

tiat

May 21, 2026

San Francisco Arts Commission 401 Van Ness Avenue, Suite 325 San Francisco, CA 94102

Dear SF Arts Commissioners,

I am writing in support of the temporary installation of *Shrine to Earth* by Spencer Chang in Golden Gate Park. As part of his ongoing *Computing Shrines* series, this work transforms existing park boulders into interactive sculptures that invite visitors to leave small traces of themselves for the next person who passes by.

As the founder of tiat (the intersection of art & technology), a cultural, grass-roots non-profit that has consistently brought out thousands to see artists working at the intersection of art and technology, I've had the privilege to support Spencer's practice and see firsthand how it brings people into conversation with each other. Many of Spencer's works reinforce the relationships of our bodies to our phones and to our surroundings - creating moments of joy, reflection, and shared presence between strangers.

Golden Gate Park feels like a natural home for Spencer's *Shrine to Earth* installation, and I respectfully ask the Commission to approve this installation.

Sincerely,

Ash Herr

Director, tiat

<https://tiat.place>





Barry Threw
Executive and Artistic Director
Gray Area
2665 Mission St.
San Francisco, CA 94110

May 11, 2026

San Francisco Arts Commission
401 Van Ness Avenue, Suite 325
San Francisco, CA 94102

RE: Letter of Support for Spencer Chang's *Computing Shrines: Shrine to Earth (Pillars)*

Dear SF Arts Commissioners,

I am writing with Gray Area's strong support for Spencer Chang's *Computing Shrines: Shrine to Earth (Pillars)*, a thoughtful and timely project that reimagines technology as a public medium for local connection, shared memory, and everyday civic encounter.

At Gray Area, we are especially interested in artistic work that treats technology not as an isolated tool, but as a site for social engagement. *Computing Shrines* does this with clarity and care. By combining sculptural objects, site-specific web interfaces, and participatory prompts, the project creates intimate forms of exchange between people who may share a neighborhood, a public space, or a moment, but not otherwise meet.

Spencer's work is well aligned with San Francisco's long history of experimental art, public culture, and community-centered technology. The project offers a compelling model for how artists can intervene in contemporary digital life: not by making more screen-based experiences, but by anchoring computation in place, ritual, and mutual attention.

I respectfully ask the Commission to approve this installation.

Sincerely,

Barry Threw
Executive and Artistic Director
Gray Area

5/24/26

San Francisco Arts Commission
401 Van Ness Avenue, Suite 325
San Francisco, CA 94102

Dear San Francisco Arts Commissioners,

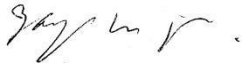
I'm writing to support the installation "Shrine to Earth" by Spencer Chang. This work merits support because it invites park visitors to connect with each other and with the earth in a new way.

Through my work as a socially engaged environmental artist for more than 20 years, I've studied and created multiple works with a similar aim. This work is notable because of the way it uses current-day technology to point towards our common home, the planet Earth, the root of all technology. At the same time, whereas some technology has resulted in a fracturing of interpersonal interactions, this work leverages technology to bring people together.

Siting this work in Golden Gate Park is especially appropriate because of the pivotal role at the park plays in the outdoor life of the city.

I respectfully ask the Commission to approve this installation.

Sincerely,

A handwritten signature in black ink, appearing to read "Zachary Pine".

Zachary Pine, socially engaged environmental artist

Daniel Lurie, Mayor



Kat Anderson, Commission President
Sarah Madland, General Manager

LETTER OF SUPPORT
San Francisco Recreation and Park Department

June 4, 2026

San Francisco Arts Commission
401 Van Ness Avenue
San Francisco, CA 94102

To the Members of the San Francisco Arts Commission,

The San Francisco Recreation and Parks Department is pleased to provide this letter of support for artist Spencer Chang's proposed temporary public art installation, *Shrine to Earth*, at Peacock Meadow in Golden Gate Park.

Mr. Chang has been working collaboratively with our department to develop an installation plan that meets permitting, operational, logistics, and other requirements. We appreciate Mr. Chang's professionalism and commitment to a regular maintenance and inspection schedule throughout the planned installation period.

