Project Statement

The Flocks of Light celebrate invention and innovation in the *real* (natural) world– a gradually rising “flock” of light standards carrying a loose array – or flock – of LED video panels and the photovoltaic arrays required to power them as they climb from 20 to 120 feet in the air along the main walkways of the park, from north to south.

Smart: the colors and patterns of light emitted by the Flocks of Light can be designed, programmed, and scheduled to provide for a safe as well as compelling experience for people in the park and on the adjacent roadway, while minimizing disruption of migration and other patterns of local animal and plant life;

Sustainable: the Flocks of Light are designed to consume no more electricity in an evening than they can store in a day, acting as a kind of site-and-time-specific data visualization set in to the landscape of how much photovoltaic panel is required to supply and control the array for the require hours at the current state of the art of solar power and logic-driven light production; as the light colors and patterns are adjusted to protect the migration and reproductive cycle of various native species, the details of each will signal their “signature” pattern to park and road users in real time, indefinitely.

Context-sensitive: in their form and placement, the individual elements of the Flock are designed to operate between the traditional lighting infrastructures for motor/pedestrian/sports amenities around them, and their naturally-occurring neighbors: the trees, birds, bats...

Evolve-able: as new knowledge develops about human, animal, and botanical “users” of the park, and new ideas for the light sculpture develop from its first compositions, the piece can be re-programmed and tuned and scheduled by the hour, day, season, and year in new ways; as new solar power and lighting technologies come on line, individual components of the Flocks of Light can be updated and upgraded, always operating at the “state of the art”.

Evocative: of a particular aspect of the dynamic potential of new technologies to support new variants of urban settlement and development that do NOT set themselves against the natural settings and conditions under which they are built, but rather to find new and better ways to take and tend their place in *this* world in its present reality, and in the best of its possible futures.

**********. works in New York City at the intersection of art, technology, and the public realm– from participatory urban design software development to interactive public media art projects and advocacy in the United States, Canada, and Europe. ********** combines training and experience as a sculptor with deep knowledge of sustainability-oriented engineering and urban redevelopment from his native ******** in Canada to worldwide. We've worked together extensively, and have each participated in many large multi-firm projects with complex stakeholder mixes and contextual/environmental requirements. We can handle everything from community meetings to wind loads and future-proofing control systems.