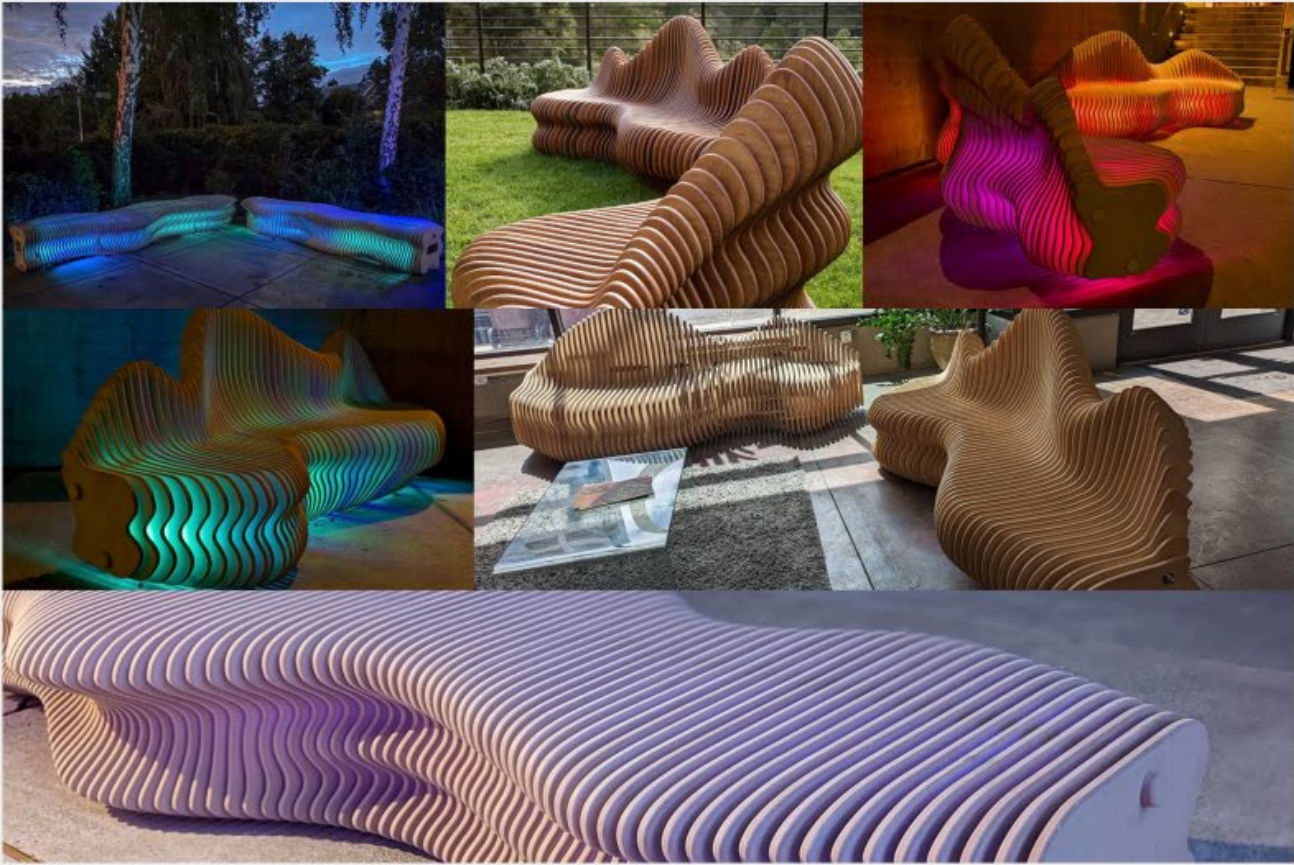


Proposal 2 – Luminous Waveforms

Previous Related Commissions

Our design aesthetic draws inspiration from organic forms. The projects on this page are all from our illuminated seating, and showcase them both during the daytime and in the evening when lit up.

<https://philspitler.carbonmade.com/luminous-waveforms>

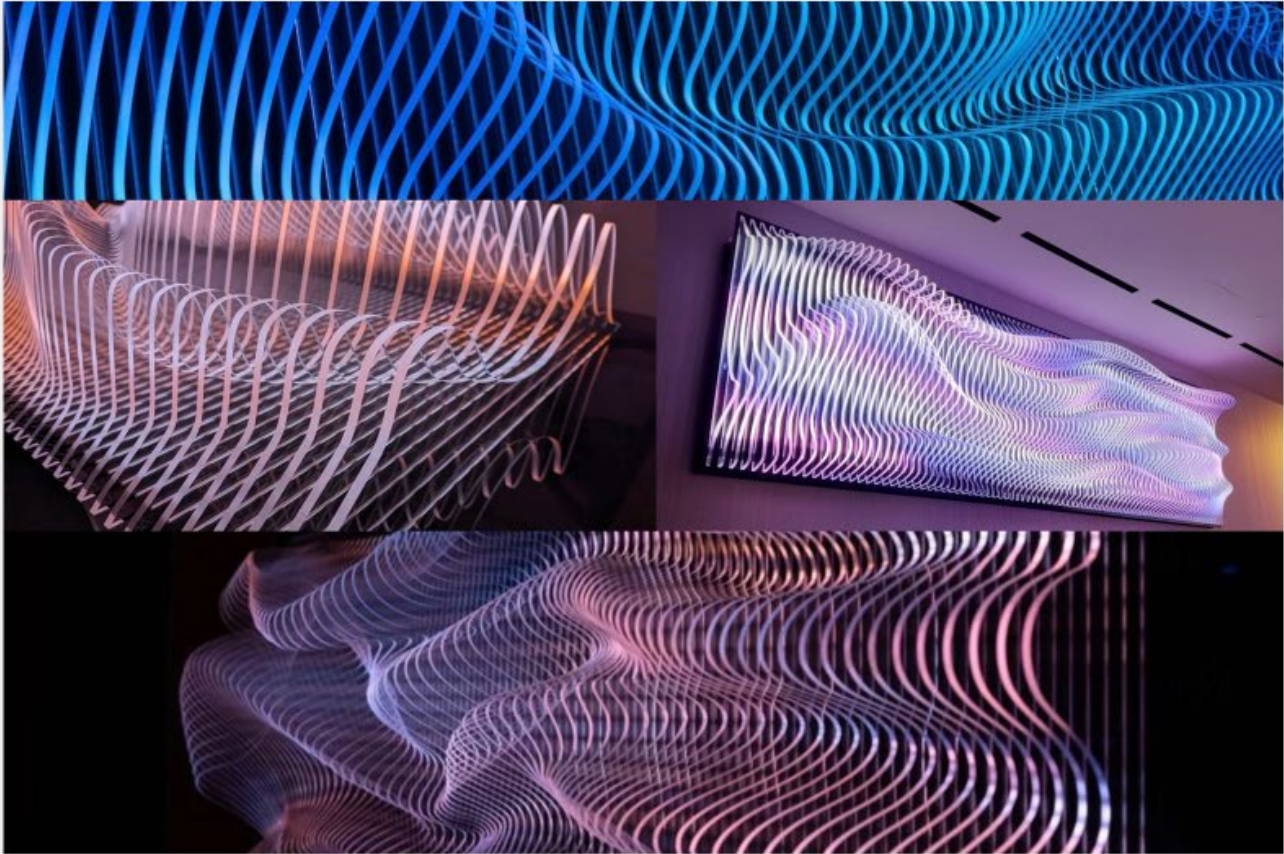


Proposal 2 – Luminous Waveforms

Previous Related Commissions

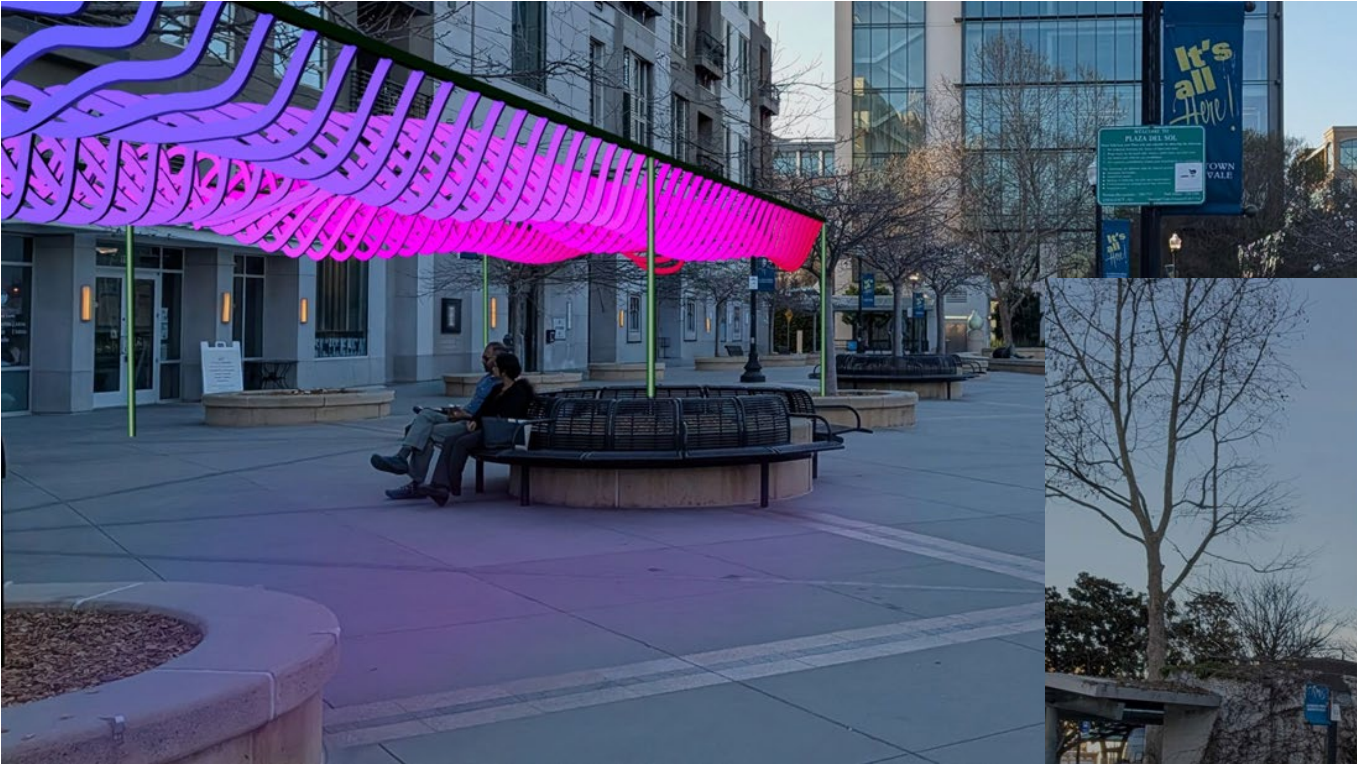
These images illustrate our use of parametric curved and repeating forms. Projects on this page are examples of our illuminated wall sculptures. These use acrylic and edge lighting to create movement that accentuates the physical forms.