Public art plays a powerful role in transforming shared spaces into vibrant cultural destinations. These installations invite residents and visitors alike to engage with parks in new and meaningful ways, fostering creativity, dialogue, and community connection. We respectfully encourage the San Francisco Arts Commission to support and approve this installation as an important contribution to the city's public art ecosystem.

Sincerely,

Dana Ketcham

Dana Ketcham
Director of Property Management, Permits and Reservations
San Francisco Recreation and Park Department







SHRINE TO EARTH (PILLARS) — SCALE DRAWING

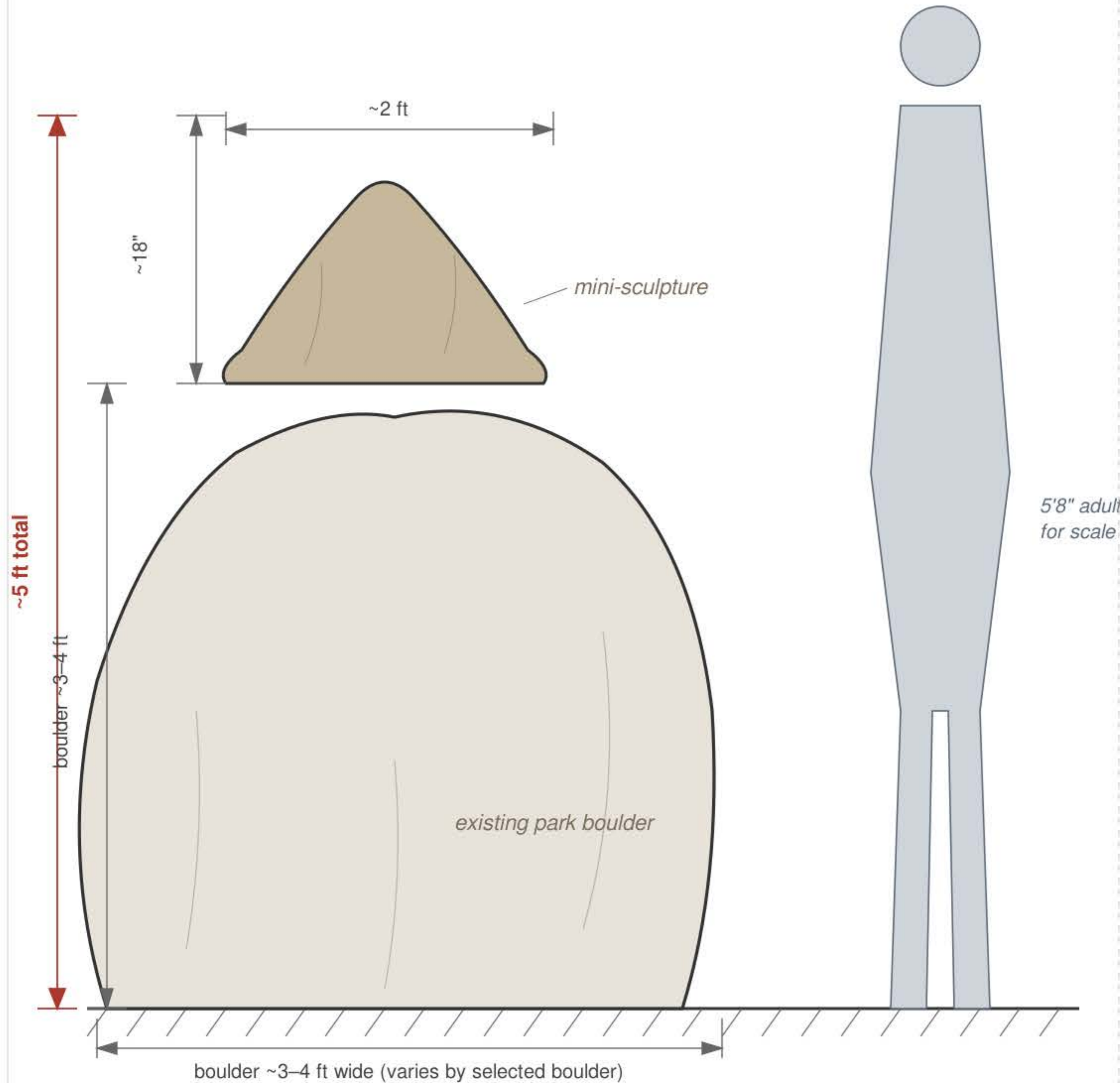
Spencer Chang · Site-specific public art install, Golden Gate Park · SFAC Visual Arts Committee, June 2026

