1. **HORIZONS**

**by Taylor Hedum**

@ Alvarado Transit Center

100 1st St SW

* appearing on October’s First Friday

HORIZONS is an installation inspired by New Mexico’s landscapes, especially where earth meets sky. Swirling overhead, the work mimics rolling clouds and changing weather; the color palettes are reminiscent of the region’s flora and fauna.

Installed outside the Alvarado Transportation Station’s ticketing area, HORIZONS alludes to travel and new beginnings. This vibrant abstraction of the landscape gives viewers a reason to pause mid-journey beneath the undulating waves of light.

TAYLOR HEDUM works with sculpture and light-based installations to explore perceptual boundaries that result from the mesh of complex systems between physics, physiology, and psychology. Hedum’s recent work investigates light as subject, building on his experience with circuitry and computer programming to produce kinetic sculptures.

**CITY BRIGHT** is a new initiative of the City of Albuquerque’s Temporary Public Art program that aims to activate downtown with light-based artworks. From September to December, five sites will be lit up with installations, architectural interventions, sculptures, performance, projection and more.

THANK YOU to all the artists, landlords, site contacts, committee members, city employees, and contractors who made this project happen.

For more information about the projects and artists, scan this QR code with your smart phone camera.
2. **THE GAME OF LIFE**  
by Social Media Workgroup  
@ The Box Performance Space / 114 Gold Ave SW

**THE GAME OF LIFE** is an interactive light artwork based on mathematician John Conway’s famous computer simulation by the same name. Animated in real time, The Game of Life illustrates properties of cooperative living systems and how complexity can evolve from a simple set of rules. In this artwork, light represents life in a shared system and audiences intervene in this system in order to create or destroy sustainability.

This artwork consists of a grid of 45 circles of light or ‘pixels’. The pixels animate in a pattern based on the game rules. A pixel will ‘live’ for a generation if several adjacent pixels are alive nearby; it will ‘die’ if there are only a small number of living pixels around it. Visitors can disrupt the game by adding or subtracting pixels in real time using an interactive web app.

**THE SOCIAL MEDIA WORKGROUP** is an interdisciplinary sciart lab based at the UNM Center for Advanced Research Computing.

Director: Andrea Polli  
Electronics Design: David DiDonato  
Programming and Design: Brandon Wade  
Videography and Technical Assistance: Jared Rendon-Trompak  
STEAM Americorps/VISTA: Rosemary Morgan

3. **SCAFFOLDING**  
by LANCE RYAN MCGOLDRICK  
@ Contract Associates  
219 Central Ave NW

SCAFFOLDING questions our society’s building practices and their impact on the world. With fluorescent bulbs composed into a scaffold-like structure, the piece considers the fragility of over-development and resource consumption. Situated within The First National Bank Building -- Albuquerque’s first “skyscraper” -- the sculpture speaks to the history and future of development in our city.

**LANCE RYAN MCGOLDRICK** is a multi-media artist working in a variety of nontraditional contexts. His work ranges from discrete objects to immersive environments, often created with combinations of found-objects, texture, light, and geometry.

4. **VIRGA I**  
by Entropic Industries  
@ Rosenwald Building  
320 Central Ave SW

**VIRGA I** is conceived by Entropic Industries as a luminous shower, transforming a vacant building’s entryway into a space of light and interaction. Adopting the artificial glow that is characteristic of Route 66, this 30ft vertical cascade of light drifts with the movements of air and street life. Its glimmering strands mingle visions of New Mexico’s natural monsoon seasons with the region’s invisible technological pulse.

Composed of almost 30 miles of unbound fiber optic cable - the conduit through which 99% of all data is transferred over the globe - the materiality of this installation immerses the viewer in the aura of a digital communication age in which light and information have become one and the same.

**ENTROPIC INDUSTRIES** is a collaborative architectural design studio based in Albuquerque, New Mexico. Founded by Jared Winchester with Cory Greenfield as a design partner, Entropic Industries explores new possibilities within the field of architecture through both built and theoretical design projects, design competitions, public art, and architectural writing.

5. **TAKE ME**  
by Adrian Pijoan  
@ Kimo Theatre  
423 Central Ave NW

Something strange is happening in Albuquerque. Pale men wearing suits and cowboy hats have been appearing throughout town. Has the moon been full for longer than usual? Paranormal investigator Aurora Aura, PhD has been working hard to crack a decades-old UFO case.

**TAKE ME** is a collaboration between artist Adrian Pijoan and Dr. Aura. For this installation Adrian moved Dr. Aura’s paranormal research office to the Kimo Theatre storefront. The neon signs are from Dr. Aura’s office. The phone number -- (505) 273-8847 -- displayed on the LED signs is her business number. Normally Dr. Aura would be available to take your calls; however, it appears that she left town shortly before the launch of the City Bright project.

In her absence Dr. Aura has left behind a series of recordings containing her investigation notes. By dialing her number and listening to the messages, we might understand what happened to Dr. Aura and what has been happening in downtown Albuquerque.

**ADRIAN PIJOAN** is a multimedia artist who explores the relationships between the paranormal landscape and the stories and cultures that grow around it.