<https://philspitler.carbonmade.com/spectrscape>



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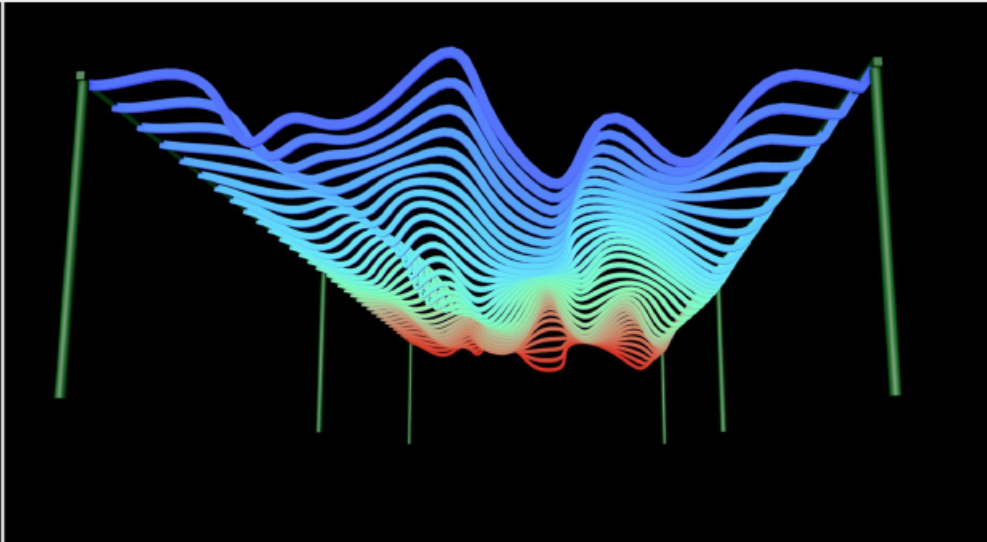
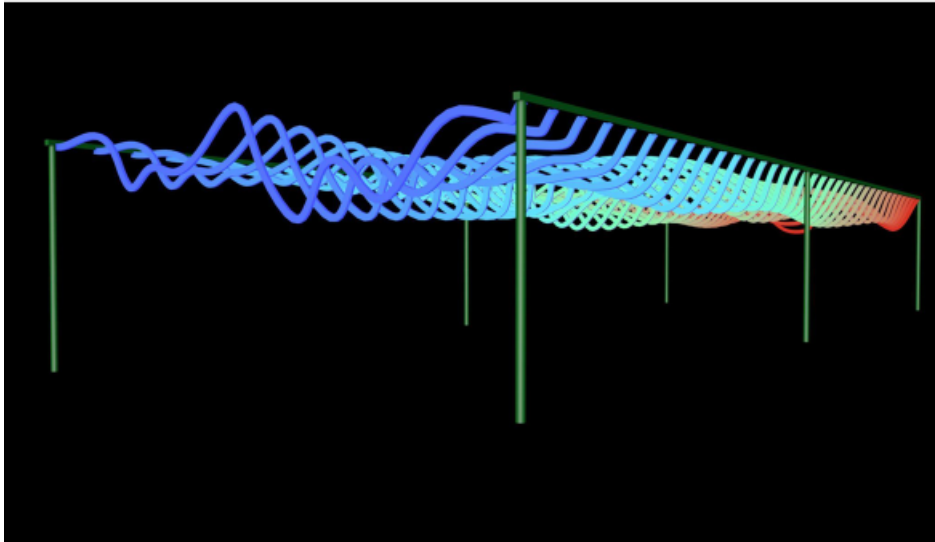
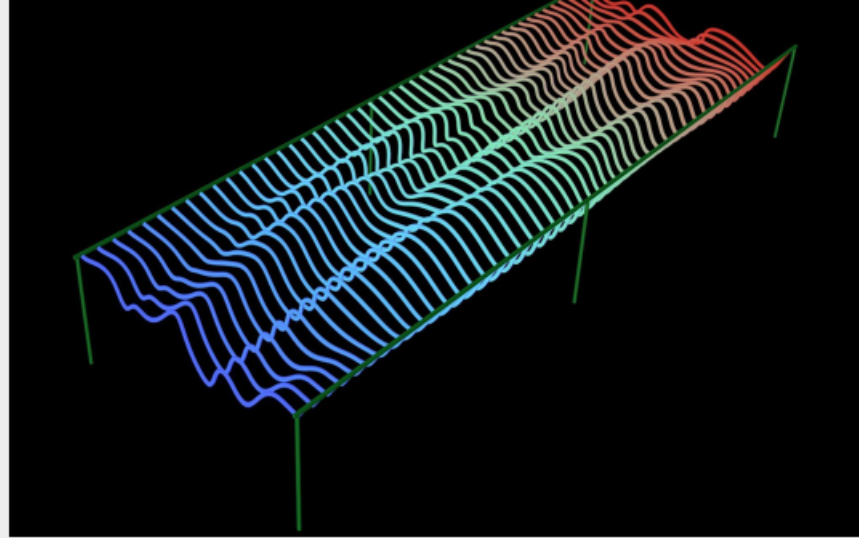
Proposal 2 – Luminous Waveforms



Proposal 2 – Luminous Waveforms

Renderings

These renderings are a mock-up to visually illustrate our proposal, and should not be seen as a finalized design. If our proposal is selected, we will spend time to refine the shape and color palette of the light sculpture.



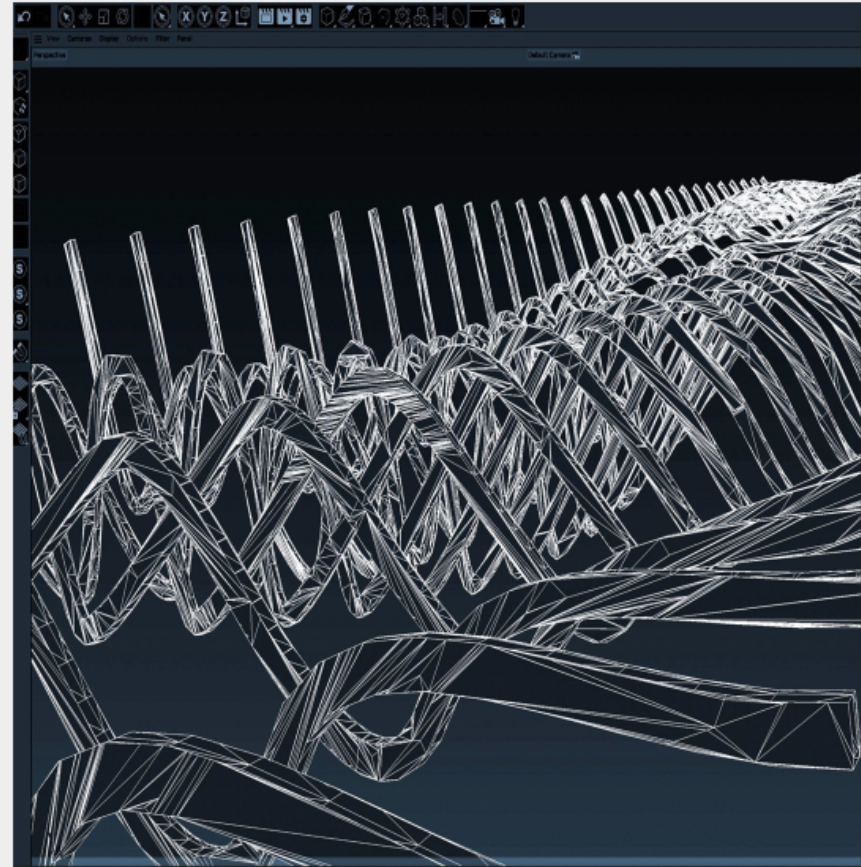
Proposal 2 – Luminous Waveforms

Process and Materials

We begin our design process on the computer by creating a 3D model, which is then divided into slices. Once we have our initial design, we make a small scale prototype to see the forms in a physical state. This important step in our process allows us to see any issues with the design and experience how the curves flow in space. After any needed additional iterations and prototypes, we settle on the final design for fabrication.

Our outdoor materials are all weatherproof and easy to maintain. For this project, we foresee using either steel or aluminum that can be powder coated in any color for the support structure. The LED tubes are ones we have worked with in the past and are extremely consistent. They are a 40mm diameter LED neon tubes with diffusion and soft illumination that have a strong light output.

The custom light score is inspired by the site. We brainstorm initially in our studio to experiment with the lighting, but do the final adjustments to the palette, illumination and motion on location to work with the surrounding elements.