Approximate dimensions — site-specific

Scale: 1 ft ≈ 90 px (front elevation)

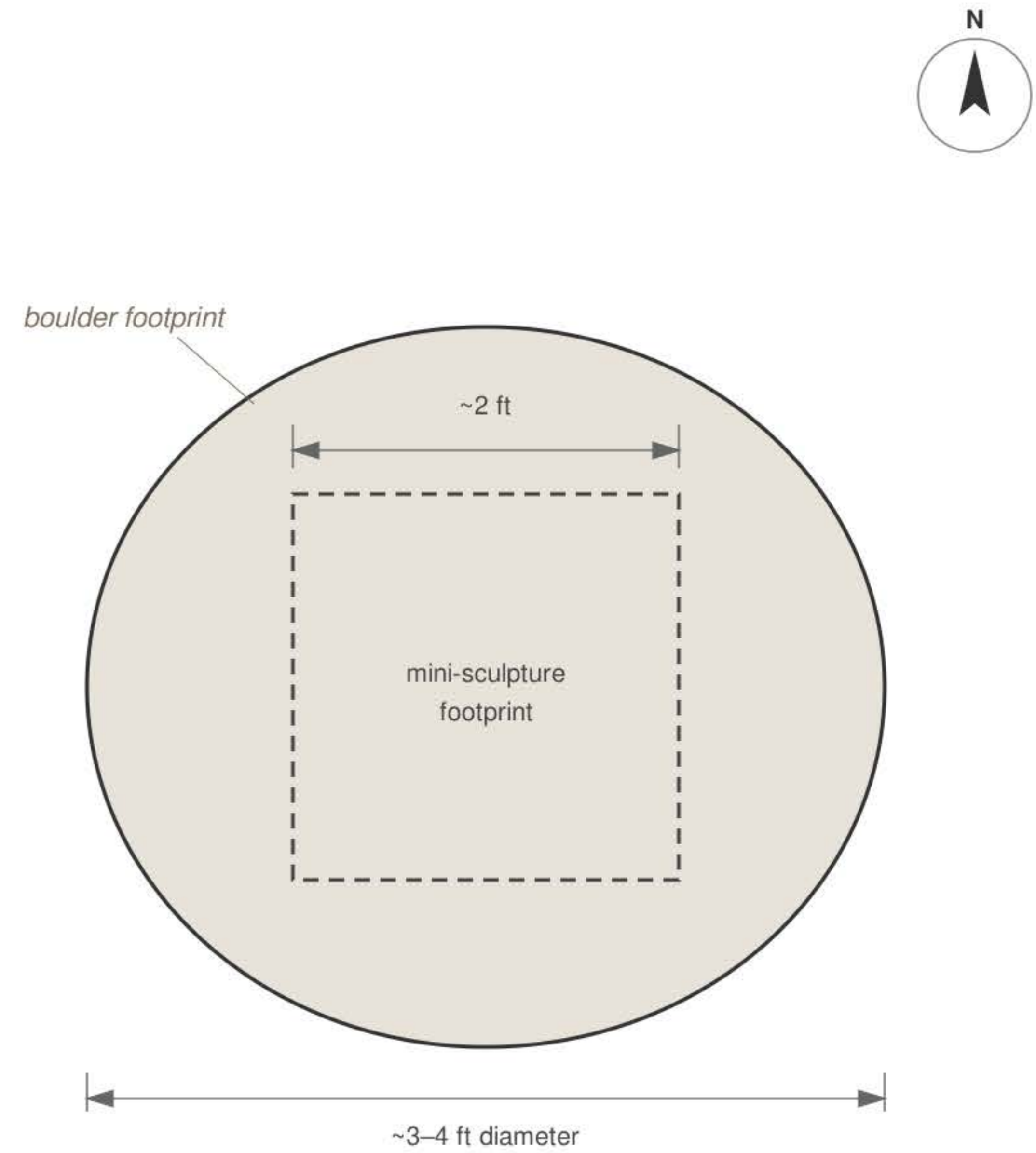
FRONT ELEVATION

1 ft = 90 px · human silhouette: 5'8" reference



PLAN VIEW (top-down)

