

Shrine to Earth (Pillars)

Computing Shrines

Spencer Chang · SFAC Visual Arts Committee · June 25, 2026



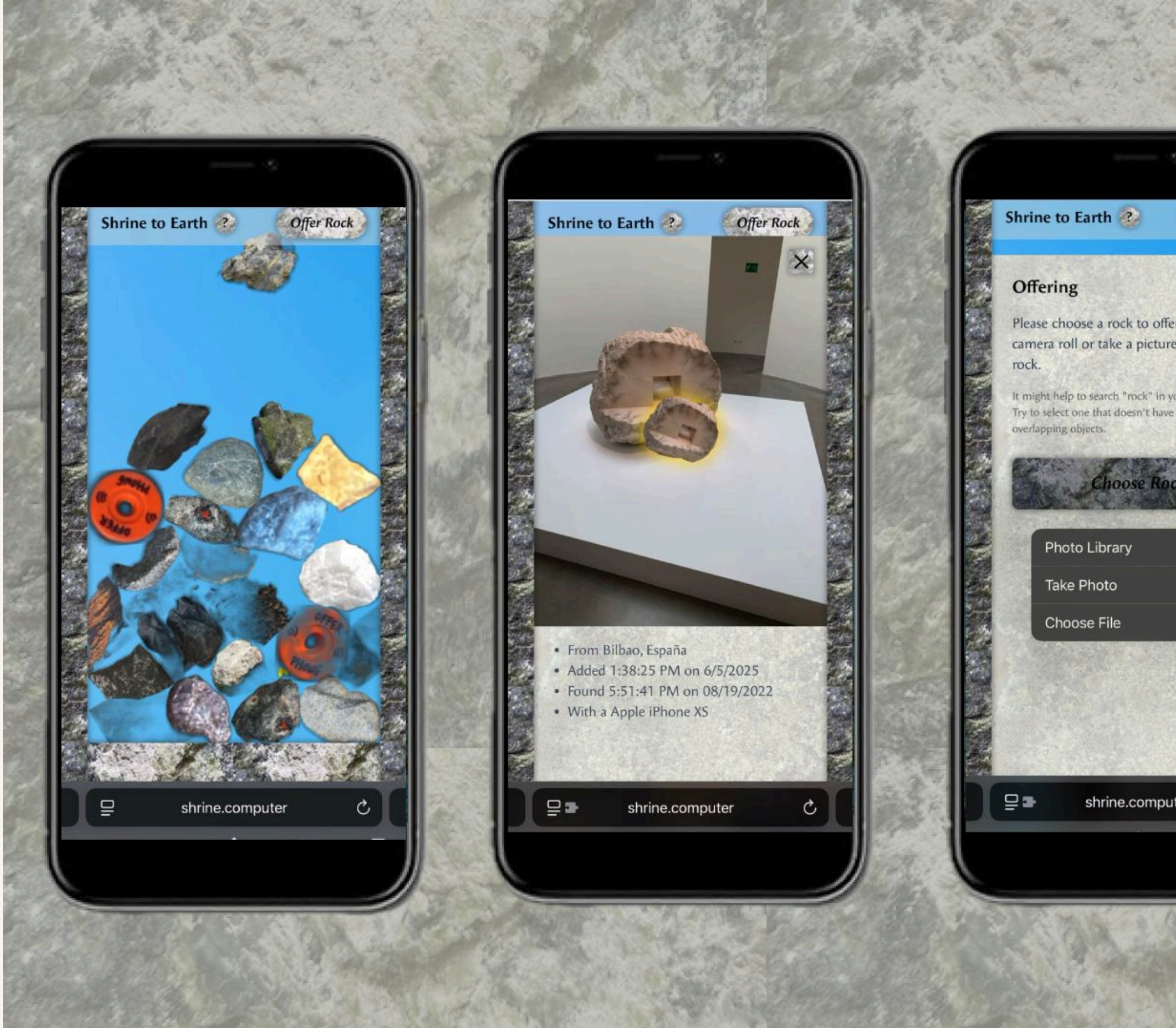
