

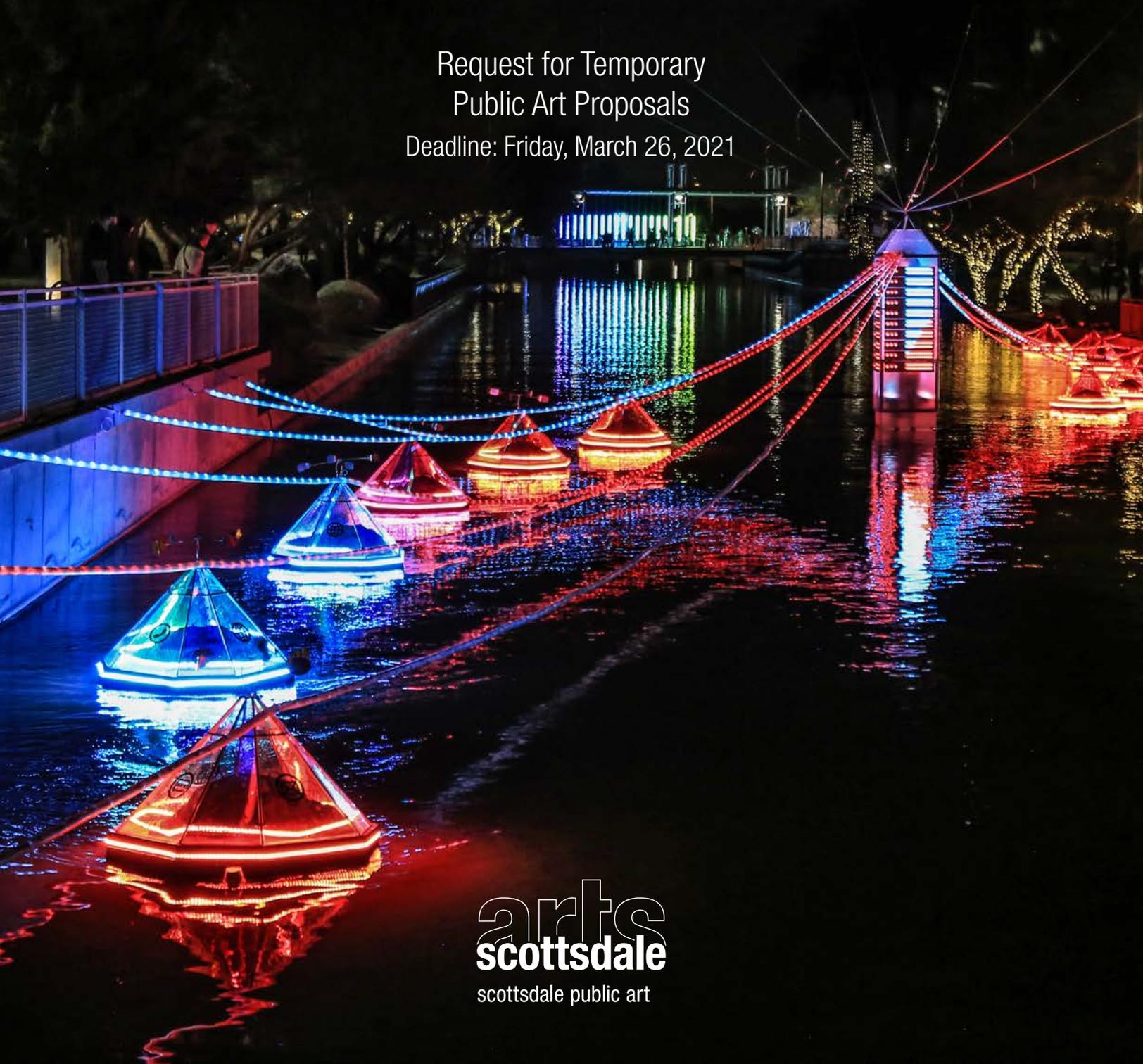
# CANAL CONVERGENCE

WATER + ART + LIGHT

## ART AND TECHNOLOGY

Request for Temporary  
Public Art Proposals

Deadline: Friday, March 26, 2021



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*Together! Responding to COVID-19 by OGE Group.  
Photo: Chris Loomis, 2020.*

