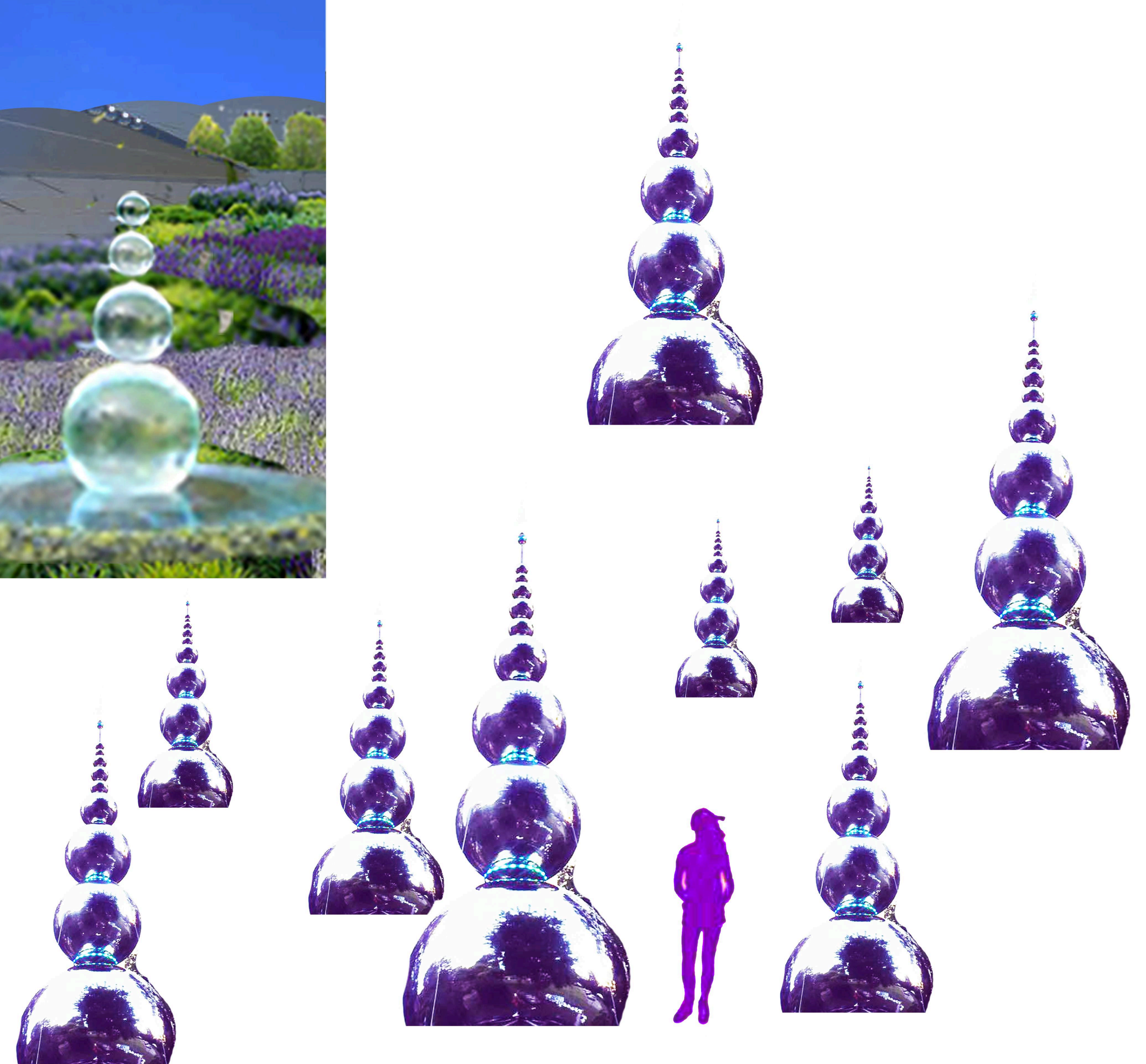