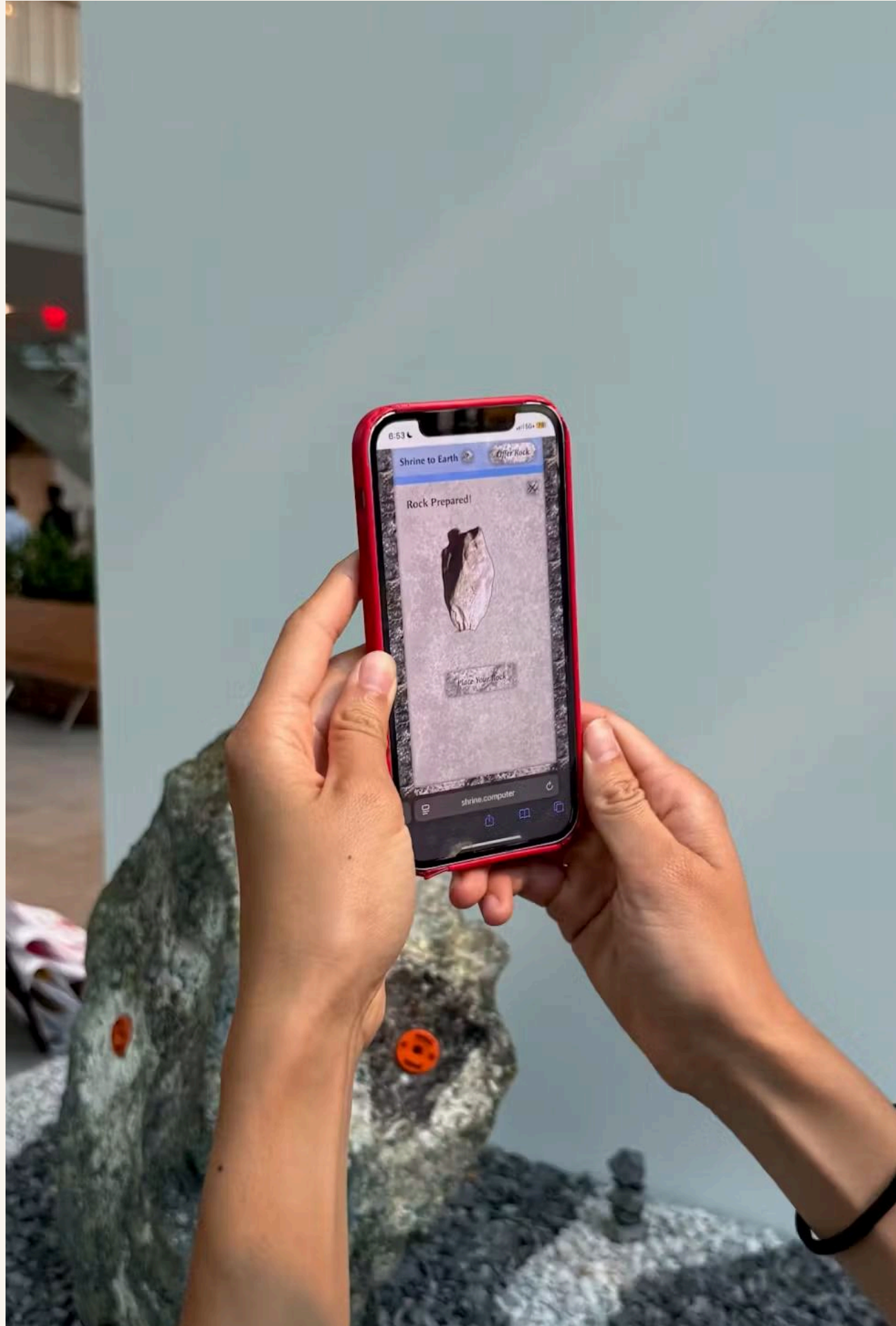
Shrine to Earth (Pillars) is a site-specific, interactive stone sculpture in GGP that fosters connection with and through our environment