## Canal Convergence 2021: Request for Temporary Public Art Proposals: Phase I

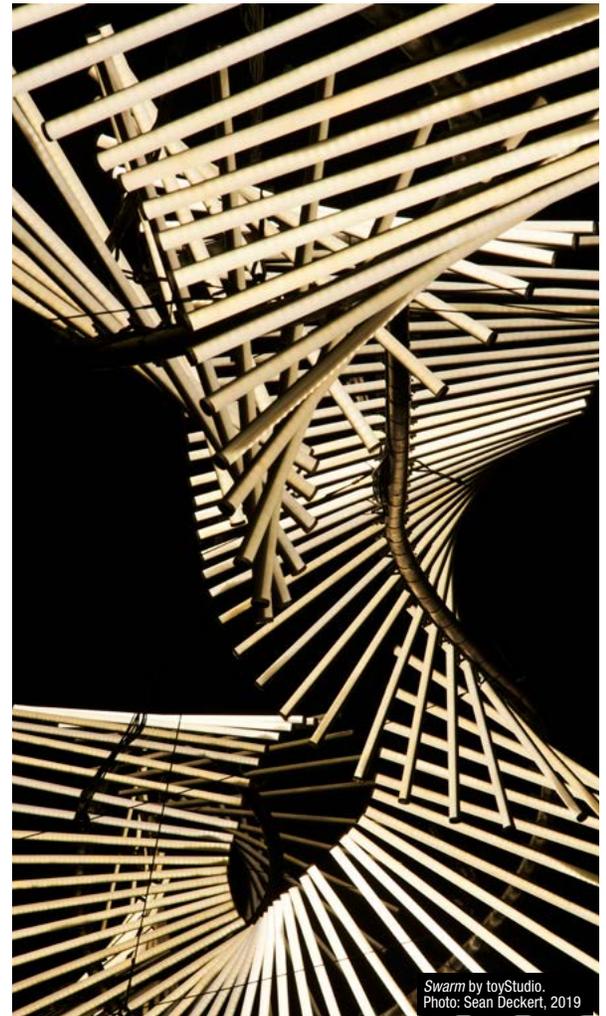
**Deadline for submissions is Friday, March 26, 2021, at 11:59 p.m. (Mountain Standard Time).**

Scottsdale Public Art seeks proposals for outdoor, temporary public artworks to be featured in, around, and suspended above the Arizona Canal in Scottsdale, Arizona, as well as in pre-selected sites throughout downtown Scottsdale during Canal Convergence | Water + Art + Light. Canal Convergence will be on view for 10 days, from November 5–14, 2021. Some projects may be selected to remain installed for an additional 1–2 months after the Canal Convergence event dates.

**This call is specifically targeting interactive and/or light-based installations.**

A call for live performances and programming not specifically related to the public art installations may be released later in 2021 pending event needs. This separate call would be for artists interested in proposing educational and hand-on workshops, dance or music performances, and other programming elements.

This call is Phase I of II. Phase I asks artists to focus primarily on the project narrative and concept, visuals, and estimated total budget. Once Phase I closes on March 26, 2021, up to 40 proposals will be selected for Phase II. These artists will be asked to provide more detailed information on their proposals. Required additional information will include, but is not limited to, a detailed timeline, itemized budget, support crew, etc.



*Swarm by toyStudio.  
Photo: Sean Deckert, 2019*

## COVID-19 Considerations in 2021

Scottsdale Public Art is continuing to monitor the status of the COVID-19 global pandemic. There is still a significant amount of uncertainty surrounding the event industry, however given the advancements of the past few months, we feel hopeful about the future and the prospect of being able to gather again in November. We are currently planning for an event where physically interactive artworks can return alongside the passive artworks—light-based public artworks that are not physically interactive. As new information becomes available, we will work with our artists and adjust plans accordingly to present another year of engaging art experiences.

## Themes

Canal Convergence's mission is to provide an authentic and immersive art experience in and around the Arizona Canal in Scottsdale. All local, regional, and international artists—including architects, designers, and multimedia specialists—are invited to submit proposals for outdoor installations that take into consideration the 2021 central theme—Art and Technology—and our perennial themes: Water + Art + Light, Interactivity, and Sustainability.

- **Art and Technology:** How does the artwork feature new and engaging technology? See the next page for a deeper examination of this theme.
- **Art + Water + Light:** Does the art address the confluence of art, water, and light through placement, fabrication, conceptual content, or material use?
- **Interactivity:** How can the audience interact with the work?
- **Sustainability:** Does the work incorporate aspects of sustainability or water conservation? The use of solar power, biodegradable, and recycled/recyclable materials are also encouraged.





*Standing Wave* by Squidsoup.  
Photo: Sean Deckert, 2019.