1 ft = 75 px

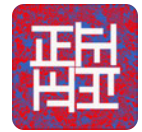


SCALE



SPENCER CHANG

b. 1997 Houston
lives and works in San Francisco



Statement

Technological systems use their abstraction as protection. In fact, they are living things made up of and sustained by human activity. My work reveals this latent humanity by creating spaces where people can touch, play with, and reshape the technological systems that shape them.

At the core of my practice is communal computing—technology built for collective agency rather than extracting and consolidating power. I create environments that invite users to become active creators. By turning the Internet into a playground. By making sculptures that hold collective memory. By transforming your phone into your dance partner. By making my desktop a performance. I intervene in everyday spaces and objects, leveraging our natural tendencies to play, create, and care in order to interrogate, and then, reinvent, our systems.

My work draws from a lineage of artists who design systems that participants complete and make their own: Isamu Noguchi's playgrounds, Hans Haacke's real-time social systems, Yoko Ono's instructions. Where contemporary media artists have used this lineage to expose and critique technological systems, I work to move beyond critique to create real-world infrastructure, products, and media that propose an alternate, convivial shape of technology.

My systems move between physical and digital worlds because the encounters I care about emerge in both. Each work is an invitation to discover new ways of seeing, creating, and co-existing. What systems control how we behave? Who dictates them? And what would technology look like if we all had the means to invent it?

Bio

Spencer Chang is an artist, engineer, and toy maker interested in the play, creation, and care that emerges from our relationships with and through technology. Working across internet spaces, interactive sculpture, and creative tools, they engage with everyday practices to explore our online identities and design public good technology. These works leverage whimsical intimacy to interrogate our systems, invite new imaginations, and provide the means to reinvent them.

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

hi@spencer.place  <https://spencer.place>

Exhibitions & Activations

▼ 2026

(forthcoming) [Soft Internet Theory](#) (Tristan Sauer), **Confederation Centre of the Arts**. Charlottetown, Canada.

(forthcoming) [Ars Electronica Festival](#), **Ars Electronica**, **Processing Foundation**. Linz, Austria.

(forthcoming) (Public Art) Shrine to Earth (Pillars), **City of San Francisco**, **San Francisco Arts Commission**. Golden Gate Park, San Francisco.

(forthcoming) Radical Computing, **National Communication Museum (NCM)**. Melbourne, Australia.

[Recalculating Route](#) (Queenie Wu), **All Street Gallery**. New York, NY.

[What's My Line? Drawing as Experience](#), **Edge Zones**, **Miami Public Library**. Miami.

everyday @ TIAT for [time.place](#), **TIAT**. San Francisco.

▼ 2025

[Future Vision Summit](#), **Tokyo University of the Arts**, **Forbes Japan**, **Mitsubishi Estate**. Tokyo, Japan.

[Arts Future Research Field Exhibition @ Tokyo Geidai](#), **Tokyo University of the Arts**, **NEW INC**. Tokyo, Japan.

[The Rise of the Researcher-Creative](#), **The Distressed Scientists' Dept.**. San Francisco.

[tiat.place](#) inauguration, **TIAT**. San Francisco.

[Trillionth Webpage](#) (Wade Wallerstein & Amir Esfahani), **Internet Archive**, **Gray Area**. San Francisco.

[Distant Gallery Festival](#), **DISTANT.gallery**. online.

html garden in [Affective Territories](#), [Alternate Belonging](#), **Prospect Art**, **Torrance Art Museum**. Los Angeles.