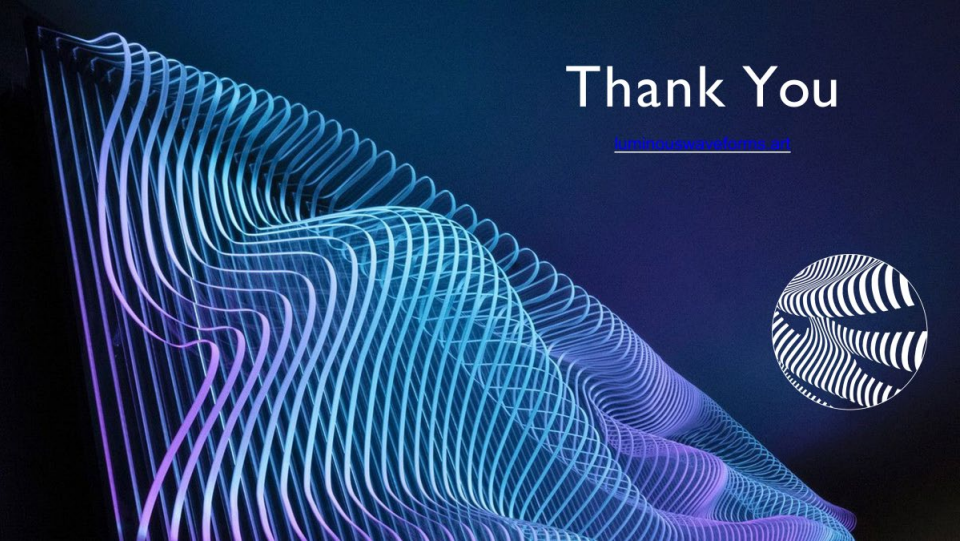
Proposal 2 – Luminous Waveforms

Luminous Waveforms

Luminous Waveforms, the collaborative art practice of Phil Spitler and Victoria Mara Heilweil, merges fine art with emerging technology to create innovative and immersive art experiences. Luminous Waveforms projects have been exhibited at the Napa Lighted Arts Festival, Oakland Immersive Arts Festival, ZERO1 Biennial, California Academy of Sciences, Autumn Lights Festival in Oakland, Maker Faire, Jonathan Carver Moore Gallery and San Francisco City Hall. Spitler and Heilweil have also produced public artworks for the City of Indio, Los Altos Public Art, J. Resort in Reno, CA and the Temple of Direction at Burning Man. In 2023, Luminous Waveforms was selected from over 900 applicants as one of just 18 proposals for Vacant to Vibrant—a collaboration between SF New Deal and the City of San Francisco—to revitalize downtown with pop-up activations in vacant storefronts.

Victoria, an MFA graduate from California College of the Arts, has over 30 years of experience as an exhibiting lens-based fine artist and independent curator. She brings a refined approach to conceptual development and visual aesthetics to the collaboration. Phil, with more than three decades in visual effects and emerging technologies, has spent the last 10 years mastering illuminated art, using fabrication techniques such as laser cutting, CNC milling, and 3D printing.

Our collaborative process is a true partnership, with both of us equally involved in the concept, design, and fabrication of each piece. Phil takes the lead on technical execution, leveraging his expertise in LED sequencing and coding, while Victoria ensures every project meets the highest artistic standards with her meticulous attention to detail. Together, we merge technical innovation with artistic expression to create unique and impactful works.





Mandy Palasik Studio

DRAFT PRESENTATION

Proposal 3 – Mandy Palasik Studio



DRAFT PRESENTATION

Proposal 2 – Mandy Palasik Studio



REVIEWING LIGHTING MOCKUP FOR CURRENT CONFLUENCIA SHADE STRUCTURE AND GATHERING SPACE PROJECT

Mandy Palasik is a licensed architect and artist with over fifteen years of experience designing public environments. Her work operates at the intersection of art, architecture, and community, creating site-responsive installations that engage light, color, and spatial experience. She brings a strong technical foundation and collaborative approach to delivering complex projects in the public realm.



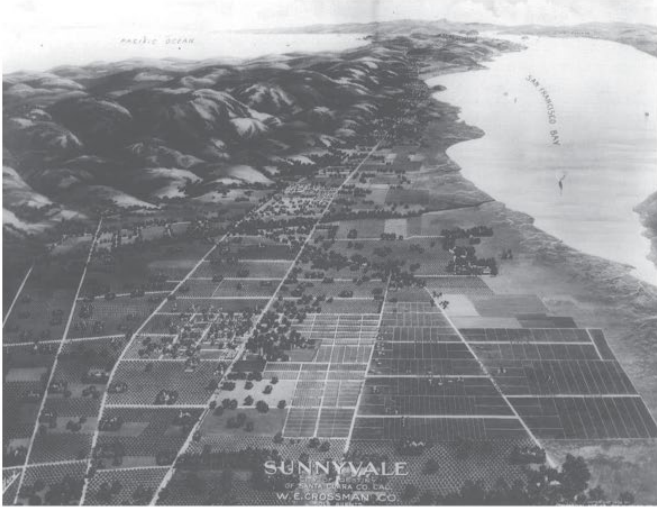
DREAM IN RIBBONS, TEMPORARY INSTALLATION/SHADE STRUCTURE
Los Angeles, California



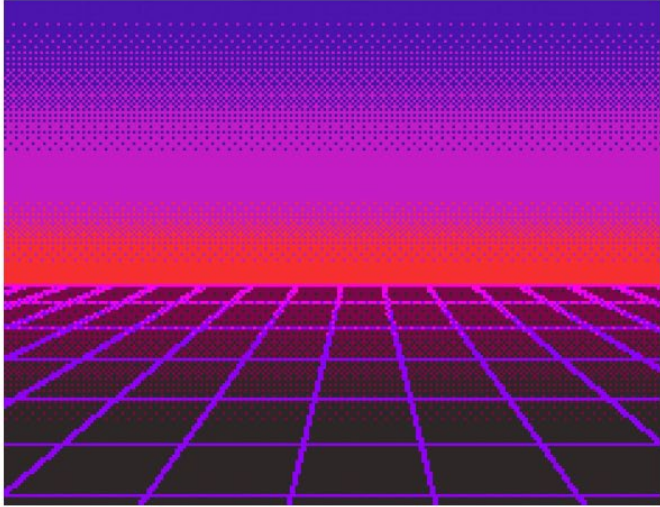
NEW CARROLLTON LIBRARY ADDITION, PROJECT ARCHITECT WITH GWO INC.
New Carrollton, Maryland

Proposal 3 – Mandy Palasik Studio

INSPIRATION



SUNNYVALE AGRICULTURAL GRID
Crossman Advertising Map of Sunnyvale, 1906.
Courtesy of California History Center (Sunnyvale History Collection).



OUTRUN GRID HORIZON / A NEON FIELD SIGNALING THE DAWN OF CYBERSPACE
Courtesy of Dreamstine.com

Our proposal is inspired by Sunnyvale’s shifting landscape, from agricultural rows to digital terrain. Drawing from the ordered geometry of orchard plots and the nostalgic, horizon-driven aesthetics of early video games, the installation creates a dynamic field of color, movement, and light that immerses visitors in an interactive and playful environment, inviting gathering, curiosity, and discovery.

Proposal 3 – Mandy Palasik Studio

CONCEPT



SOLARIS ATARI 2600 VIDEO GAME SNAPSHOT WITH PERSPECTIVE HORIZON
Courtesy of lmorecastle.com



ATARI2600 NTSC PALETTE, PROPOSED LIGHTING SCHEME COLORS
Courtesy of Wikimedia.org

Emerging from Sunnyvale, Atari video games pioneered digital culture, bringing people together through shared play and opening portals into immersive, imagined worlds. This proposal translates that legacy into physical space, reflecting the City's brand essence of "Bold, Sustainable Innovation" while activating Plaza Del Sol as a vibrant, colorful amenity for residents, visitors, and local businesses.

Rooted in early digital environments, linear fields of light, color, and simple geometric systems evoke movement and depth. The proposed design aligns with the existing rhythms of the plaza, echoing its angular paving and architectural lines while extending rays outward as a contemporary horizon—expressing momentum, connectivity, and Sunnyvale's forward-looking spirit.

Proposal 3 – Mandy Palasik Studio

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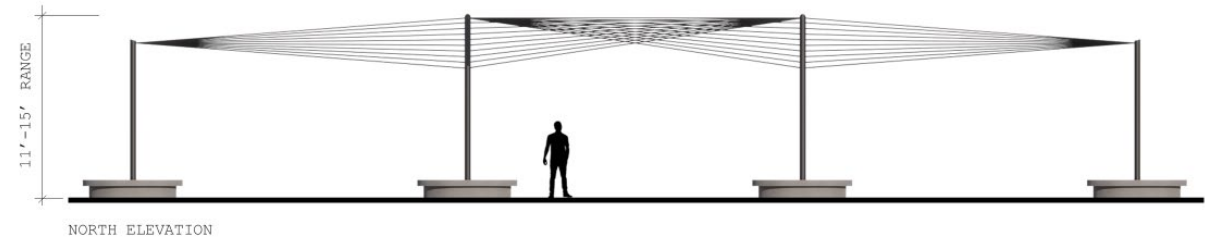


The installation is designed to create a recognizable identity for Plaza Del Sol, drawing people through the space and encouraging longer dwell time for surrounding businesses and community use.

Proposal 3 – Mandy Palasik Studio

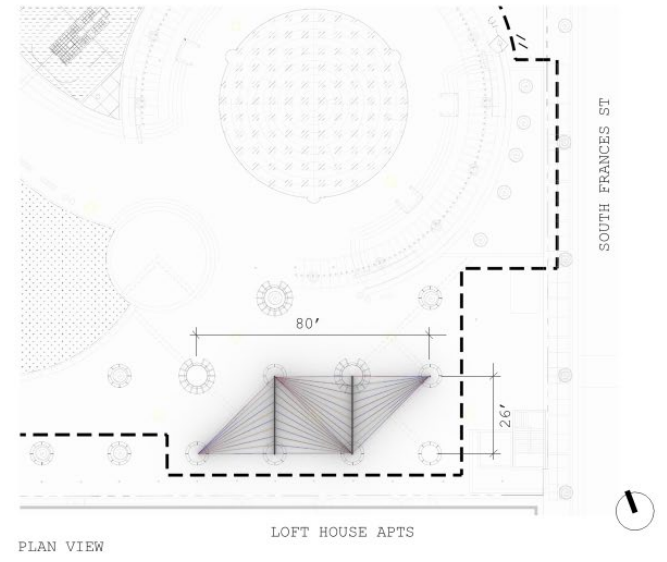
DESIGN

NOT TO SCALE



The proposed design introduces a luminous canopy composed of modular, architectural-grade LED neon elements suspended on high-tensile aircraft cables and supported by steel posts embedded within the existing planters, maintaining clear circulation throughout the plaza.

The integral design of the fixtures and lightweight structure allows the lines of light to visually hover above the space.