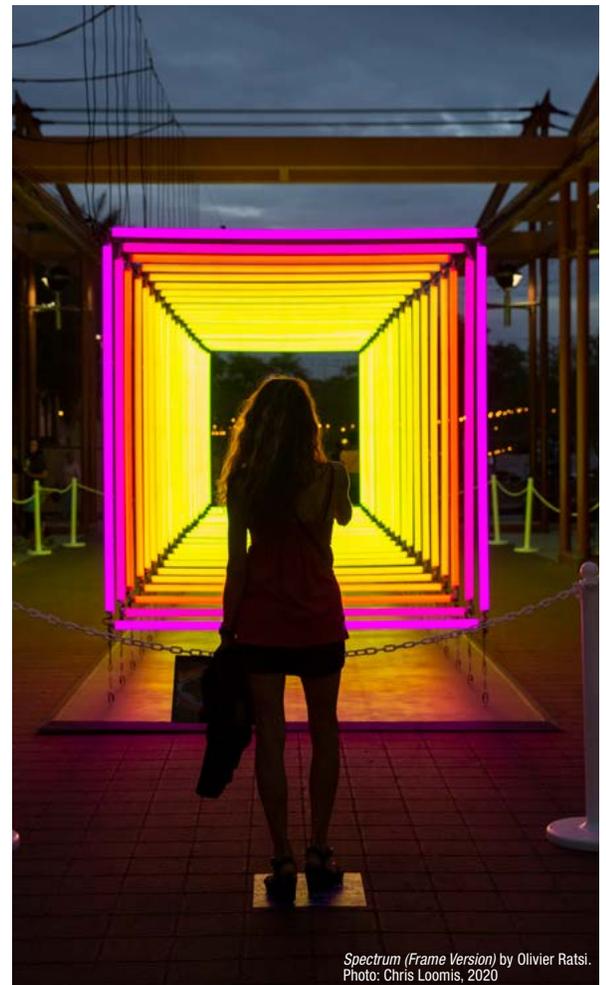
## Featured Theme: Art and Technology

The technology revolution of the past 100 years has had a major impact on the world. The arrival of computers, the internet, and the modern digital age, for better or worse, has changed nearly every aspect of people's daily lives. In a similar manner, the advent and evolution of these technologies have had a significant impact on the arts as both a subject matter and a medium. Canal Convergence aims to expand the understanding of modern technology's role in artmaking with this year's central theme, Art and Technology.

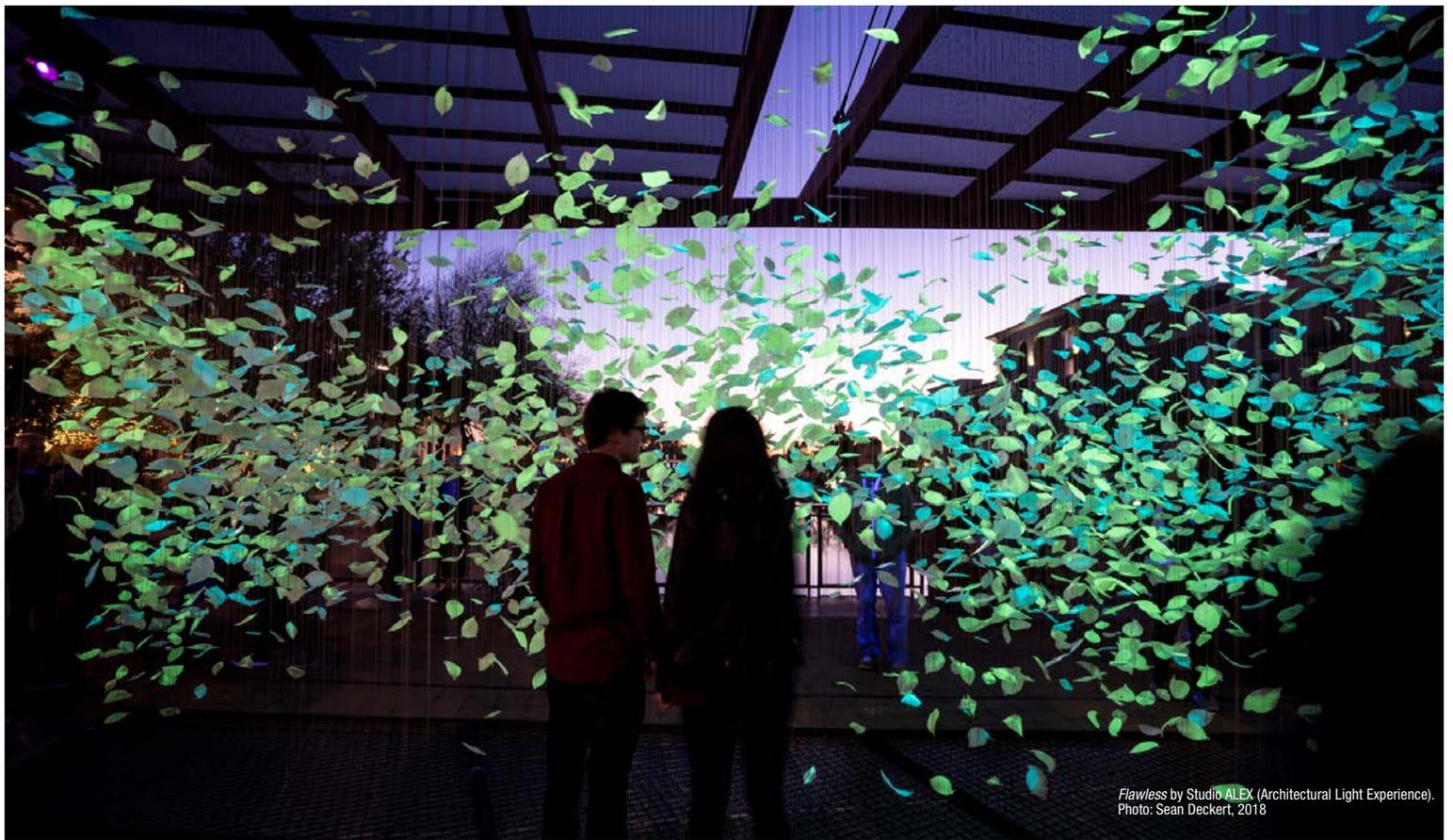
For Canal Convergence 2021, Scottsdale Public Art seeks large-scale, light-based, temporary public art that utilizes cutting-edge technologies and/or addresses technology's physical, social, and emotional impact on society. Some questions to consider include the following:

- How has technology changed the way art and public art are created?
- How does a technology-based medium impact or influence an artwork's meaning?
- What role does technology play in storytelling?
- What types of cutting-edge tech are used in the creation of your artwork?
- How can new technologies enhance or highlight the enduring event themes of Water + Art + Light, sustainability, and interactivity?

