



CITY OF PALO ALTO

NEWS RELEASE
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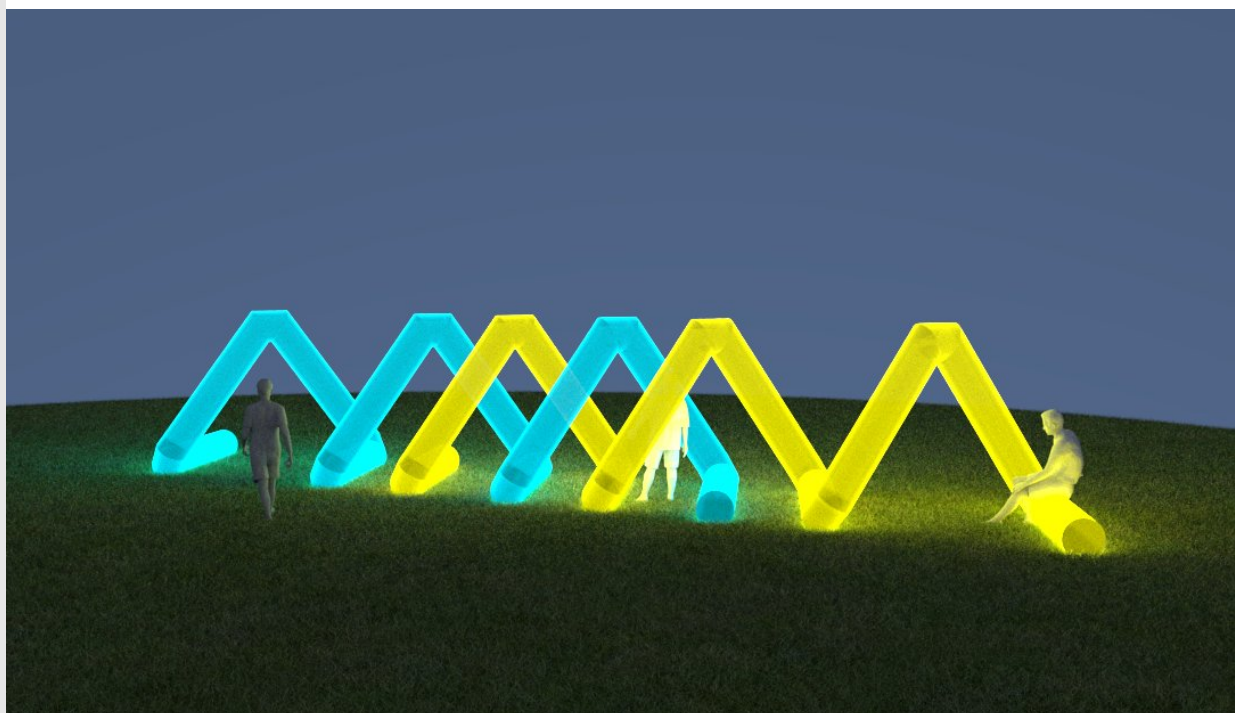
Code:ART Interactive Media Art Festival Coming to Downtown Palo Alto October 12-14!

Seven Interactive New Media Artworks will Reimagine Underutilized Downtown Spaces 5-10 p.m.

PALO ALTO, CA. --- The City of Palo Alto Public Art Program will launch its third interactive media art festival Code:ART—a three-evening event that reimagines Palo Alto's underutilized plazas, alleys, and public spaces through interactive light, sound, and motion.

A major interactive temporary media artwork by Los Angeles-based emerging media artist [Nate Mohler](#) called *Questions for the Curious Orchard* will anchor the festival in front of City Hall on King Plaza. Six urban interventions by Bay Area and international artists will activate downtown storefronts, alleys, parking lots and blank walls in new and inventive ways. These artworks will include dynamic projections, immersive installations, responsive sounds, lights, and game-based experiences. These will include:

Lytton Plaza: *Helix Seats* by art and design studio [Pneuhaus](#) is a site-specific art installation featuring two inflatable helices designed for interactive engagement. As LEDs come to life within the helices, *Helix Seats* will illuminate the space. Beyond their function as seating, the *Helix Seats* double as eye-catching sculptural centerpieces and giant sensory play objects.



399 University Avenue: *River of Shadows*, by [Cory Barr](#), Paul Mans, and Matt Sonic is a dynamic interactive digital mural, projecting shadows of its participants in colored light joining the "river" of previous visitors.

285 Hamilton Avenue: *Bureau of Cloud Management* by [Tong Wu](#) and [Yuguang Zhang](#) is an Urban Intervention where participants are invited to co-create the experience of observing clouds with AI.

555 Ramona Street: *Ripple* by Oakland-based artist [Jeffrey Yip](#) is going to be a multisensory installation with water rippling in response to vibrations from a soundscape.

581 Ramona Street: *Interactive Flow Fields* by San Francisco-based artist [Steven Wallace](#) is a multi-display video installation consisting of a computer running TouchDesigner, displaying a field flow algorithm that is webcam reactive.

536 Emerson Street: *Intersection* by Palo Alto-based creator [Ruokan He](#) is an immersive light- and sound-based multimedia art installation where an underwater forest has moved into a downtown alley.

Public Art Staff and Commissioners will conduct two public tours of all intervention sites each evening at 6 p.m. and 8 p.m. The City of Palo Alto Public Art Program is also teaming up with local downtown businesses for an extended Code:ART Festival program schedule:

[Bell's Books](#), 536 Emerson Street, has Margo Davis' s exquisite portraits of Saul Bellow, Lawrence Ferlinghetti, Toni Morrison, Ursula Le Guin, The Dalai Lama, and more, on display throughout the entire Code:ART Festival. Come meet Margo Davis in person at a special event on Friday, Oct. 13 from 4 p.m. to 8 p.m.!

[Pamela Walsh Gallery](#), 540 Ramona Street, is pleased to participate in this year's Code:ART Festival with a selection of works by interdisciplinary artist Maja Planinac. They will be exhibiting a new, digital work alongside a small collection of photographs from her recent series called, "Away." Join them on Thursday, October 12 from 6 p.m. to 8 p.m. to meet the artist and hear about her artistic practice.

[Qualia Contemporary Art](#), 328 University Avenue, is inviting the public to a free program on Friday, October 13, at 5.30 p.m. Local artist Clive McCarthy will demonstrate and speak to how he utilizes small, custom-built computer systems to produce painting-like images rendered on flat screens.

To volunteer, become a festival partner, or for more information about the event and the installations, please call the City of Palo Alto Public Art Program at 650.617.3517.

About the Palo Alto Public Art Program

The City of Palo Alto Public Art Program is committed to contributing to the intellectual, emotional, and creative life of the Palo Alto community by creating engaging art experiences and dynamic public spaces for Palo Alto residents and visitors. The Public Art Commission (PAC) reviews and advises the Public Art Program on selection, placement, and care of public art throughout the City of Palo Alto. Learn more at: www.cityofpaloalto.org/publicart

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