Proposal 3 – Mandy Palasik Studio

DRAFT PRESENTATION



During the day, the lines read as a subtle framework, casting layered shadows that shift across the plaza over time, bringing movement and visual interest to the ground plane while maintaining an open and unobstructed space for daily use and events.



At night, the canopy becomes a field of light. The LEDs are programmable, with a default setting that is calm and ambient. At select moments, subtle patterns of color move through the system, drawing from the visual language of early video games and adding energy without becoming overwhelming.

Proposal 3 – Mandy Palasik Studio

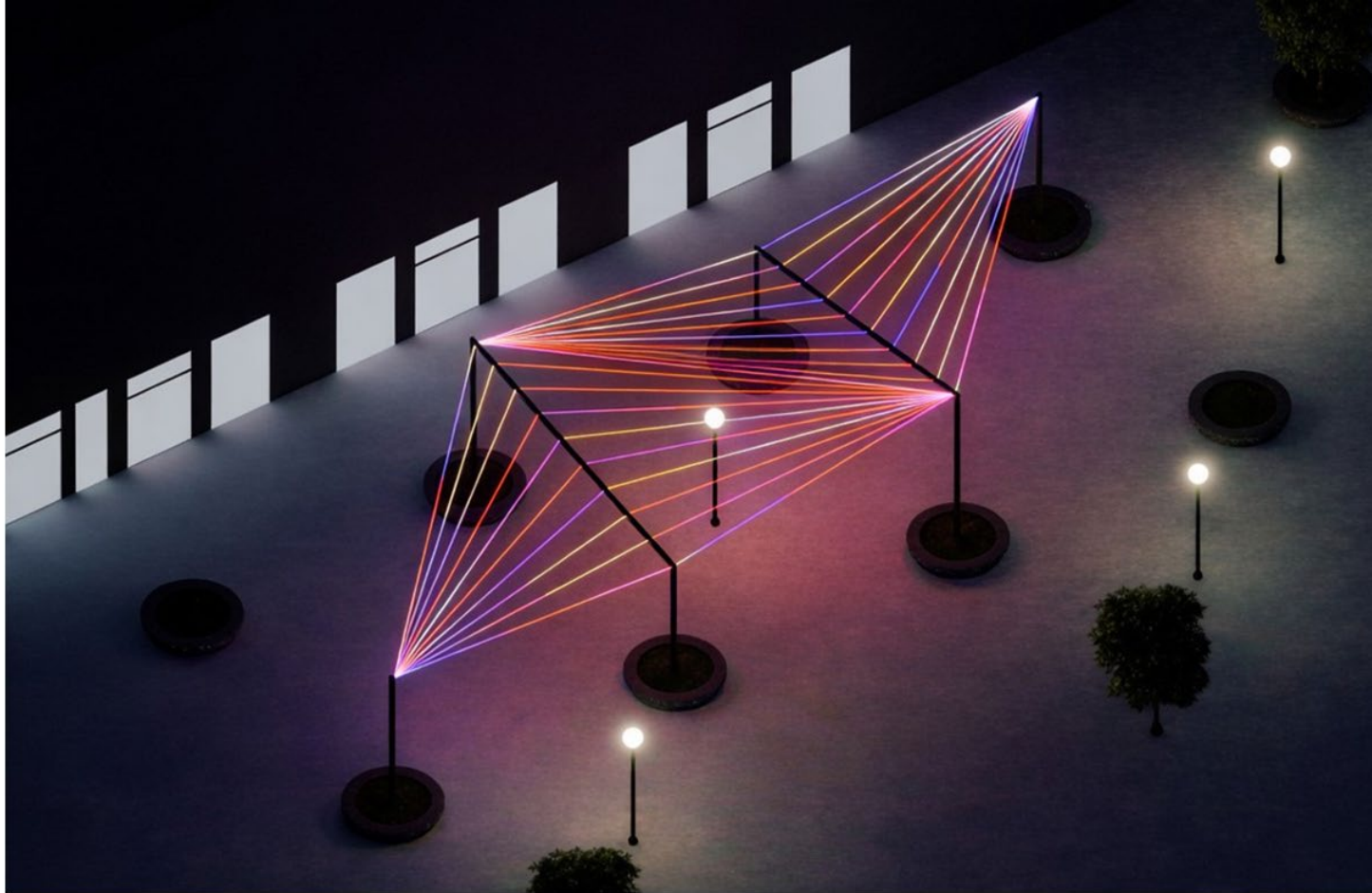
DRAFT PRESENTATION



As people move through the space, the experience shifts. The lines open up in some areas and tighten in others, creating a sense of movement and variation in light intensity.

Proposal 3 – Mandy Palasik Studio

DRAFT PRESENTATION



Subtle variations in column height introduce a gentle undulation across the field, allowing the lines to gather, disperse, and converge in moments of visual intensity. These convergences create perspectival "rays" that recall the horizon lines and vanishing points of early video game environments, where space was defined through motion, rhythm, and light.

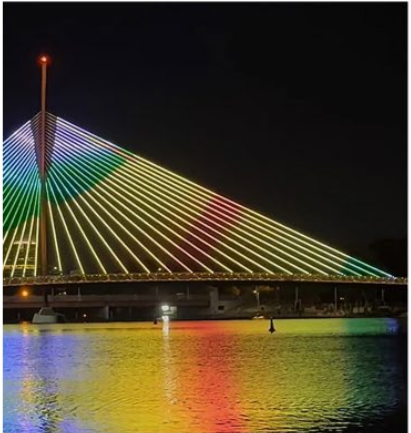
Proposal 3 – Mandy Palasik Studio

DRAFT PRESENTATION

DESIGN REFERENCE



DEFAULT STATIC WARM WHITE LIGHT SETTING, PROGRAMMABLE



BOORLOO BRIDGE, LED ON CABLES
PERTH, AUSTRALIA
Courtesy of Colorkinetics.com



LIFE LINE BY DAVID SVENSSON
SUSPENDED LED; STOCKHOLM, SWEDEN
Courtesy of Gecem.com

The system is composed of durable, architectural-grade components designed for long-term outdoor use, minimizing maintenance while allowing for straightforward replacement of individual elements if needed.

The open cable structure minimizes surfaces for debris accumulation and does not require regular cleaning beyond periodic inspection and occasional cable tensioning.

Energy-efficient LED technology and a lightweight structural approach reduce material use and long-term energy demand.

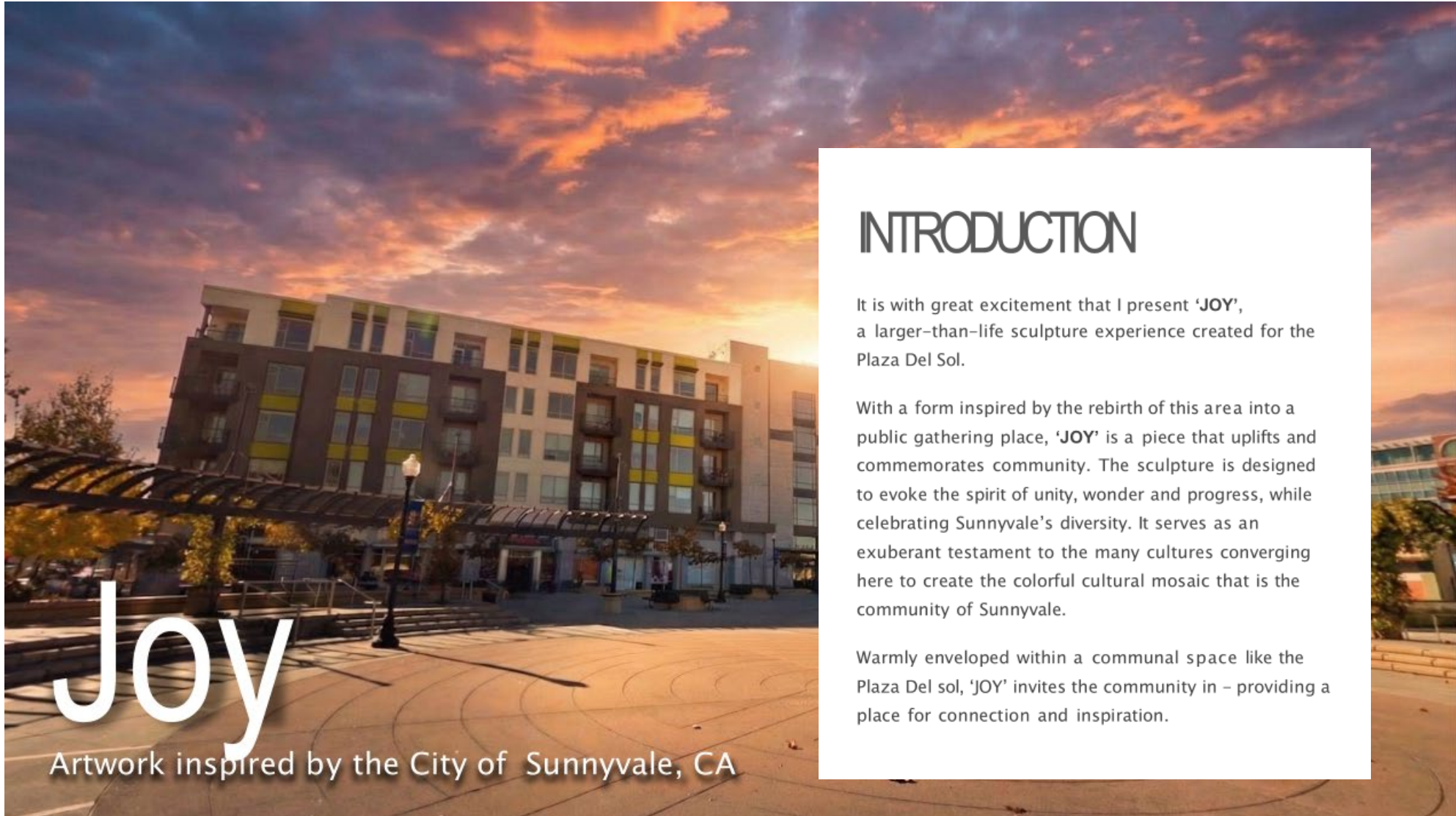
All lighting elements are modular, allowing individual components to be accessed and replaced without impacting the overall system. Electrical connections are consolidated and accessible to simplify troubleshooting and reduce downtime.