Even since the launch of Canal Convergence in 2012, the use of technology in public art has expanded significantly. The integration of wireless technologies, advanced computer coding, light and motion sensors, etc., have allowed for some of the most exciting and innovative artworks Canal Convergence has ever seen. This year, Scottsdale Public Art will seek art installations that push the boundaries of what is possible using new technologies in public art.



*Spectrum (Frame Version)* by Olivier Ratsi.  
Photo: Chris Loomis, 2020



*Flawless* by Studio ALEX (Architectural Light Experience).  
Photo: Sean Deckert, 2018

## Overview + History

The roots of Canal Convergence grew out of a conversation between the city of Scottsdale and Salt River Project (SRP), a community-based, not-for-profit water and energy company that manages and maintains the canal systems throughout greater Phoenix. In exchange for SRP waiving a permit fee for events at the Scottsdale Waterfront, the city offered a “canal festival,” where SRP could educate the public about its history, water management, conservation, and more. This led the city to engage Scottsdale Public Art to create a series of public art-focused events at the Waterfront in 2008 called Night Lights. Each night featured unique, light-based art installations, live music, and performances. The seeds of Canal Convergence were planted and continued to evolve through several variations of dates, times, and scale until 2012 with the first officially titled Canal Convergence. For more images and information about past Canal Convergence events, download [The History of Canal Convergence](#).

Since 2012, Scottsdale Public Art has continued to partner with the city of Scottsdale and Salt River Project (SRP) to present Canal Convergence annually at the Scottsdale Waterfront. Canal Convergence’s free and immersive events feature innovative large-scale installations, educational programming, family-oriented activities, guided bike rides, art-making workshops, and artist talks. Canal Convergence also offers a broad selection of live music, spoken word, and dance performances, and a beer, wine, and food garden.

## Scottsdale Public Art

The mission of Scottsdale Public Art is to serve as a leader in defining art in the public realm through creative place-making, signature cultural events, exhibitions, and installations contributing to the community’s creative, cultural, and economic vitality. Visit [ScottsdalePublicArt.org](http://ScottsdalePublicArt.org) for more information about the program.



*Water Serpent* by Walter Productions  
Photo: Sean Deckert, 2019



## Details

### Eligibility

All local, regional, and international artists, artist teams, architects, designers, and multimedia specialists are invited to submit a proposal for Canal Convergence.

### Budget

We will accept budgets between \$5,000 and \$30,000 (USD), with a limited number of larger budgets being awarded to new commissions and/or major works of a larger physical scale. Artists wishing to provide proposals for larger-scale budgets are required to demonstrate experience successfully producing projects to the scale being proposed. Applicants are encouraged to apply for a budget appropriate to their project and, if proposing a project above the \$30,000 (USD) limit, scaling options are a plus.

### Artist Participation

Artist participation is integral to Canal Convergence! Artists are expected to be present during the 10-day event.\* We are also looking for artists who can propose additional programming relating to their artwork, such as providing an artist talk, participating in a panel discussion, creating a workshop, or proposing a fun new way to engage our community throughout the event timeline. Proposals for programming included as a part of your artwork proposal are preferred but not required for Phase I.

\*As previously stated, we are continuing to monitor the restrictions presented by ongoing pandemic; in-person artist participation will be reevaluated as new information becomes available.

### Selection Process

A selection committee—including Scottsdale Public Art staff, Scottsdale Public Art board members, and community stakeholders—will select artists for Canal Convergence. Selection will be based on adherence to the listed themes and requirements as well as suitability for the site and event.

### Installation

Scottsdale Public Art can assist with each installation; however, installation planning and management (and engineering as needed) will be the physical and financial responsibility of the artist. As you compose your proposal, please consider how the work will be installed, including manpower, equipment needs, power requirements, and an installation timeline.

### Insurance

Selected national and international artists will be expected to provide general liability insurance and, as needed, automobile liability coverage.

### Weather

Canal Convergence is an outdoor event. Artwork must be durable and able to withstand weather conditions for the duration of the installation. Artists are asked to consider the Arizona environment, which during the month of November can include heat (up to 105°F/40°C), cold (40°F/4°C), wind, and rain. The consideration of temperature variations and moisture is especially important given this year's focus on the use of technology. If you are unfamiliar with the typical Arizona climate, please reach out to Jennifer Gill, [JenniferG@ScottsdaleArts.org](mailto:JenniferG@ScottsdaleArts.org), with any questions.



Waterlight Graffiti by Antonin Fourneau. Photo: Chris Loomis, 2019

## Safety

Artists are responsible for addressing safety concerns, including securing all electrical and support cabling with durable covers or cable ramps to eliminate tripping hazards.

Artists may be required to have their designs reviewed and approved by a licensed structural engineer.