Installed at Tokyo University of the Arts in Tokyo

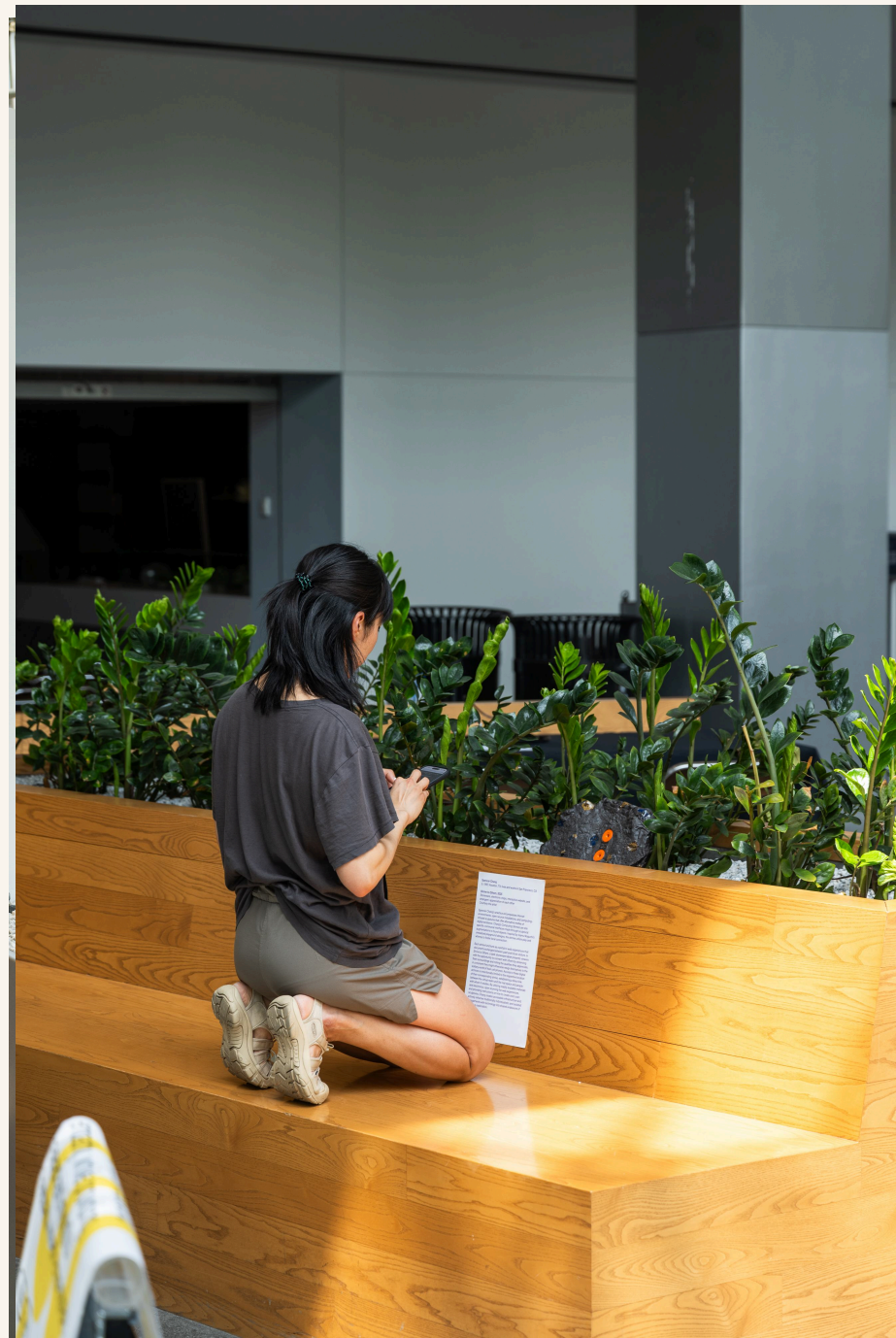


When visitors offer their phone, the sculpture's website invites them to contribute a rock from their camera roll to a shared landscape




25, 202

Computing Shrines: technology for local connection



how to make a computing shrine



1. Identify a place that you regularly visit.

2. Reflect how you wish you could interact with those you share the space with.

3. Design or find a website that facilitates this interaction.

4. Create a shrine to hold the website and your hopes for how people will feel.

5. Place your shrine in the space where others can find.

6. Ask about their experiences & show them how it works.

7. Visit regularly for maintenance.

8. Teach another how to steward the shrine.



Computing Shrines is a series of public installations embedded with websites that co-opt our devices to facilitate small, intimate exchanges among people in everyday places. Each shrine activates its website when visitors offer their phones to it, facilitating a multisensory exchange between previous and future participants.