Light levels and color transitions will be carefully calibrated to avoid glare and spill, ensuring compatibility with surrounding residential and commercial uses.



James Peterson

Proposal 4 – James Peterson



Joy

Artwork inspired by the City of Sunnyvale, CA

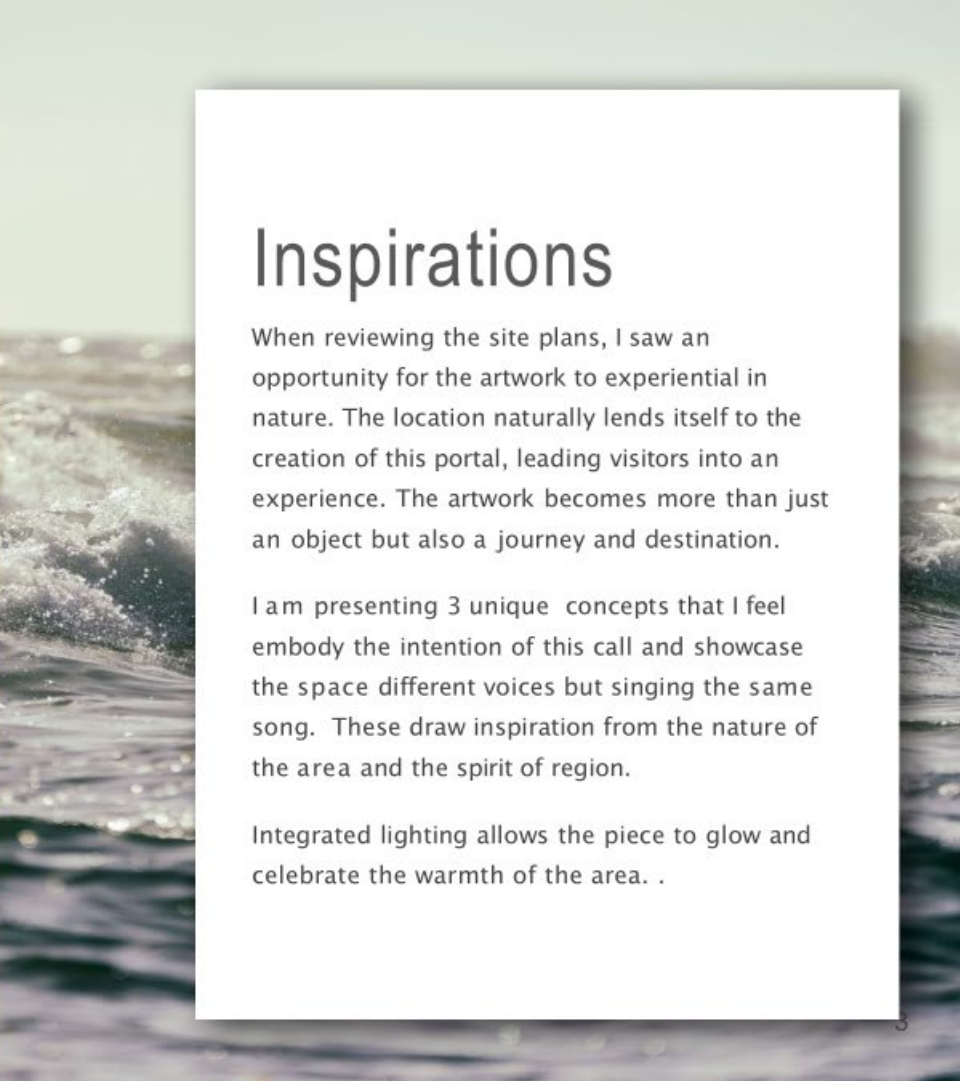
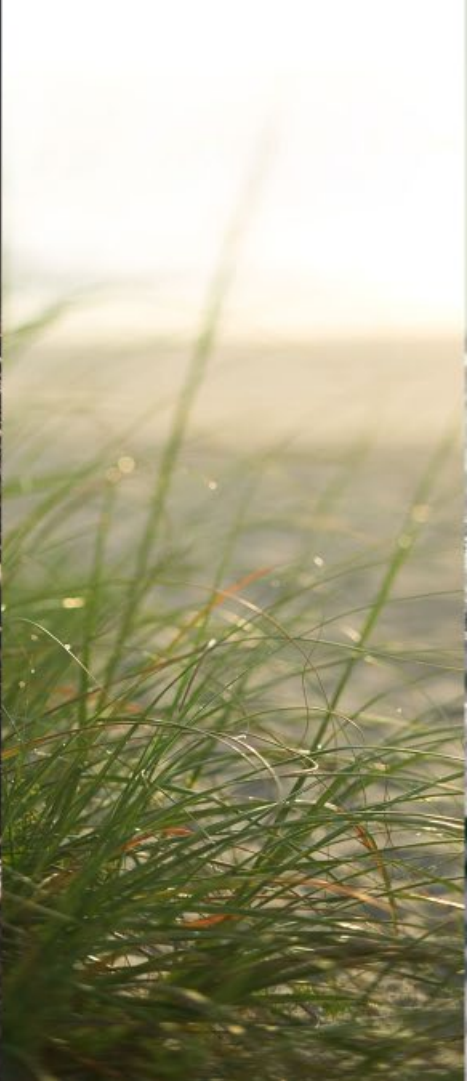
INTRODUCTION

It is with great excitement that I present 'JOY', a larger-than-life sculpture experience created for the Plaza Del Sol.

With a form inspired by the rebirth of this area into a public gathering place, 'JOY' is a piece that uplifts and commemorates community. The sculpture is designed to evoke the spirit of unity, wonder and progress, while celebrating Sunnyvale's diversity. It serves as an exuberant testament to the many cultures converging here to create the colorful cultural mosaic that is the community of Sunnyvale.

Warmly enveloped within a communal space like the Plaza Del sol, 'JOY' invites the community in – providing a place for connection and inspiration.

Proposal 4 – James Peterson



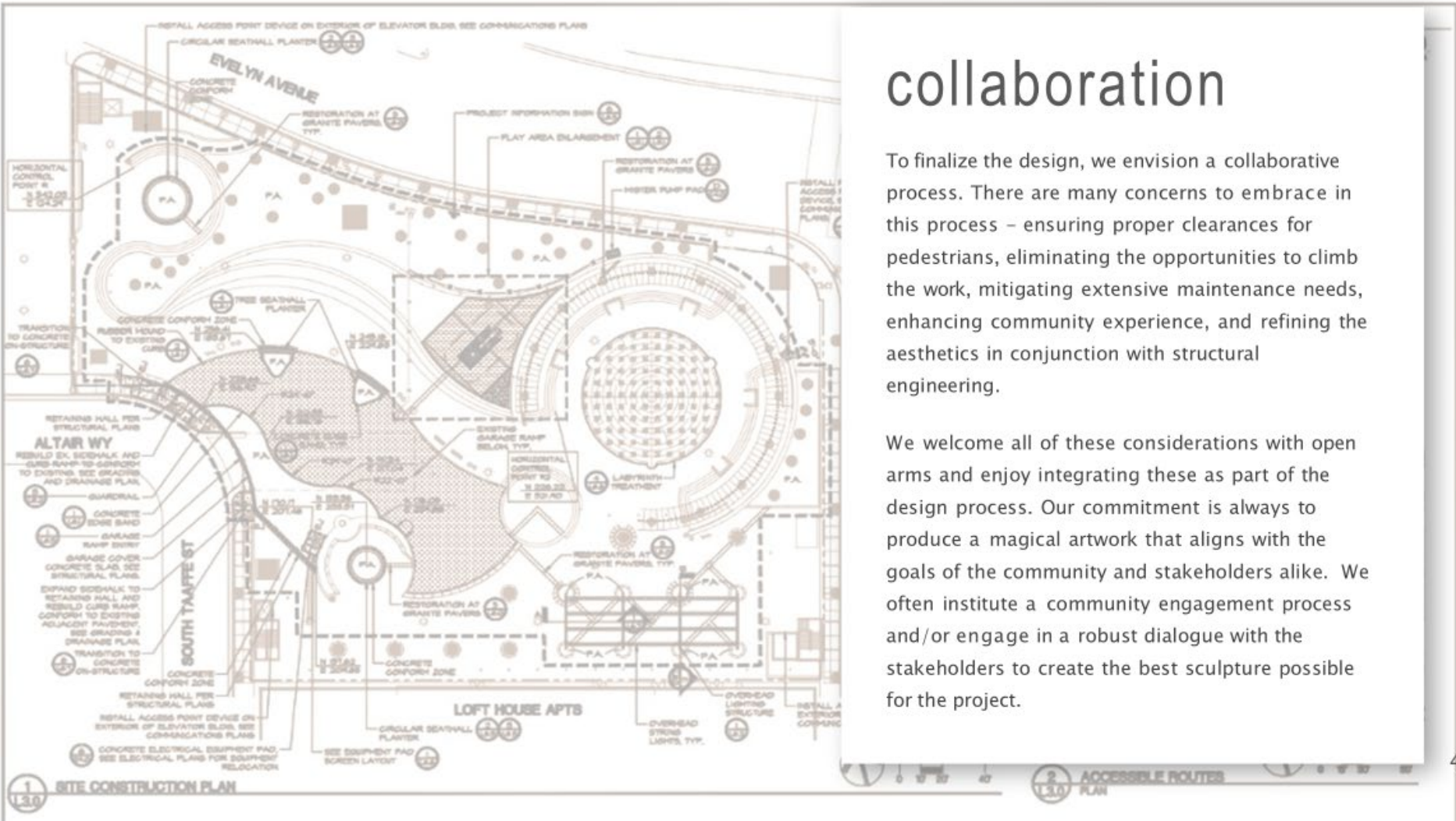
Inspirations

When reviewing the site plans, I saw an opportunity for the artwork to be experiential in nature. The location naturally lends itself to the creation of this portal, leading visitors into an experience. The artwork becomes more than just an object but also a journey and destination.

I am presenting 3 unique concepts that I feel embody the intention of this call and showcase the space different voices but singing the same song. These draw inspiration from the nature of the area and the spirit of region.