## Main Site Activation

Canal Convergence takes place primarily at the Scottsdale Waterfront; a 1/3-mile stretch of pedestrian paths, open grass areas and landscaping, residences, offices, and restaurants, all along the Arizona Canal between Scottsdale Road and Goldwater Boulevard.

View the aerial site map on page 11 of this document and download the [Site Map Packet](#) to view ground-level daytime photos of the sites we have identified as desirable artwork activation areas.

## Off-Site Activation

In addition to the main event site, Canal Convergence will be expanding its artwork footprint beyond the waterfront. We will be looking for three to four art installations to be placed in multiple locations throughout downtown Scottsdale. These sites are still to be determined and will be discussed in more detail in as a part of Phase II.

## Types of Site Activation

- Interactive, passive, and/or performative
- Suspended above the canal or pedestrian paths
- Modular and activate a length of path, canal, or grass/gravel area
- Float or sit in the canal
- Activate the bridges, grass, gravel areas, or walkways along the canal
- Projection on the ground, at eye level or above



Across the Divide by Casey Farina  
Photo: Brian Passey, 2020

# Submission Requirements

Artists should address, as a part of their application, how their artwork fits into one or more of the themes below:

- Art and Technology
- Art + Water + Light
- Interactivity
- Sustainability

Please submit the following in an email to Jennifer Gill at JenniferG@ScottsdaleArts.org with the subject line “Canal Convergence 21 Submission.”

Note that each artist or team may submit up to three ideas or artworks. Please submit a separate proposal with documentation for each separate idea or artwork being proposed.

## Submit your proposal in the following format:

1. Completed Canal Convergence proposal, saved as a PDF with the artist or artist team in the file name.

- a. Please describe in detail your proposed artwork narrative and general information. Incorporate the following information into one document:
  - i. Artist name or team name and website.
  - ii. Contact information (must include your phone number, email address, mailing address, and country of origin).
  - iii. Title of artwork.
  - iv. Detailed physical and conceptual description of proposed artwork (500 words max).
  - v. Explain any interactive components of your artwork, if applicable (250 words max).
  - vi. Visual documentation or renderings (drawings, scale models, etc.) of proposed artwork (six images max) and visual documentation of past completed artworks (six images max).
    - ◇ Include image description (artwork size, material, location, etc.) underneath each image.
  - vii. Which of the five previously stated themes does your artwork relate to? (300 words max).
  - viii. Is the artwork intended to be a specific site commission to premiere at Canal Convergence? Has the artwork been exhibited previously, or is it scheduled to be exhibited elsewhere between now and Canal Convergence 2021? (100 words max).
  - ix. List the total estimated budget.

x. Artist participation in a programmatic component of Canal Convergence is required. State if you are interested in developing specific programming, including workshops or presentations (250 words max).

◇ In Phase I of the RFP, you can state a general idea, and then go into detail later in the process if you are selected for Phase II; or if you already know what programming you would like to propose, please state it here.

◇ Relay any relevant experience (past lectures, educational activities, etc.).

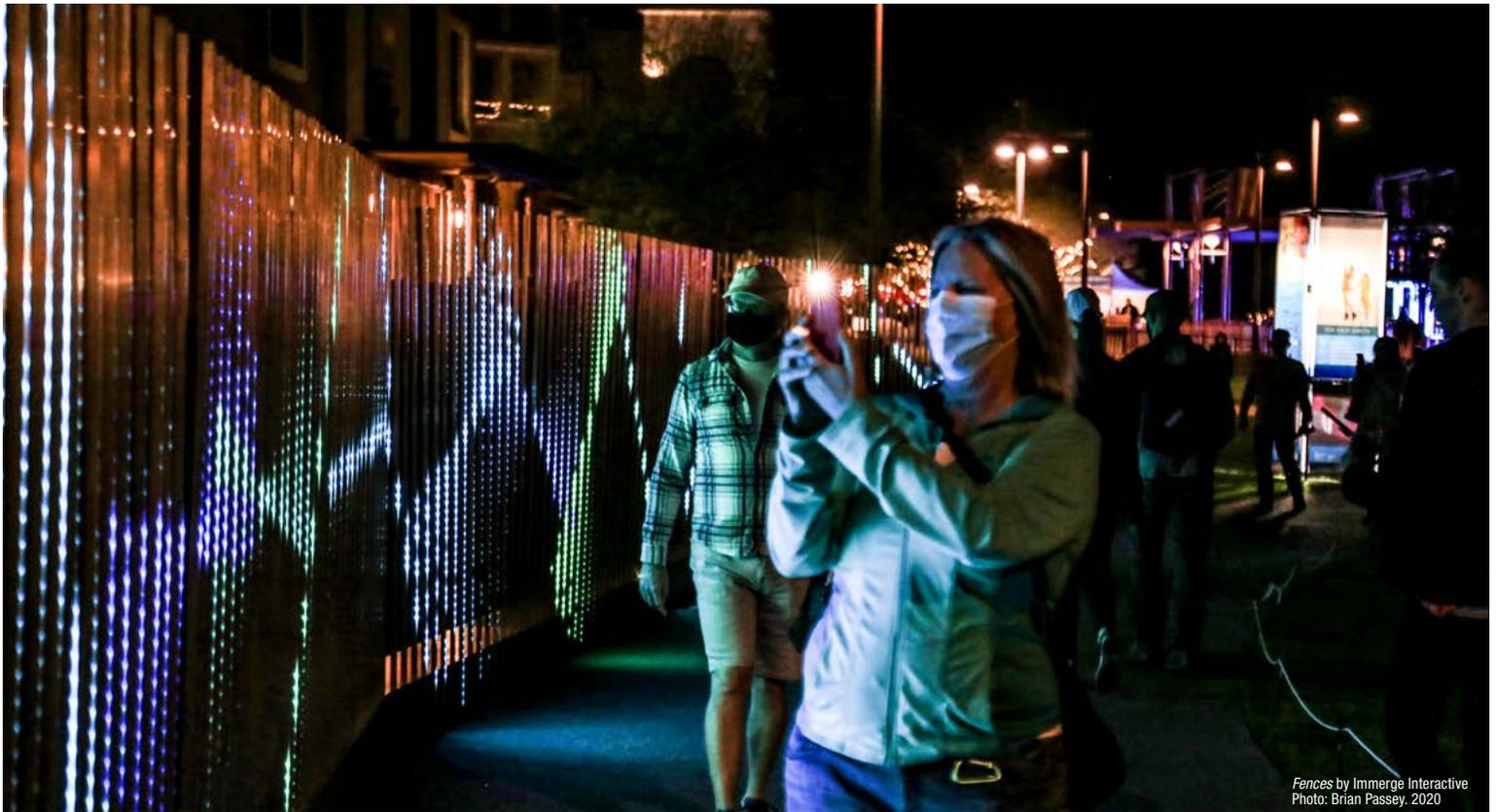
xi. List where you have shown your work in the past 12 months and will be showing in the next 12 months. List any festivals or events where you have shown your artwork in the past three years (200 words max).

