



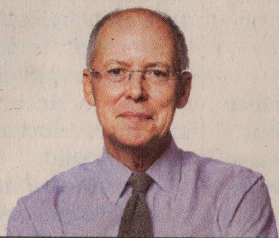
Karl Nielsen / Special to The Chronicle

The 2.4-acre Building One Plaza located in front of Treasure Island's historic structure, seen from above, has a proposed budget of \$1 million for public art. Below is an artist's rendering of the site.

Culture in the bay

Plan for top-dollar public art in Treasure Island development

CHARLES
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Boosters are already calling it "San Francisco's newest neighborhood." Over the next 20 years, Treasure Island will be transformed by the construction of 8,000 residential units, housing an estimated 20,000 people.

Redevelopment of a disused, largely ignored but highly visible feature of the San Francisco Bay



Treasure Island Community Development/AECOM

can't come soon enough for some. But a question hovers in the chill air above the island that does not apply to its smaller, more natural partner, Yerba Buena Island.

How can a mass of landfill so flat it was once set to be the city's airport be made neighborly in any sense of that

Desmarais continues on D7

BAY AREA

High-priced art makes an island destination



Karl Nielsen / Special to The Chronicle

Building 1 on the landfill creation in the middle of the bay will be the site of \$1 million in public art if the Treasure Island Arts Master Plan comes to fruition.

Desmarais from page D1

word? How does it become not just a plot, but a place?

On Wednesday, the Treasure Island Development Authority is expected to approve a plan meant to provide one part of the answer. The long-awaited Treasure Island Arts Master Plan lays out a strategy to spend \$50 million on public art. The money will come from development firms under San Francisco's "1 percent for art in private development" requirement.

More than two years in the drafting, the plan was prepared with broad public input by the San Francisco Arts Commission in collaboration with the development's landscape master planner, CMG Landscape Architecture. The proposal draws upon the history and ecology of what at first appears to be a blank slate, in an attempt to define a recognizable image for the new community.

The Arts Commission will also announce on Wednesday a public process to award the

first three commissions for public art projects under the plan, each budgeted at \$1 million to \$2 million.

The plan would fund projects inspired by the island's unique features: its name; its "vantage point" amid an iconic bridge and two great cities, surrounded by an inland sea; its history as a site of innovation — a world's fair, an early nexus of commercial aviation, a military installation; and its environmental and ecological conditions. Projects will be solicited from local, national and international artists.

"There's never been an opportunity like this," said Jill Manton, director of SFAC's Public Art Trust and the author of the plan, at a press briefing last week. "This is a brand new neighborhood — it's not a situation of artwork gentrifying a neighborhood."

Chris Meany, managing partner at the development firm Wilson Meany, said the goal was "a new destination for the arts — not just locally, not just regionally, but nationally." His company is one of

the key players in a complex development structure.

He said that most of the new housing units will be in apartment buildings of varying height, forming a cityscape with "the density of North Beach." Part of the island is to be reserved for "some of the best new public park space in the city." That will include sports fields, a working farm and a nature park called The Wilds. The island will be, he said, "a contemporary place — we're not interested in a false historic place."

The 107-page plan considers a broad range of "art typologies" including permanent sculpture, light- and media-based art, "interactions with the maritime community," murals and environmental art. Meany said he hopes that "especially at the early stages ... we get some solid, foundational pieces." He stressed that his is "only one voice," but he would like to see monumental works by known artists that will attract the attention of other artists and art experts.

The plan envisions raising

additional funds to expand the program, Manton said. The final amount of the arts funding requirement will depend on actual development costs — that \$50 million could fall to as little as \$35 million. Moreover, even at full funding, the money will become available over a period of about 20 years.

Sites for the first three projects have been selected. Art installation is expected to coincide with the development schedule. The sites are:

► A 2.4-acre Building One Plaza located in front of the historic structure currently known as Building 1, which will house a visitors' center and other amenities, along with administrative offices (with a proposed art budget of \$1 million).

► A Waterfront/Ferry Plaza located along the waterfront facing San Francisco, in the vicinity of a proposed new ferry Terminal (proposed budget, \$2 million).

► A new Yerba Buena Hilltop Park encompassing 4.3 acres

with two hilltops on Yerba Buena Island, which is slated for 300 high-end housing units and a small hotel (proposed budget, \$2 million).

Public art commissions will be overseen by a new Treasure Island Arts Steering Committee appointed by the directors of the Treasure Island Development Authority and SFAC. Artist selection panels will review the qualifications of those who apply. An open-call Request for Qualifications will be issued in July, and will be available at the Arts Commission website, www.sfartscommission.org/find-opportunities/calls-for-artists.

The first selection panel will meet in October to appoint three finalists, who will be paid to develop proposals; announcement of the selected artist and preliminary designs is expected in March.

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