Integrated lighting allows the piece to glow and celebrate the warmth of the area. .

Proposal 4 – James Peterson



collaboration

To finalize the design, we envision a collaborative process. There are many concerns to embrace in this process – ensuring proper clearances for pedestrians, eliminating the opportunities to climb the work, mitigating extensive maintenance needs, enhancing community experience, and refining the aesthetics in conjunction with structural engineering.

We welcome all of these considerations with open arms and enjoy integrating these as part of the design process. Our commitment is always to produce a magical artwork that aligns with the goals of the community and stakeholders alike. We often institute a community engagement process and/or engage in a robust dialogue with the stakeholders to create the best sculpture possible for the project.

Proposal 4 – James Peterson



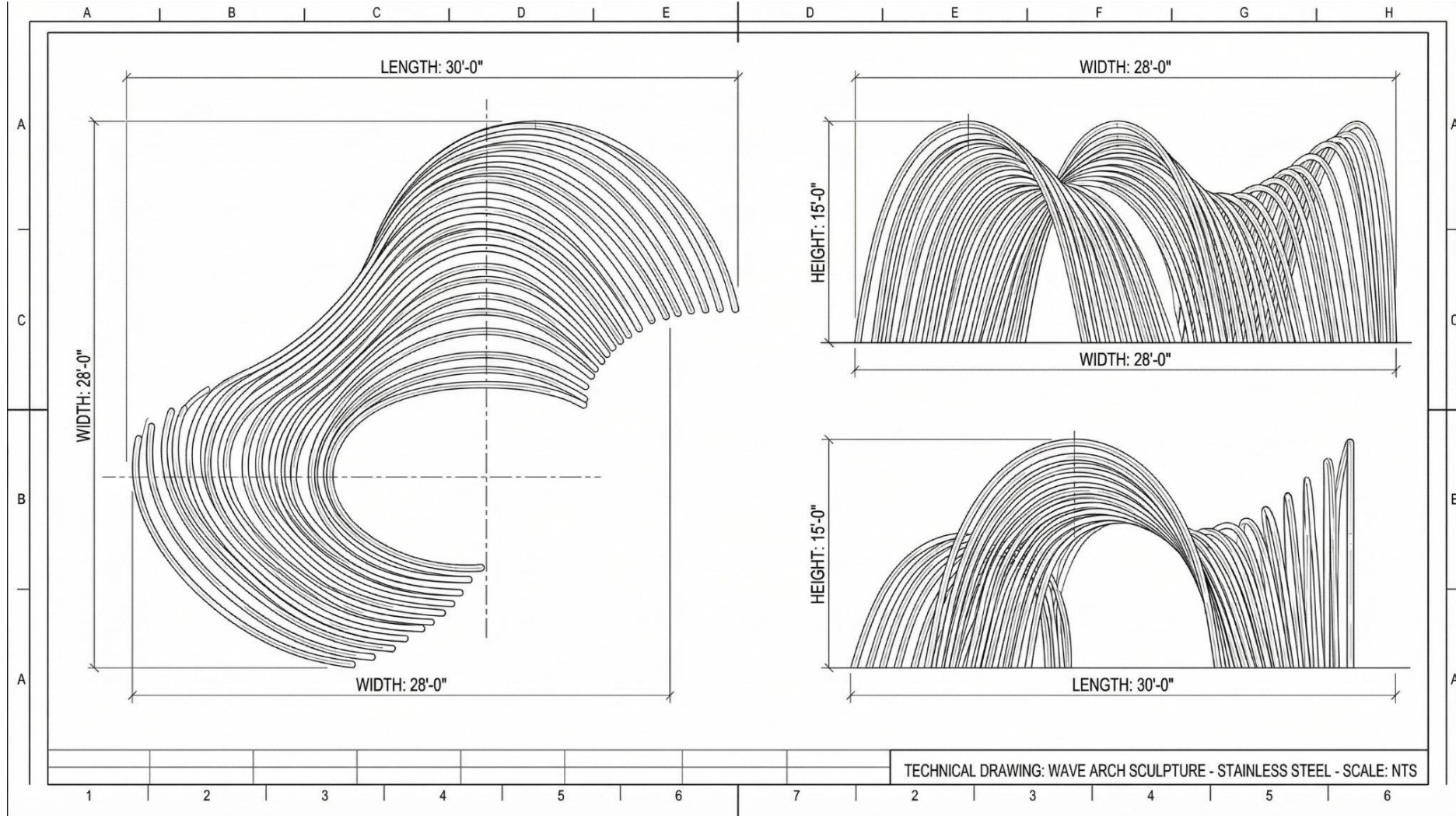
Proposal 4 – James Peterson



DESIGN

When evaluating this call for art I looked at the site and tried to imagine how the art would feel. What the experience would be like to walk in, through and around the art. Additionally I considered the amount of area allocated for the art and how best to embrace the space. Additionally I feel that whichever approach we pursue working with modularity is important so the work can be assembled on site and design adjustments after deeper analysis of parameters of the location can inform any value engineering necessary.

Proposal 4 – James Peterson



Proposal 4 – James Peterson

FABRICATION PROCESSES

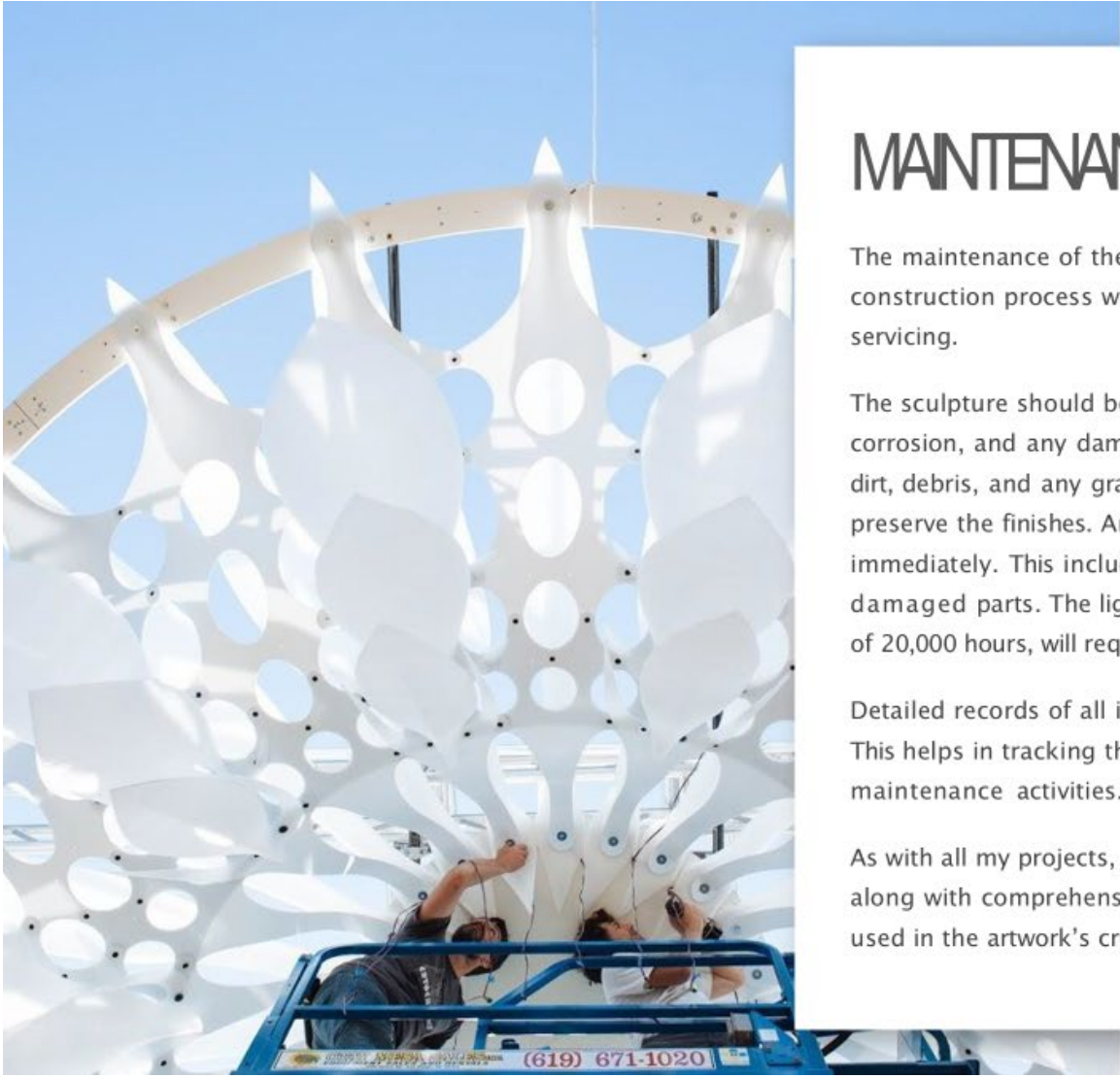
To create these magical forms, parametric computer modeling is used to develop efficient processes that combine the metals, 3Form KODA XT and LED lighting. Each concept can be adjusted in terms of color and finishing, which can consist of: natural stainless steel finish, powder coating or automotive-grade paint designed for long-lasting durability.

Metal tubes may be used as the primary backbone of some of the concepts, sometimes coupled with laser cut and CNC bent metal sheets for the faceted paneling. Components will be welded together to create structural connections that integrate with structural tubes. Elements are then welded and bolted together following detailed engineering plans that ensure stability and safety.

The structure is partially assembled in the workshop to ensure fit and finish, with all welds inspected for quality and strength. The sculpture then undergoes processes to clean the surface, followed by an application of protective coating to prevent corrosion.