- b. Resume of artist or artist team (one to three pages).
- c. Contact information for three arts-related professional references and/or professional letters of recommendation. Must include reference email and phone number.

2. JPEG files (300 dpi, file size between 3–8 MB each) of the images displayed in your proposal PDF file. Images can be submitted via email in a ZIP file or via WeTransfer or Dropbox.

3. A corresponding image list (1-page PDF file) for all submitted JPEGs that shows artist's name, title of work, scale, material, location (or state that it is a rendering), and any other information to clarify intended visual appearance, fabrication methods, and technology associated with the proposal.

4. Optional, but highly recommended if available: Video showing the proposed artwork, or relevant past artworks. Videos may be submitted via links to video hosting sites like Vimeo or YouTube, or video files may be sent via email in a ZIP file or via WeTransfer or Dropbox.



Fences by Immerge Interactive  
Photo: Brian Passey, 2020

## Schedule

|                             |  |
|-----------------------------|--|
| <b>February 8, 2021</b>     | Request for proposals released   |
| <b>March 26, 2021</b>       | Submission deadline for RFP Phase I at 11:59 p.m. (MST)  |
| <b>April 12–4, 2021</b>     | Notification of finalist artists selected for Phase II   |
| <b>April 30, 2021</b>       | Submission deadline for RFP Phase II at 11:59 p.m. (MST)   |
| <b>May 26–28, 2021</b>      | Notification of selected artists   |
| <b>June–July 2021</b>       | Proposal development and contract negotiation  |
| <b>June–October 2021</b>    | Planning/scheduling, fabrication/maintenance of proposed artwork, etc.   |
| <b>November 1-3, 2021</b>   | Installation at the Scottsdale Waterfront (Some artwork installations may begin earlier than November 1, depending on the size and scope). |
| <b>November 4, 2021</b>     | Installation contingency day   |
| <b>November 5–14, 2021</b>  | Canal Convergence   Water + Art + Light  |
| <b>November 15–17, 2021</b> | Removal of artwork   |