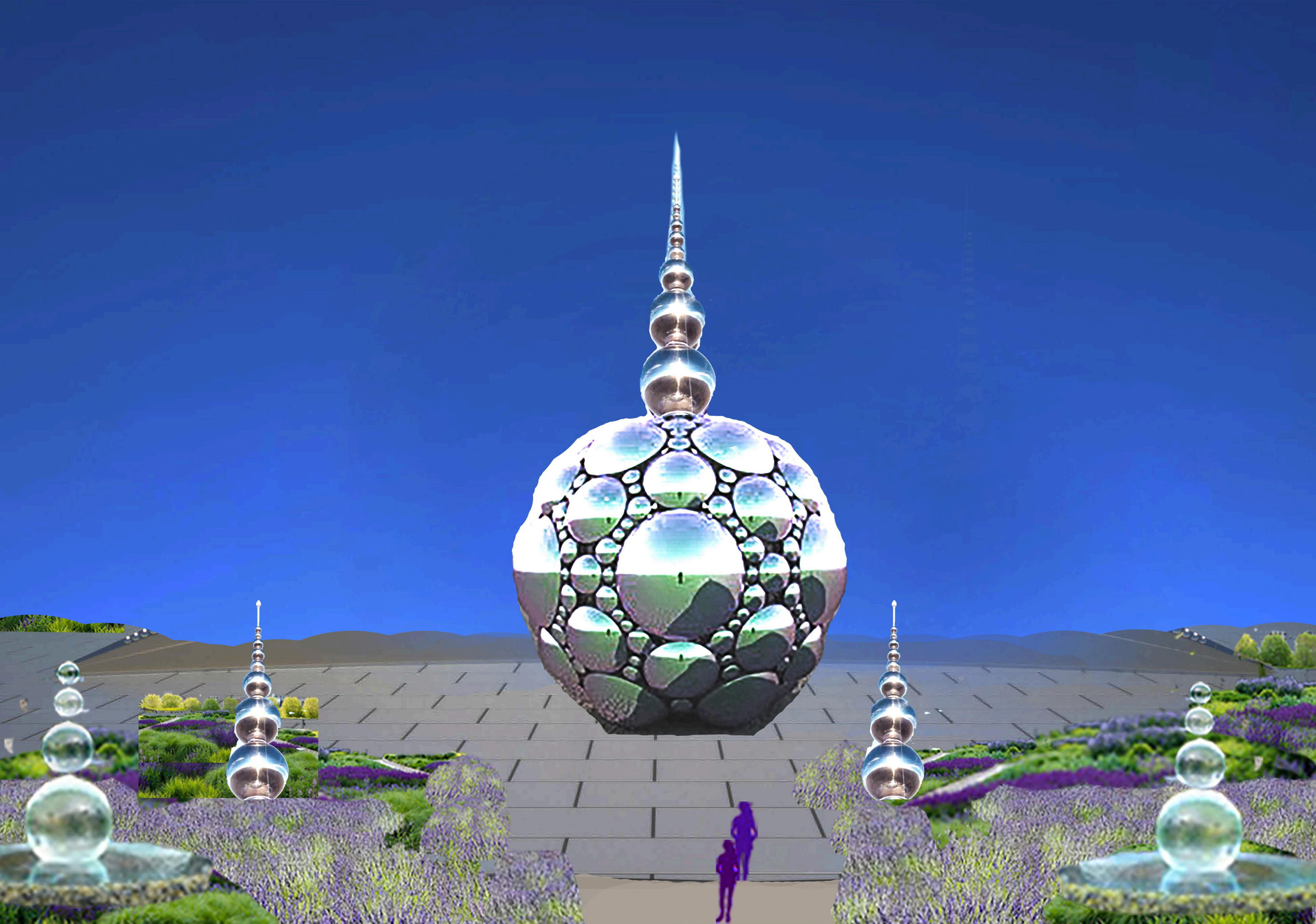