Sharing Stories for [The feed is now a stage](#) (Smrithi Nair), **Alserkal Avenue**. online.

Computing Shrines for [DEMO2025: Embodied Algorithms / Collective Mechanics](#), **NEW INC**, **Rhizome**, **New Museum**. New York City.

[nothing on my computer in THING+YOU](#), **Museum of the Moving Image**. Brooklyn.

(solo) *everyday* for [Artlab Digital Commissions](#), **Hyundai Artlab**. online.

Computing Shrines for MESH Studio, **Digital Architecture Lab**. Tokyo.

AcknowledgeNET in [Rock Collections](#), [Culturehub Re—Fest 2025](#), **CultureHub**. New York City.

▼ 2024

[NO-THING Stream](#), [is this thing on?](#), **Nguyen Wahed**, **Museum of the Moving Image**. Internet.

[Video Pulse: Group Exhibition](#), **Gray Area**. San Francisco.

[Gray Area Artist Showcase](#), **Gray Area**. San Francisco.

[community data jar - lock screen edition](#), **Kernel Magazine**.

▼ 2023

html garden at DeYoung, **de Young Museum**. San Francisco.

[Electronic Cafe for Poetic Computation at SFPC](#), **SFPC**. New York City.

[Inspect Elements: A Reading with The HTML Review](#), **CultureHub**, **the HTML Review**, **La Mama**. New York City.

Speaking, Workshops & Teaching

▼ 2026

(forthcoming) [Building Benches for the Web](#), **SFPC**. online.

▼ 2025

[Worn Memory](#) at **FVS**, **Tokyo University of the Arts**, **Forbes Japan**, **Mitsubishi Estate**. Tokyo, JP.

[playhtml get-together](#), **TIAT**. San Francisco.

[Touching Computers: Magic Stones](#), **Index Space**. New York City.

[Touching Computers: NFC as Ritual](#), **Formosan Association for Public Affairs**. New York City.

Artist Talk - Perpetual Motion Machine, **New Museum, NEW INC, Rhizome**. New York City.

Daily Screenshotting - Screenshot Conf (Omar Rizwan).

Rhizome World - Wikimedia Arts (Bri Griffin), **Rhizome**.

everyday - Internet Archive (TIAT 11), **Internet Archive**. San Francisco.

Rhizome World Walking on the Internet Together, **Rhizome**. internet.

MESH Public Showcase, **Digital Architecture Lab**. Internet.

(Co-Teacher, 10-week class) Gift Interfaces, **SFPC**. Internet.

▼ 2024

Solarpunk Computing and Tiny Infrastructures, **Mozilla Foundation**. Internet.

acknowledgeNET at tiat, **Internet Archive**. San Francisco.

Designing a Communal Internet with If-then. Internet.

Touching Computers Workshop NYC, **Hex House**. New York City.

neighborhood internets workshop, **Gray Area**. San Francisco.

Touching Computers Workshop (Berlin), **trust.support**. Berlin.

Guest Lecture @ Observable. San Francisco.

ancient futures, **Stanford**. Palo Alto.

RE:INTERNET, **Gray Area**. San Francisco.

▼ 2023

Guest Lecture: UPenn, **University of Pennsylvania**. Internet.

Poetry and technology reading and panel, **Litcrawl**. San Francisco.

poetic computation reading @ DWeb Camp, **DWeb Camp**. Medocino, California.

Communal Computing Workshop, **DWeb Camp, Internet Archive**. Mendocino, California.

WWW gathering, **HTML Energy**. San Francisco.

▼ 2022

tinv internets presentation. **Interact**. New York City.

Fellowships, Residences & Awards

▼ 2026

New Aesthetics Grants (Patrick Collison and Tyler Cowen).

▼ 2025

Rhizome Microgrant, **Rhizome**.

San Francisco Artist Grant, **San Francisco Arts Commission**. San Francisco.

US Patent 12288024: System, method, and apparatus for a unified document surface, **Coda**.

APOSSIBLE Applied Experiments, **APOSSIBLE**.

▼ 2024

MESH Studio research award, **Digital Architecture Lab**.