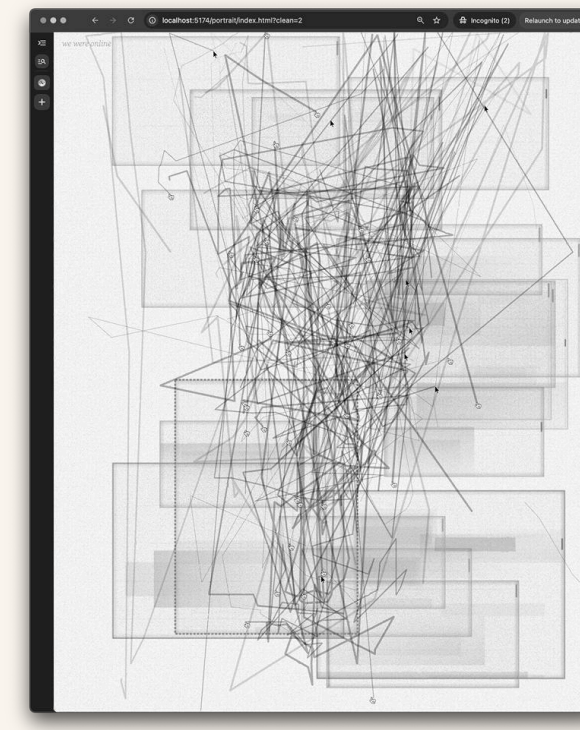
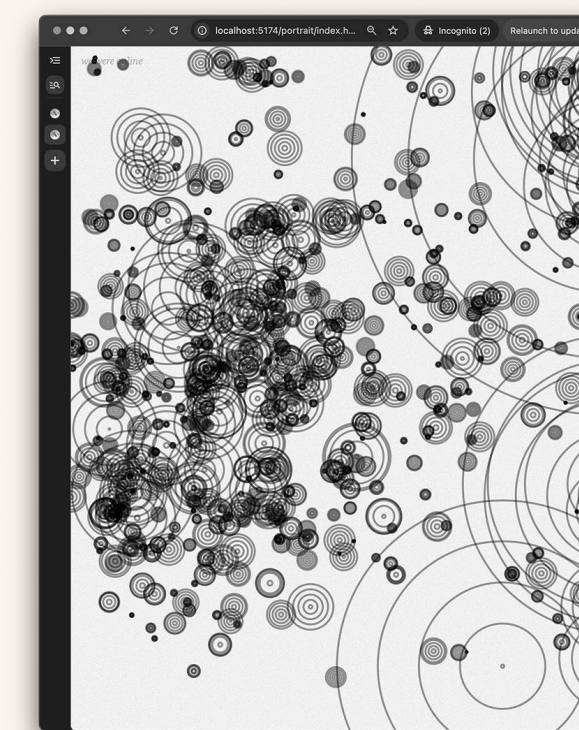
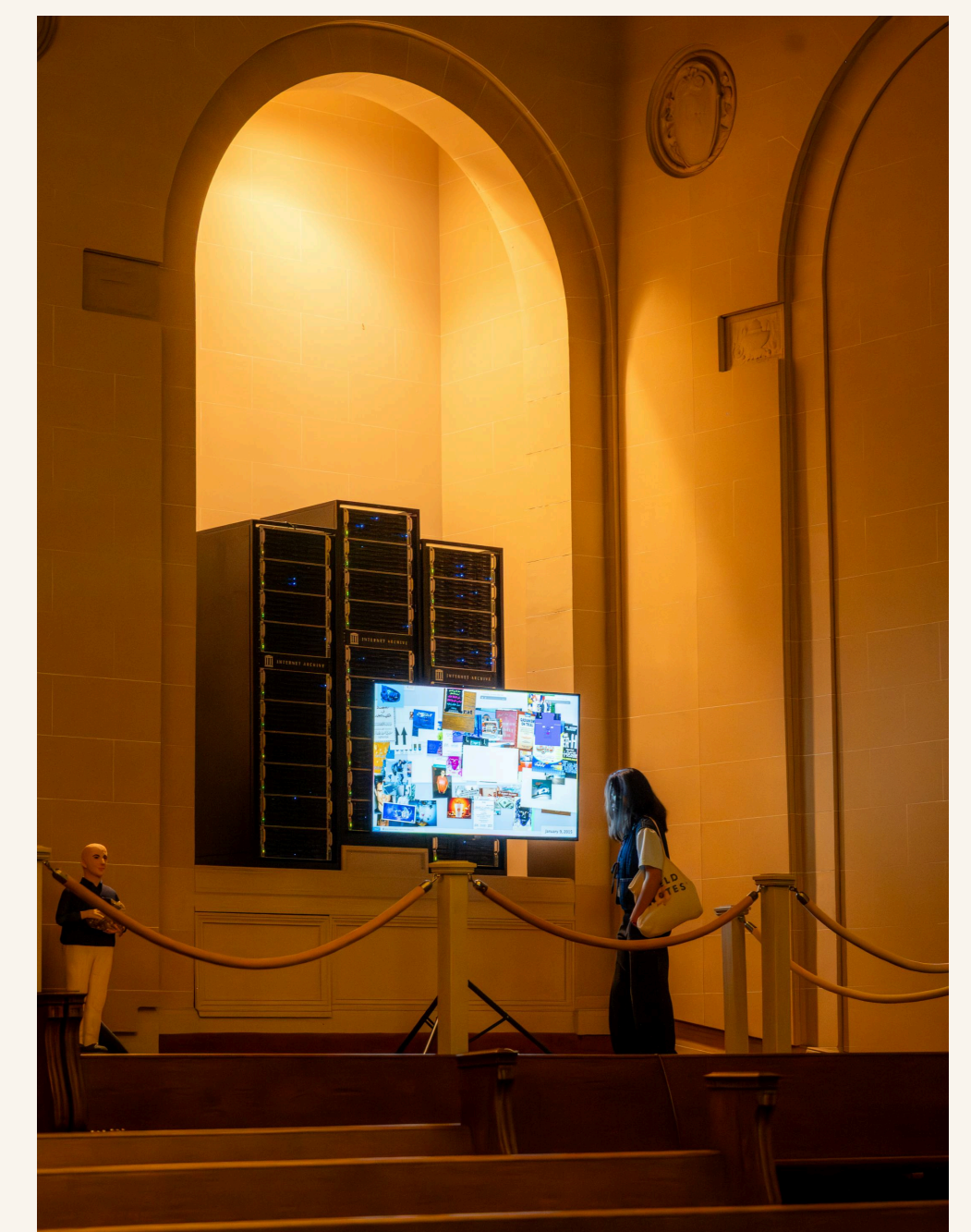
Inspired by our instinct to leave traces of ourselves in public spaces, Computing Shrines creates a venue for doing so without defacing nature or public infrastructure. The work models itself after community-led projects to foster connection within local spaces and invites others in to create and host their own versions of the project. Beyond an installation, Computing Shrines is an open protocol for public-good technology that fosters local connection rather than replacing it.