RED shows possible location for Compound eye (focal sculpture)
PURPLE shows placment for sphere stack sculptures

This set of sculptures would be on both the East and West side, though I envision the West side set as smaller and more lightly distributed to allow emphasis on the focal sculpture, Compound eye/I (on the West side).

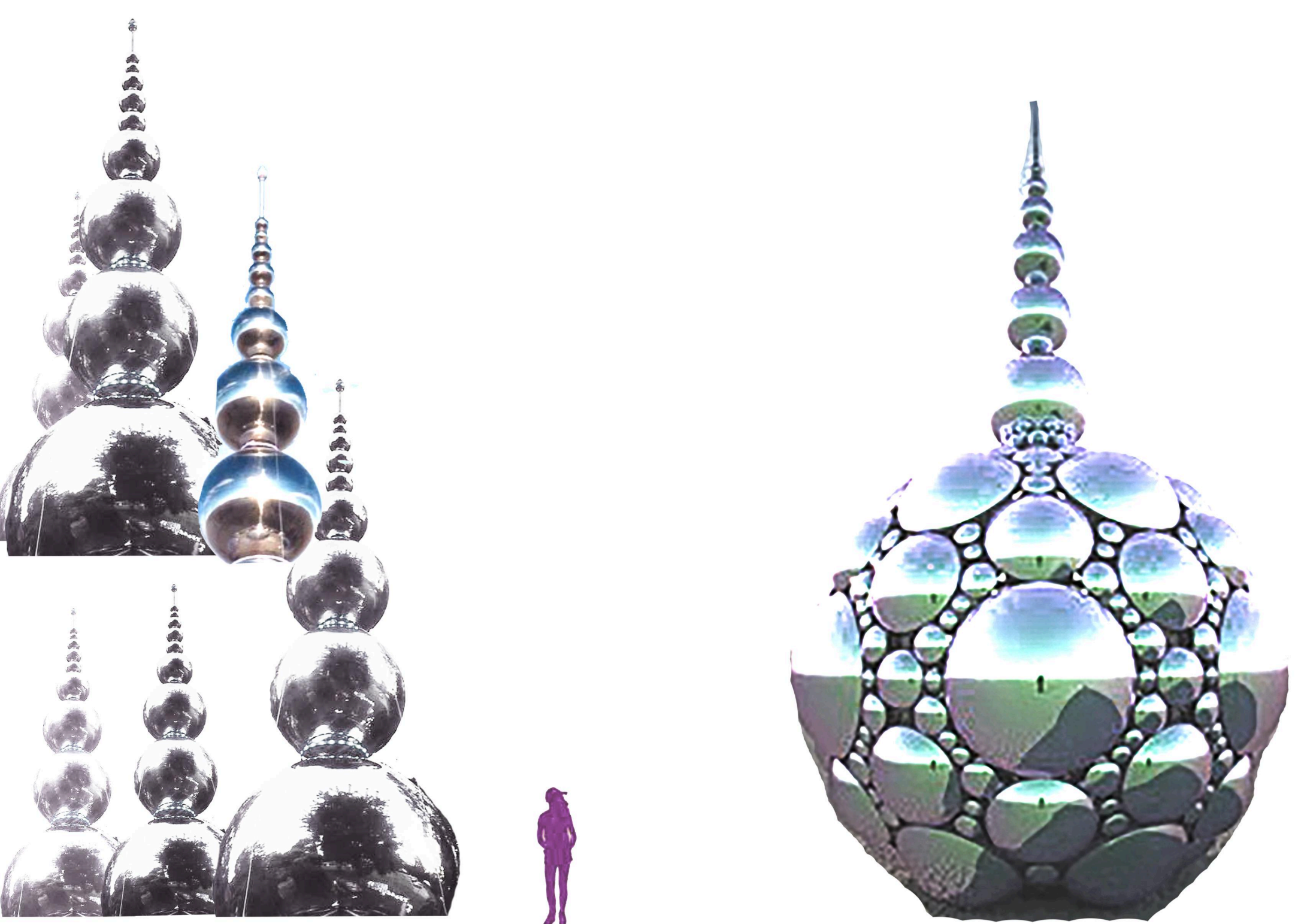




- * Sculptures are mirror-polished stainless steel sphere stacks of decreasing scale.
- * The sculptures range in height from 12 ft to 75 ft.
- * Pathways curve, intertwine and intersect between sculptures.
- * Landscaping between paths and sculptures, of drought resistant grass, native flowers for concentrated 'zones' of color.
- * Raised beds for flowers have integrated, curving benches to invite sitting.
- * Taller trees, possibly also the palms relocated to form a visual and acoustic barrier between the highway and park visitors
- * Tennis courts eliminated to create art /walking/pedestrian space



- * Food to takeout and possible seated dining in greenhouse-like spaces/cafes that can open/close walls, sides, roofs according to weather and distancing considerations.



Interspersed into this array would be water fountains mimicking identical shape of the steel mirror sculptures, with the spheres made of recycled glass: transparent, matte surface in turquoise and cobalt blue glass, with the water flowing from the top, to provide elements of movement and softness to contrast the urban environment, and especially to offset the constant ground and air traffic noise. The rims of the fountains will integrate bench seating that faces towards, sculptures, trees and the river.

On one side of the water, many pillars offer a meandering walk, while on the other side, a wider area leads up to an elevated monumental artwork rising up to 70-80 ft in height and width

Pergola walkways with integrated solar array harness the abundant light in San Jose to power the all-LED lighting that is integrated into the sculpture.

Mirror reflections on spheres are like convex mirrors, which means reflected light is drawn into pinpoints that have a diffuse, shimmering effect rather than a concentrated, heating, glaring effect, similar to light shimmering on water surfaces.