Proposal 3 – James Peterson



MAINTENANCE

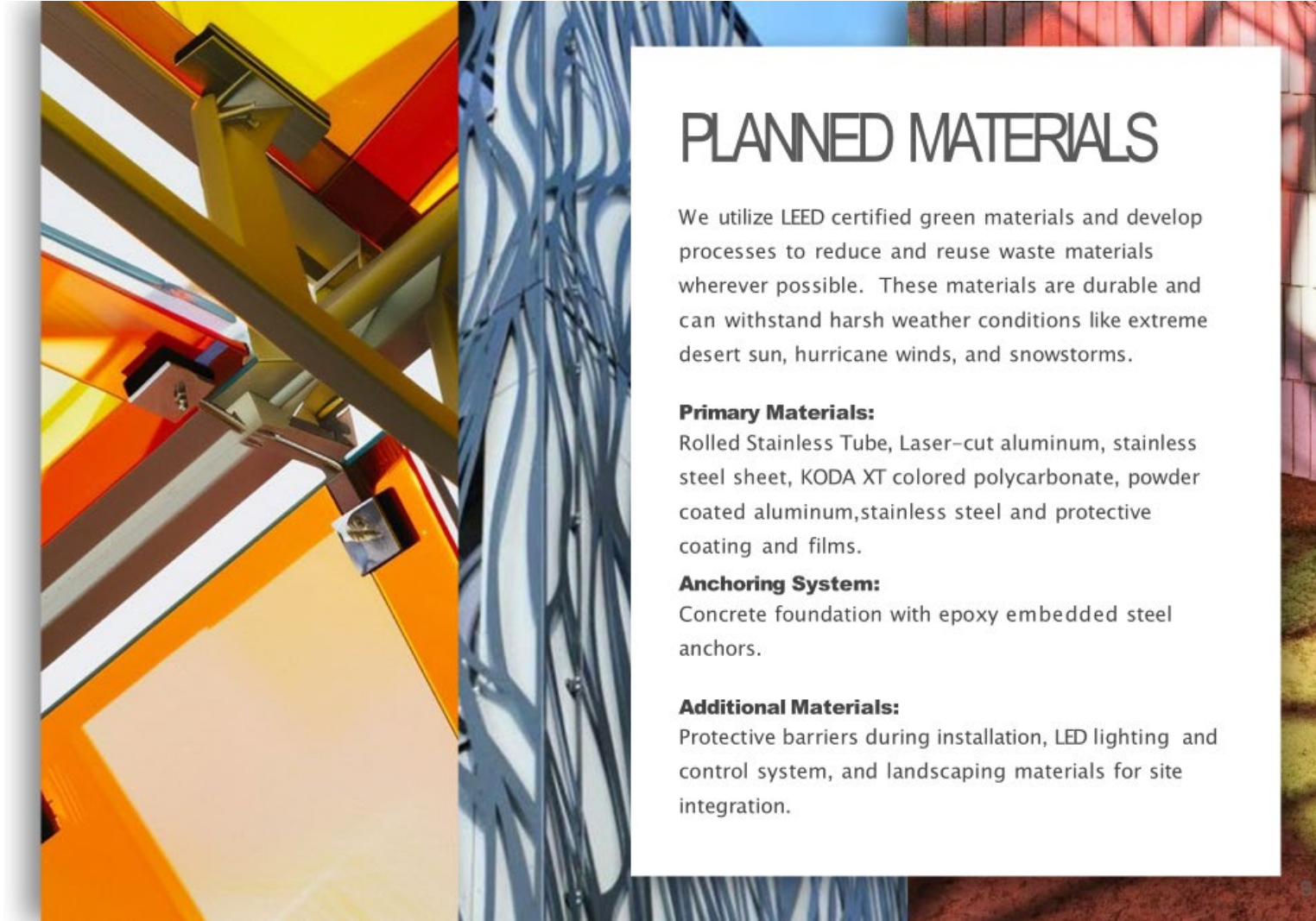
The maintenance of the artwork will be straightforward, especially as the construction process will allow for the various panels to be removed for ease of servicing.

The sculpture should be inspected quarterly for structural integrity, signs of corrosion, and any damage. The surface is to be cleaned biannually to remove dirt, debris, and any graffiti. Non-abrasive cleaning methods will be used to preserve the finishes. Any minor damages or wear and tear should be addressed immediately. This includes reapplying protective coatings and/or replacing any damaged parts. The lighting, utilizing long-lasting LED technology with a lifespan of 20,000 hours, will require minimal upkeep.

Detailed records of all inspections, cleanings, and repairs should be maintained. This helps in tracking the sculpture's condition over time and planning long-term maintenance activities.

As with all my projects, I will provide digital files from the fabrication processes, along with comprehensive information and specifications for all components used in the artwork's creation.

Proposal 4 – James Peterson



PLANNED MATERIALS

We utilize LEED certified green materials and develop processes to reduce and reuse waste materials wherever possible. These materials are durable and can withstand harsh weather conditions like extreme desert sun, hurricane winds, and snowstorms.

Primary Materials:

Rolled Stainless Tube, Laser-cut aluminum, stainless steel sheet, KODA XT colored polycarbonate, powder coated aluminum, stainless steel and protective coating and films.

Anchoring System:

Concrete foundation with epoxy embedded steel anchors.

Additional Materials:

Protective barriers during installation, LED lighting and control system, and landscaping materials for site integration.

Proposal 4 – James Peterson

ABOUT KODA XT

KODA XT is a virtually unbreakable, LEED-certified exterior material by 3Form that offers exceptional durability and color options. Its impact resistance surpasses acrylic by 60 times and glass by 100, unmatched in the glazing market.



Proposal 4 – James Peterson



POWER & LIGHTING

The lighting system will be designed for versatility, allowing for different programming requirements, such as warm, soft lighting to create an inviting ambiance for quiet nights, or more dynamic patterns to energize special events. The slow delicate rhythms like that of rustling leaves, or wind are some ideas we are considering to embrace to elevate the sense of wonder within the artwork.

We anticipate power needs to be 2 circuits of 110VAC @ 20 amps.



Studiofolia

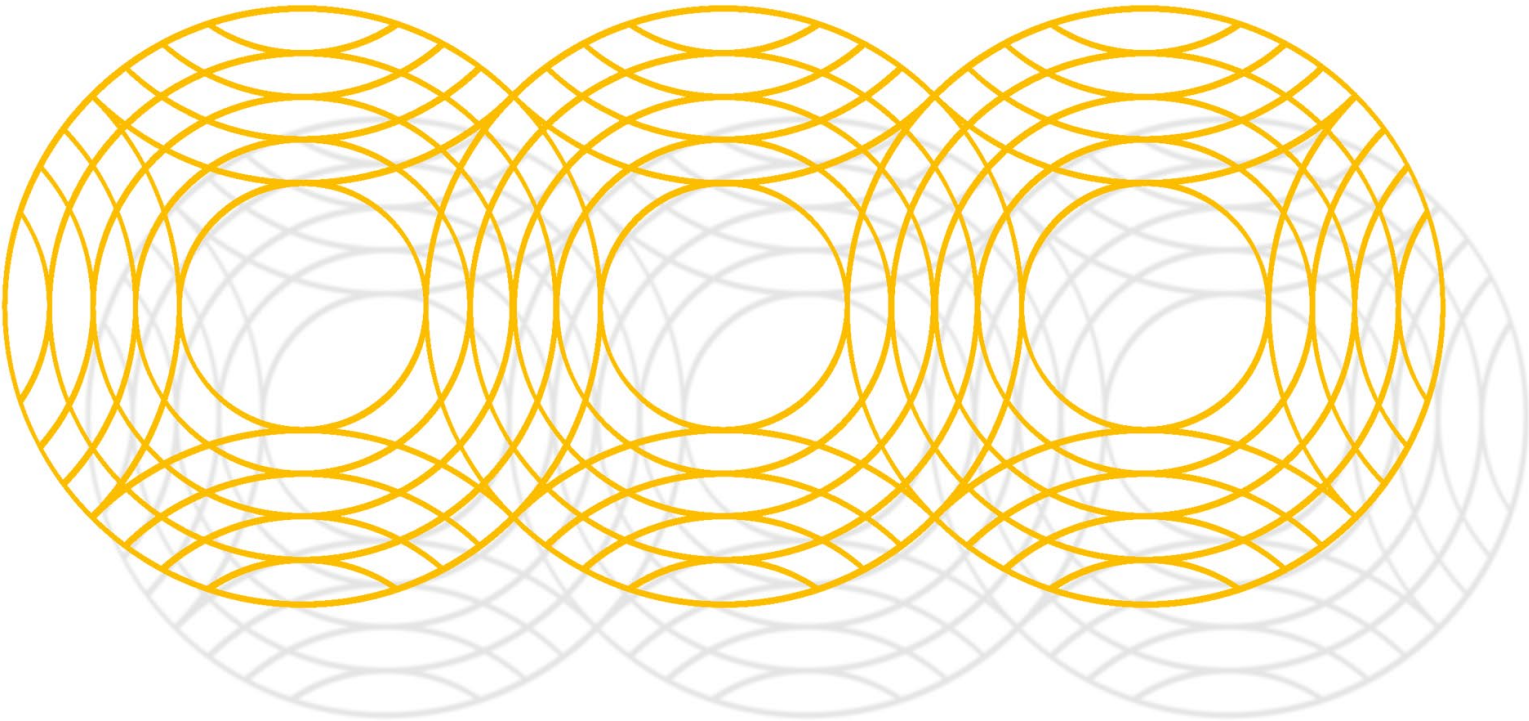
James Dinh

Proposal 5 – Studiofolia (James Dinh)

DRAFT PRESENTATION

Radiant Ripples

Design Concept



SUNNYVALE PLAZA DEL SOL ART LIGHTING FEATURE

studiofolia

Proposal 5 – Studiofolia (James Dinh)

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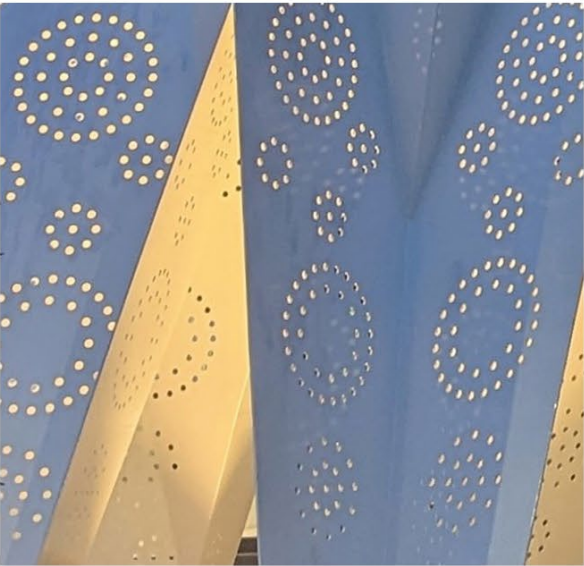
Introduction

James Dinh is a Los Angeles County–based artist and the founder of Studiofolia, a collaborative public art practice dedicated to creating site-specific works that resonate with community memory, identity, and place. With a unique background in both landscape architecture and public health, Dinh brings a multidisciplinary lens to his art.