Funded by a San Francisco Artist Grant to turn into a public art installation for San Francisco.

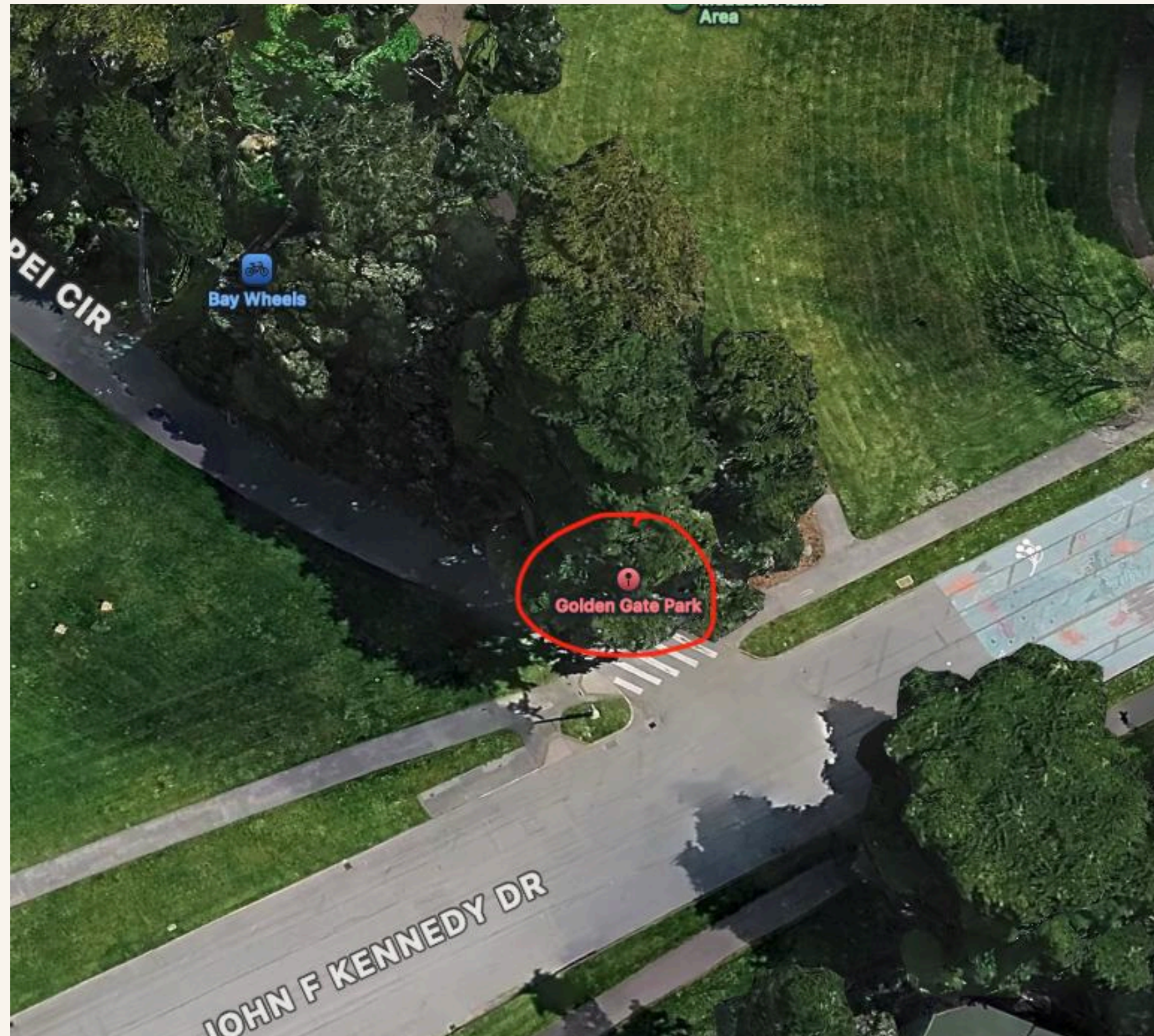
About me

Spencer Chang is an artist, engineer, and toy maker interested in the **play, creation, and care that emerge from our relationships with and through technological systems.** Working across internet spaces, interactive sculpture, and creative infrastructure, they engage with everyday practices and material to **reconstruct technology as a medium for communal flourishing.** These works leverage whimsical intimacy and critical joy to interrogate our systems, invite collective imaginations, and provide the means to reinvent them.

Chang's work has been showcased by the **Gray Area & the de Young Museum** (San Francisco), **Tokyo Geidai** (Tokyo), **Museum of the Moving Image** (New York), **Ars Electronica** (Linz), and the **National Communication Museum** (Melbourne). They have created commissions for **Hyundai Artlab**, **Alserkal Avenue**, the **Internet Archive**, and **Wikipedia** and been supported by **Rhizome**, the **San Francisco Arts Commission**, and the Ethereum Foundation. A NEW INC Y11 member, their projects have been featured in MIT Tech Review, The Cut, It's Nice That, and Frieze, and they have taught workshops internationally for institutions such as Stanford University, NYU ITP, and SFPC.