\*Schedule is subject to change

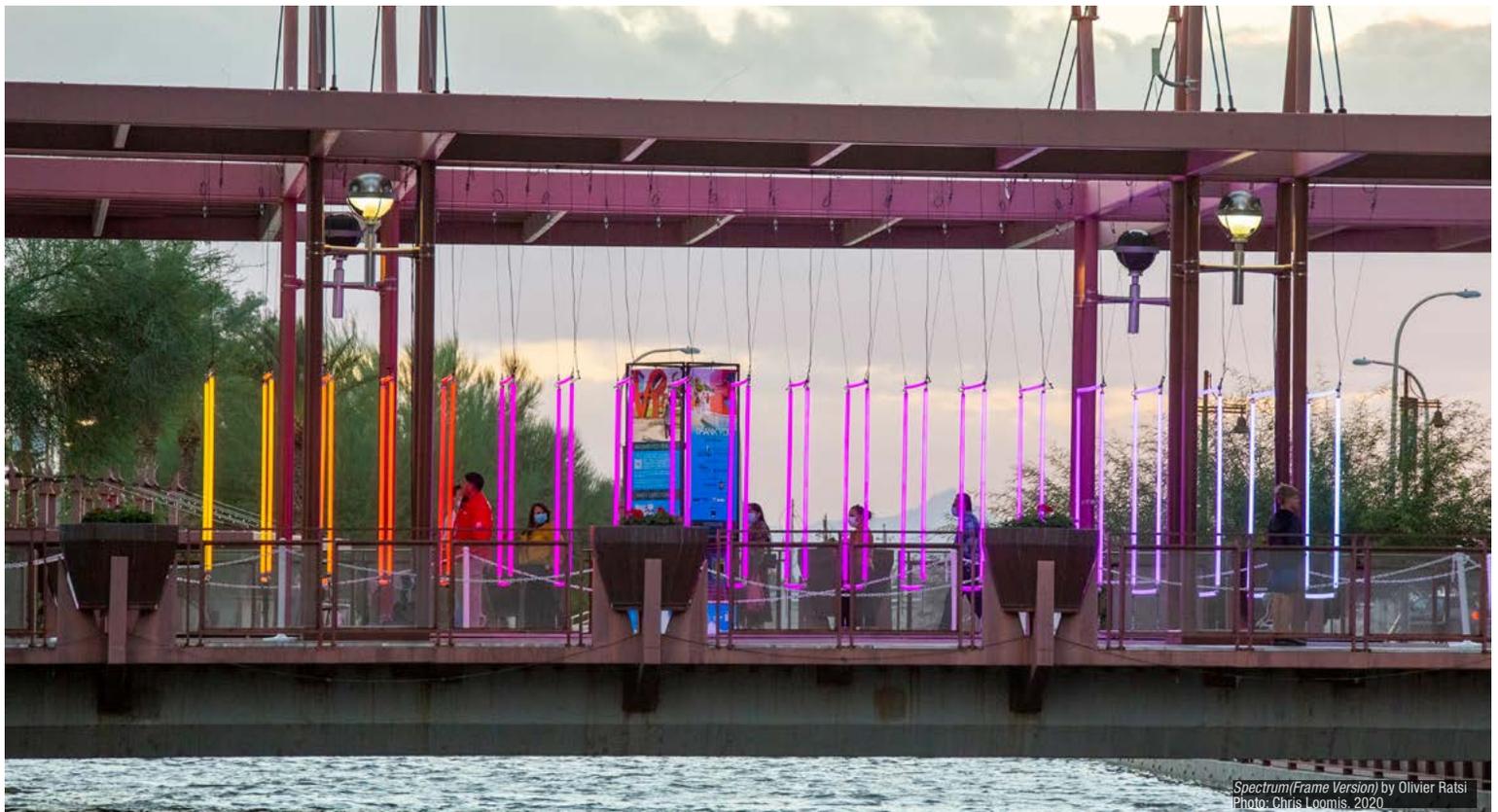
## Questions/Follow Up

If you have questions about the RFP, Canal Convergence, or your proposal and its suitability for our site, we are happy to discuss your ideas! Questions regarding the project should be directed to Jennifer Gill, public art manager for Canal Convergence, at [JenniferG@ScottsdaleArts.org](mailto:JenniferG@ScottsdaleArts.org).

Jennifer will also be scheduling blocks of time in February and March where artists can schedule 30-minute (max.) sessions via Zoom or phone call to discuss their ideas for Canal Convergence. The dates of these sessions are Thursday, February 25, and Tuesday, March 9, 2021. Please email Jennifer directly to find out and schedule available times.

### Thoughts to consider when developing a proposal:

- Review previous Canal Convergence projects at [CanalConvergence.com](http://CanalConvergence.com) or via [The History of Canal Convergence](#) document to get a sense of the space and event context.
- Interactive artworks are encouraged.
- We are looking for proposals, big, small, and modular for a variety of sites in the Scottsdale Waterfront area—along the canal, green areas, paths, and surrounding infrastructure, as well as in multiple spots throughout downtown Scottsdale
- Light-based projects, video, or suspended installations may use the surrounding infrastructure and architecture; contact Jennifer Gill for more details.
- In addition to the main themes of Canal Convergence listed above, consider your proposal's relevance to the canal, Scottsdale, and Arizona as a whole.



*Spectrum (Frame Version) by Olivier Ratsi*  
Photo: Chris Loomis, 2020

## Important Site Information

### The Arizona Canal and Scottsdale Waterfront

- From Soleri Bridge and Plaza to Marshall Way Bridge: Approximately 750 feet.
- There are seven 20-foot tall (approximately), permanent, infrastructure poles installed along the waterfront between Marshall Way Bridge and Soleri Bridge. See the aerial map and photo documentation in the [Site Map Packet](#). These poles provide structurally sound supports for large-scale artworks suspended above the Arizona Canal. Exact structural specifications can be provided upon request.
- From Marshall Way Bridge to Goldwater Boulevard: Approximately 650 feet.
- Canal width: Approximately 60 feet, wall to wall.
- Water depth: Approximately 7 feet, 3 inches.
- Canal wall: Approximately 7 feet, 9 inches from the canal floor to top of vertical wall, plus a 1-foot decorative cap.
- Total canal wall height: Approximately 8 feet, 9 inches.
- Water velocity: Approximately 3–5 feet per second.
- Fishing allowed with Arizona State fishing license. No swimming or boating.
- Canal water is not treated and often contains debris. Placing artwork in the canal may result in stains or other damage.