His work centers on exploring the emotional and cultural histories of a site, translating stories into evocative visual languages that foster reflection and connection. Whether honoring collective experiences or elevating overlooked narratives, Dinh’s projects invite viewers to engage with public space in meaningful and transformative ways.



Of Two Lineages - 2017
Little Saigon, Westminster, California



T.I.E. - 2022
College of Education, University of Nebraska, Lincoln



Proposal 5 – Studiofolia (James Dinh)

Inspiration

The artwork is based on two parallel concepts: Solar radiance (reflected in the name Plaza del Sol) and human presence as a generator of social energy.

Together, these form a unified idea: that light and community both begin from a point and expand outward.

The artwork transforms the existing plaza space into a field of shared influence—where the presence of each person becomes the origin of expanding ripples of community-building connections and effects.



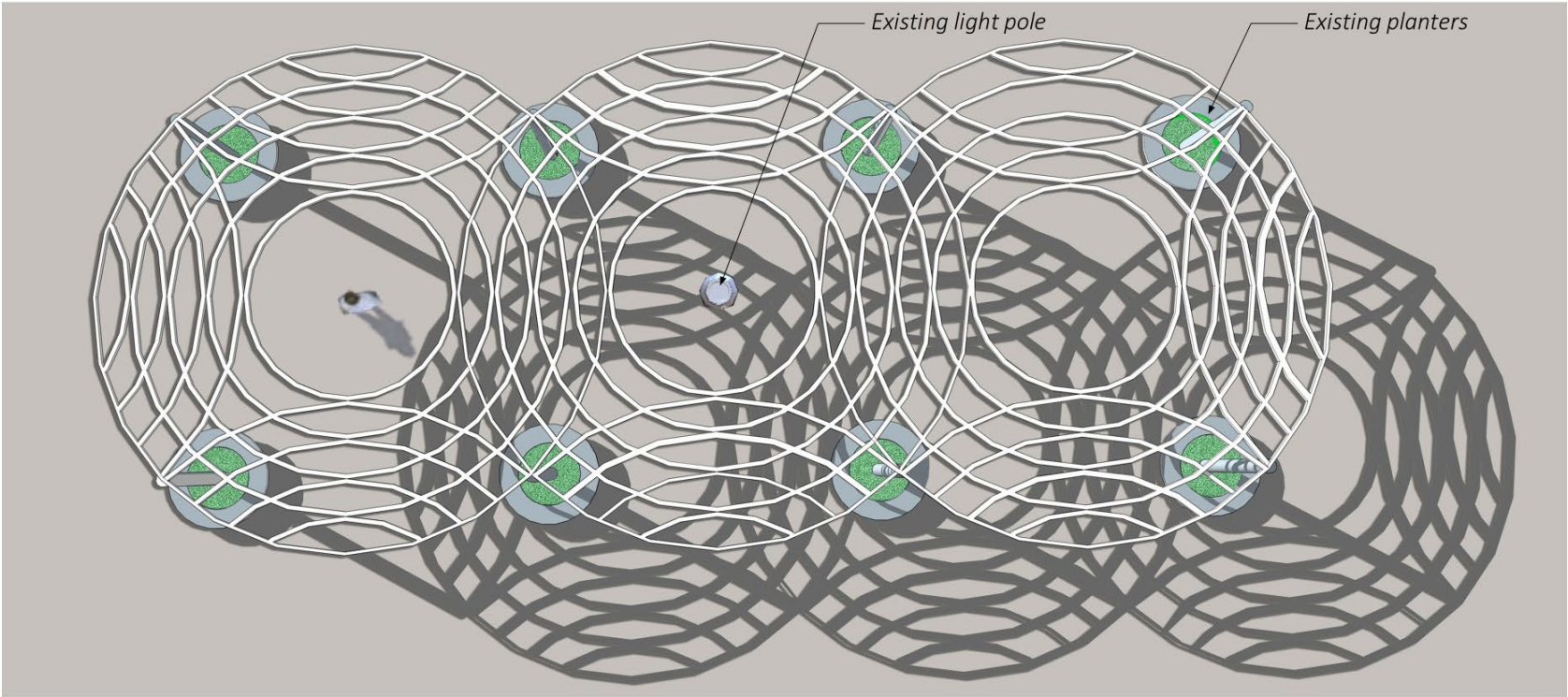
Proposal 5 – Studiofolia (James Dinh)

DRAFT PRESENTATION

Design - Radiant Ripples

The artwork is composed of a series of concentric rings that overlap to form a continuous canopy of ripples. Columns anchored within the existing eight planters provide structural support. At the center of each ripple there is an opening, with the middle void incorporating the existing light pole.

When a person stands below one of these openings, they become the point of origin—the source from which the surrounding ripples extend outward. As multiple people occupy the space, their “ripples” intersect overhead. The canopy conceptually becomes a mirror of the social interactions, movements, and encounters that occur in Plaza del Sol.



Proposal 5 – Studiofolia (James Dinh)

DRAFT PRESENTATION

Day

As the aluminum structure is open and lightweight, the areas between rings preserve views to the sky. The canopy defines space and creates shade while allowing the plaza to remain active and adaptable.



Proposal 5 – Studiofolia (James Dinh)

DRAFT PRESENTATION

Night

The lighting design also embodies the idea of the ripples reflecting the social interactions that occur in Plaza. Integrated within the perforated aluminum tubes are “star” lights that create a warm downward glow.

The illumination can be more concentrated near each circular center and diffuse outward, echoing both the behavior of sunlight and the way individual actions extend into the broader community.

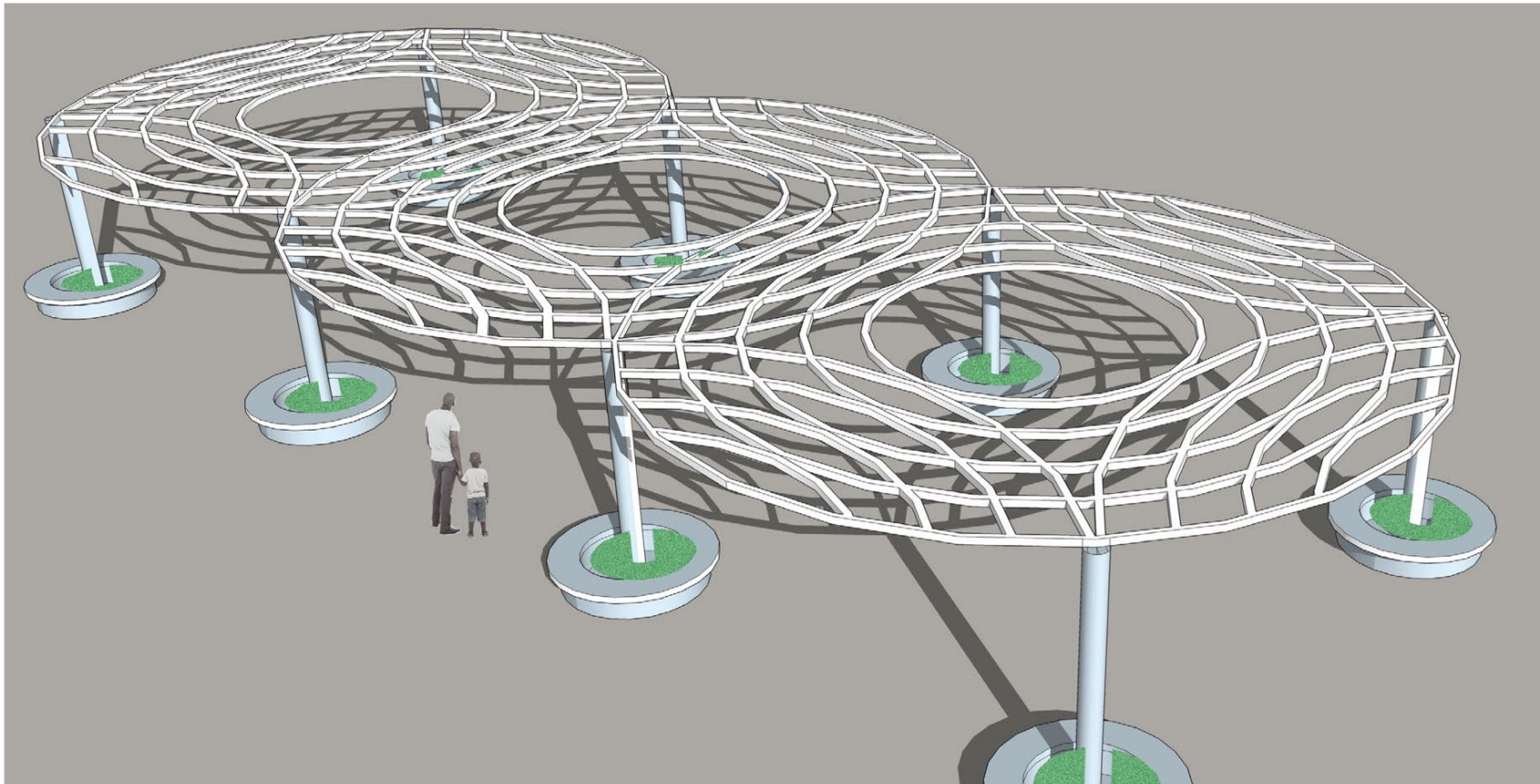


Proposal 5 – Studiofolia (James Dinh)

DRAFT PRESENTATION

Day

During the day, the artwork reads as a delicate sculpture of lines and shadow patterns that create constantly changing visual interest.



Proposal 5 – Studiofolia (James Dinh)

DRAFT PRESENTATION

Night

Mindful of the residences around and above the plaza, the lights will only project illumination downward.



Questions?