Metalabel F/W 2024, **Metalabel**. Internet.

New INC Y11: Art & Code, **NEW INC, New Museum, Rhizome**. New York City.

cursor watching, [Tiny Awards](#) Finalist (Multiplayer), **Web Curios, Naive Weekly**. Internet.
internet fridge, [Tiny Awards](#) Finalist (Multiplayer), **Web Curios, Naive Weekly**. Internet.
Gray Area Artist Incubator 2024.1, **Gray Area**. San Francisco.

▼ 2023

(we)bsite, [Tiny Awards](#) Finalist, **Web Curios, Naive Weekly**. Internet.
Summer of Protocols Researcher, **Ethereum Foundation**.

▼ 2022

Internet Residency, **Internet**, New York City.

Selected Press

▼ 2026

[Installing Hope](#), **Orbital Studies**.
[Tech Without Bros](#) (Cat Zhang), **The Cut**.
[Tracing Thought](#) (Olga Garcia-Mayoral), **Miami Herald**.
[FUTUR N°51 - Alive Internet Theory](#) (François Oulac), **Usbek & Rica**.
[Open your laptop! The creatives designing a more inspiring internet](#), **Its Nice That**.

▼ 2025

[Spencer Chang makes communal computers](#), **Changelog**.
[Spencer Chang is a Creative Technologist](#), **APOSSIBLE**.
[Computing Shrines Case Study](#), **APOSSIBLE**.
[Clone is a tech and culture news aggregator with old-school internet flavor](#), **NiemanLab**.
[Designing Clone](#), **Dirt.fyi**.
[Productivity's Empty Promise](#), **Densed Discovery**.
[Webcurios 11/04/25](#), **Web Curios**.
[Technology In Our Hands](#) (Joseph Park), **Digital Architecture Lab**.
[Pattern Recognitions](#) (Rachael Rakes), **Hyundai Artlab**.
[Letter from the Editors: Intimate Technologies](#), **Hyundai Artlab**.
[Going Barefoot: An Interview by Alys Keys for Digital Frontier](#) (Alys Keys), **Digital Frontier**.

▼ 2024

[POV: How creatively nutritious is your internet feed?](#), **Its Nice That**.
[This web game lets you drag words around a communal fridge door to create poetry](#), **Rock Paper Shotgun**.
[Multiplayer Web Game 'Fridge Poetry' Turns Words into Collaborative Art](#), **Yahoo**.
[Are.na: An Interview with Spencer Chang](#) (Meg Miller), **Are.na Editorial**.

▼ 2023

[html garden in MIT Technology Review](#) (Tiffany Ng), **MIT Technology Review**.
[Caretaker of the tiny internet](#) (Kristoffer Tjalve), **Naive Weekly**.
[Tiny Awards, a celebration of the small, playful, and heartfelt web](#) (Andy Baio), **Waxy.org**.
[Online Publications Bridging Poetry and Code](#) (Meg Miller), **Frieze**.

- ▼ 2022 [Promoting the Pluriverse](#) (Courtland Leer), **Crypto, Culture, & Society Journal**.
[Verses, Artifacts, and the Collective Mandate](#) (Liam Casey), **Zora**.

Writing & Publications

- ▼ 2026 [The Internet has no Benches](#), **Elysian Press**. online.
[spencer's paradoxes](#).
(forthcoming) [My Feed \(Self Portrait\)](#), **Kernel Magazine**, **Reboot**. in print.
- ▼ 2024 [We are All \(Folk\) Programmers](#), **Reboot**.
[Be Specific](#), **Escape the Algorithm**.
- ▼ 2023 [Syllabus: Taking an Internet Walk](#) (with Kristoffer Tjalve).
I picked up a plastic wrapper today, **Kernel Magazine**.
[Weaving Memory](#), **Ethereum Foundation**.
- ▼ 2021 [Everyday Magic](#), **Reboot**.

Education

-
- 2023 [Solidarity Infrastructures](#), [School for Poetic Computation](#), Internet. March - May.
[For Love and Science](#), [School for Poetic Computation](#), Internet. January - March.