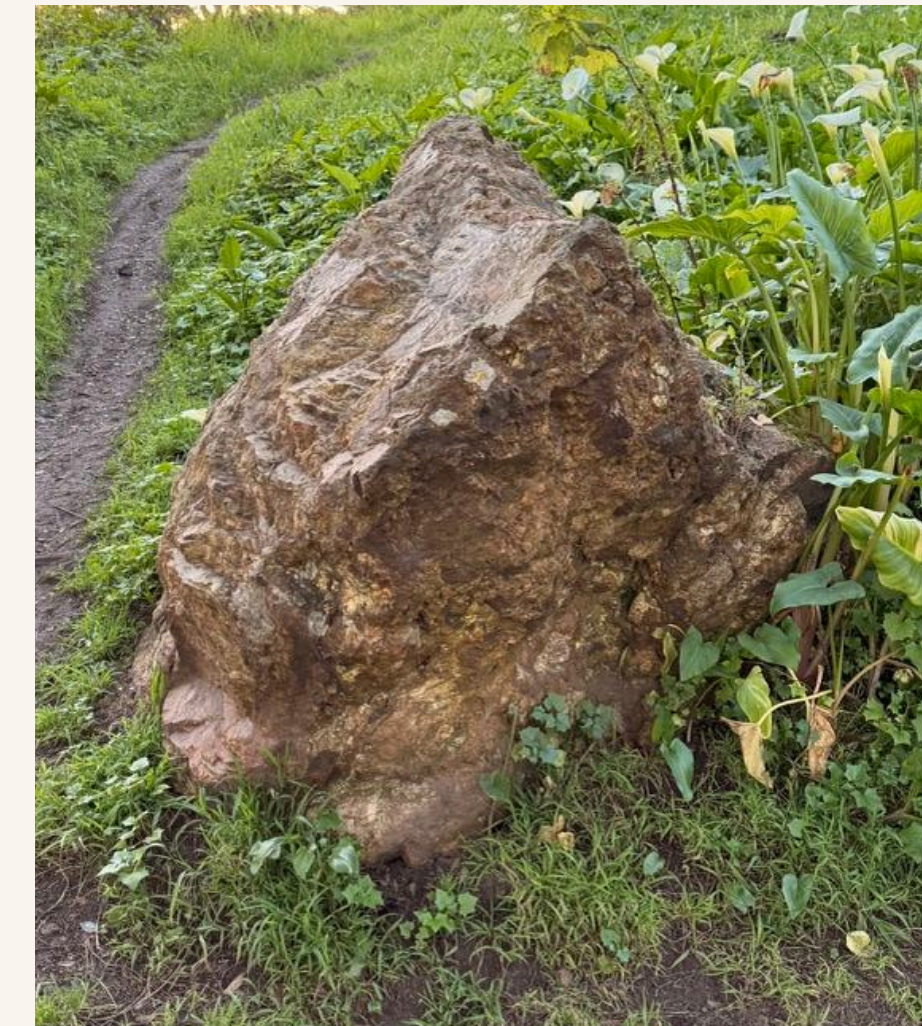
Installation

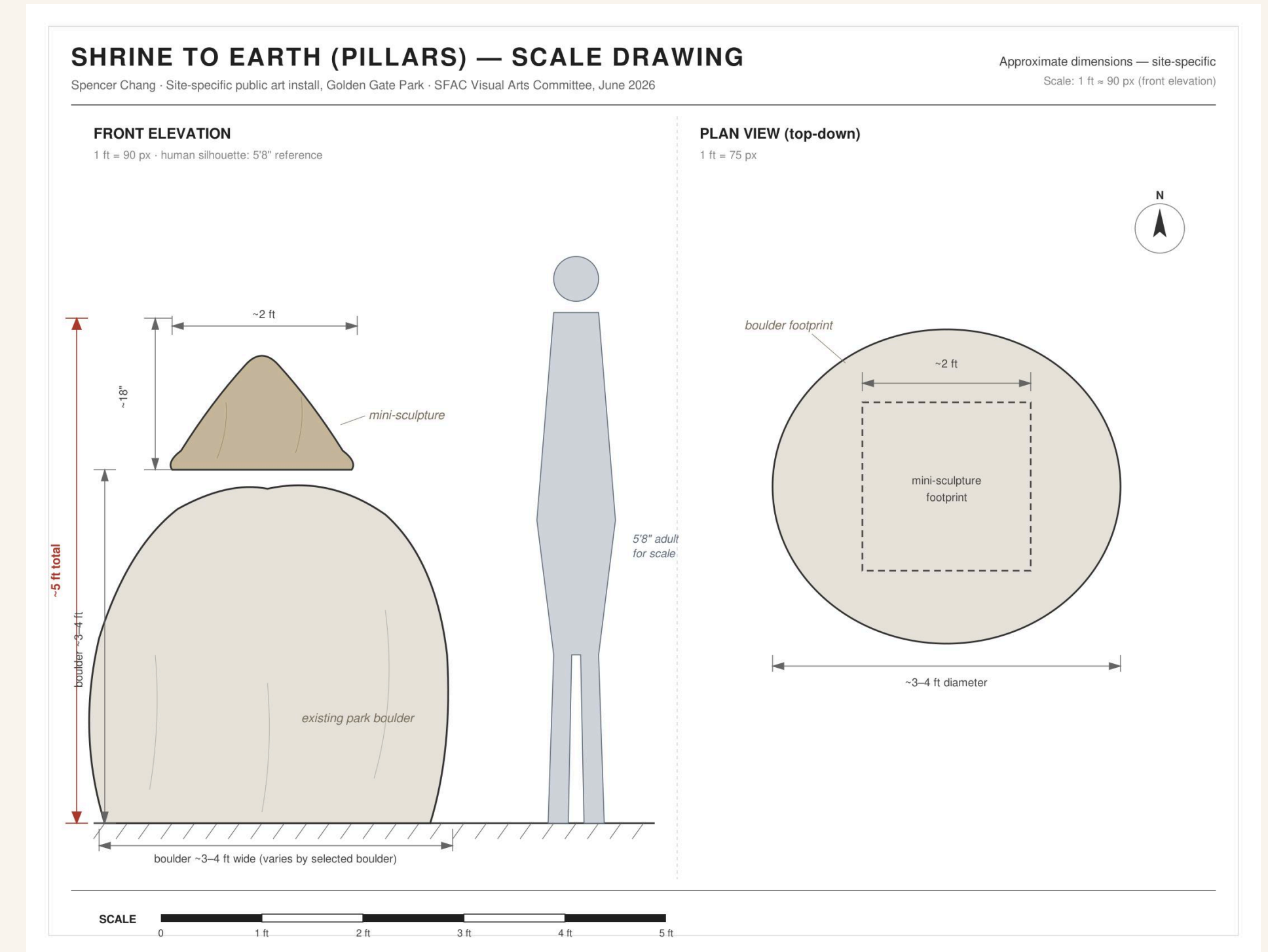


Peacock Meadow along JFK in an existing planter bed. I've been coordinating with Dave Iribarne, superintendent of Golden Gate Park, for installation.

SFREC team will help move 3 existing park boulders to the site for the installation.

Date: Sep 1, 2026 (tentative) for 12 months





Installation Process

Each shrine will be secured to its boulder using a mechanical system: several 3/8" stainless steel pins drilled into base rock and boulder surface (3" deep each) at the main bearing points. This approach is weatherproof, handles lateral force, and can be cleanly removed during deinstallation without damaging the boulder by lifting directly upwards.

1. Place boulders in designated locations and secure them in the ground
2. Install pins into boulders
3. Bring mini-sculptures for install on top of boulders
4. Install & secure mini-sculptures on top of boulders as detailed above

- **FORM** Mixed-stone sculpture, 12-16"W x 16-20"H, mounted atop park boulder (3-4' W x 3-4' D x 3-4' H)
- **TOTAL HEIGHT** ~5 ft from ground (chest height for interaction)
- **MATERIALS** Mixed stone including native Northern California varieties (serpentine, basalt, granite); embedded NFC chips in weatherproof ABS housing, stainless steel pins



Maintenance Plan

RESPONSIBLE PARTY Spencer Chang (artist) and designated representatives.

ROUTINE Bi-weekly inspection of all shrine locations throughout install. Damage and vandalism documented photographically and reported to the park team.

REPLACEMENT On-hand stock of replacement rocks, NFC chips, stainless steel pins, and marine epoxy for quick repairs.

INTERVENTION THRESHOLDS

- Minor displacement / surface vandalism — repaired within 2 weeks of discovery
- Major structural damage — removed or replaced within 4 weeks
- Damage/graffiti to boulder itself — RPD notified immediately; defer to their assessment

DEINSTALL Steel pins removed. Boulders left in place or returned to original locations per RPD.

Thank you! Questions?

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