### Operations

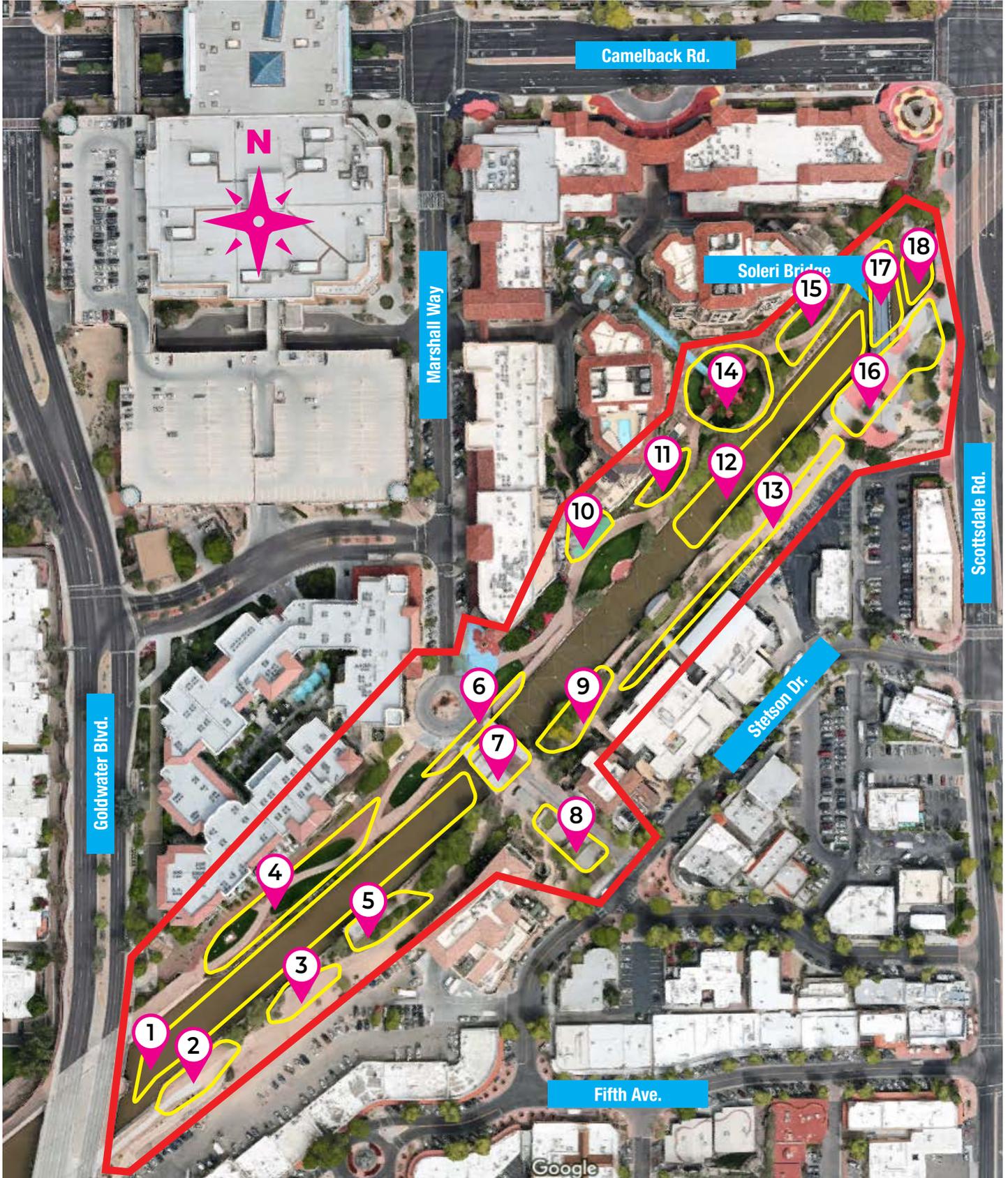
- The Arizona Canal is operated by Salt River Project (SRP) as a power and water utility corridor.
- Power is underground along both banks of the Scottsdale Waterfront.
- The city of Scottsdale has a license agreement with SRP that allows canal bank improvements, paths, landscaping, lighting, outdoor seating, patios, and limited events.
- There are multiple property owners and developers at Scottsdale Waterfront.

### Issues of Concern

- SRP reviews and approves usage concepts relative to canal function, water safety, and pedestrian access.
- Canal function cannot be interrupted.
- More than 1 foot of water elevation displacement is not allowed.
- Canal bank paths must allow for access by SRP vehicles and recreational users (10-foot clearance is required at all times).
- Temporary obstructions must be negotiated and planned.
- Anything placed in the water must be nontoxic and eventually removed.
- Attachments to the canal, permanent poles, walls, railing, and/or banks cannot damage the site.
- No water may be removed from the canal for any reason.

# Canal Convergence Site Map: Aerial View

Download the [Site Map Packet](#) to view ground-level, daytime photos of the sites we have identified as desirable artwork activation areas, images of our permanent infrastructure poles used for suspending artworks across the canal, and sample images of past off-site artwork installations for Canal Convergence.



Map data: Google