-
- 2019 Master's of Computer Science, **Rice University**, Houston, TX. January - May 2019.
B.A. Computer Science, **Rice University**, Houston, TX. August 2015 - December 2018.
-

Waiver of Proprietary Rights

for Artwork Placed Upon CITY PROPERTY under VARA and CAPA

Artist has designed a work of visual art. In consideration of the City’s approval of the Artist design of visual art.

DESCRIPTION: [type, mural, medium]: NFC-embedded sculptural works (sculpture, mixed media)

Three small sculptures (~1–1.5 ft) mounted on existing park boulders using steel pins

TITLE, DATE: Shrine to Earth (Pillars), 2026

DIMENSIONS: Approximately 1–1.5 ft (H) x 0.5–1 ft (W) per sculpture

ADDRESS/LOCATION: Peacock Meadow, Golden Gate Park, San Francisco, CA

(“the Work”) for the City artist agrees to waive and does hereby waive voluntarily all rights to attribution and integrity with respect to the Work and any and all claims as may arise under the Visual Artists Rights Act of 1990, 17 U.S.C. §§106A and 113(d) (“VARA”), the California Art Preservation Act (Cal. Civ. Code §§987 and 989) (“CAPA”), or any other local, state, foreign or international law, as currently drafted or as may be hereafter amended, that conveys the same or similar rights (“Moral Rights Laws”), with respect to the Work, its display, removal from display, exhibition, installation, conservation, storage, study, alteration and any other activities conducted by the City, its officers, employees, agents, contractors, licensees, successors or assigns. If the Work is incorporated into a building such that the Work cannot be removed from the building without physical defacement, mutilation, alternation, distortion, destruction, or other modification (collectively, “Modification”) of the Work, artist waives any and all such claims under any Moral Rights Laws arising out of or against any current or future owners of the site, and its agents, officers and employees, for Modification of the Work.

The City has the absolute right to change, modify, destroy, remove, relocate, move, replace, transport, repair or restore the Work, in whole or in part, in City’s sole discretion.

The City has no obligation to pursue claims against third parties for modifications or damage to the Work done without the City’s authorization. However, the City may pursue claims against third parties for modifications or damage or to restore the Work if the work has been modified without the City’s authorization. In the event that the City pursues such a claim, it shall notify the Artist, and Artist shall cooperate with the City’s efforts to prosecute such claims.

If the City modifies the Artwork without the Artist’s consent in a manner that is prejudicial to Artist’s reputation, Artist retains the right to disclaim authorship of the Artwork in accordance with 17 U.S.C. § 106A (a) (2).

Artist bears the sole responsibility for providing the City with any changes to the Artist's Address for Notice. Notice of changes must be mailed to the Arts Commission, 401 Van Ness Avenue, Suite 325, San Francisco, CA 94102 **AND to the City Agency with jurisdiction over the property.**

CITY AGENCY

Agency: San Francisco Recreation and Park Department
Authorized Agent: Christian Gayagoy
Address: McLaren Lodge, 501 Stanyan Street,
San Francisco, CA 94117
Email: christian.gayagoy@sfgov.org
Phone: (415) 831-2700
Signed by: Christian Gayagoy
SIGNATURE: 2285A48758A84D5...
DATE: 6/4/2026

ARTIST

ARTIST understands the effect of this waiver and hereby acknowledges that ARTIST is surrendering the rights described herein with respect to the Work.

Artist: Spencer Chang
Address: [Redacted]
[Redacted]
[Redacted]
[Redacted]
SIGNATURE: [Signature]
DATE: / 20 / 26

SAN FRANCISCO ARTS COMMISSION

SFAC Contact: Paris Cotz
San Francisco Arts Commission
Email: paris.cotz@sfgov.org
Phone: 415-539-6213

For more information regarding VARA and CAPA:
<http://www.sfartscommission.org/pubartcollection/mural-guidelines/pa05-mural-guidelines/pa05-2-visual-artists-rights-act/>
<http://www.sfartscommission.org/pubartcollection/mural-guidelines/pa05-mural-guidelines/pa05-3-california-art-preservation-act/>