

The “BUILT” exhibition highlights local sculptors, engineers and architects that build the environments that surround us.

Michael Phillip Pearce, Phoenix

Pearce was born in 1966 in Phoenix. Before his career in architecture, he was in the U.S. Marine Corps and traveled the world as a scout sniper. His deployments overseas took him to many places. After serving his country, Pearce spent time in odd jobs in Coronado, CA as a guard, bartender and boat builder before working in law enforcement in Idaho. Pearce switched careers in the 90s and found his passion for architecture and art. He earned a Bachelor’s degree in architecture and a minor in art from the University of Idaho in Moscow, ID. His thesis focused on kinetic architecture with an emphasis on human interaction with nature. Pearce now resides in downtown Phoenix and is dedicated to community involvement through design, construction and fabrication.



Michael Phillip Pearce, *Condo Probe*

Of his work in this exhibition, Pearce says, “*Being a product of nature, one of my goals is to help people reside within nature as a resource through fabricated living modules. I begin with concepts for living, laws of gravity and principles that we live by.... I also use drawing and welding as a three-dimensional form of sketching to explore spaces and unknown forms derived from the unconscious.... Form and Function co-exist. One does not follow the other, they motivate one another.*”

www.carbon-vudu.us

Tempe Public Art

Tempe Public Art aims to nurture a unique community identity that advances Tempe as a vibrant and progressive destination. Public art greatly contributes to the identity of a community by adding unique qualities that break trends of uniformity, and encouraging people to take notice of their surroundings. Tempe’s diverse collection of temporary and permanent public art complements the natural and built environment through innovative place-making installations and infrastructure enhancements. Because it is freely accessible, public art creates an enduring encounter with the arts and culture, stimulating social interaction and inspiring further creativity.

www.tempe.gov/PublicArt

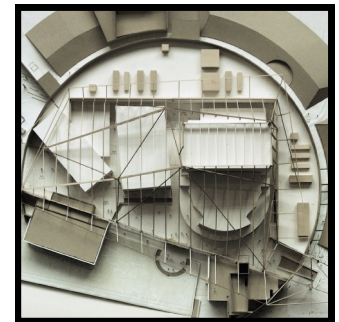


Andy Brown, *Faces and Places*
Photo by Matt Winquist

Architekton

Architekton is constantly exploring opportunities and potential for integrated collaborative design based on new technologies and organizational systems. Environmental appropriateness and stewardship is an underlying theme in every project, and sustainability influences the company’s practice. The Tempe Center for the Arts design is based on the Anasazi’s Chaco Canyon Pueblo Bonita Great House plan. An outer protective wall holds the rooms within. The spaces between the kivas (rooms) become the streets and plaza (corridors and lobbies) for the village. Vertically the design is based on the earth forms of Monument Valley nearby the Chaco Canyon villages.

www.architekton.com



Architekton, TCA Model

Tempe Community Development

The Community Development Department plans the long range future of Tempe land for transportation corridors, business districts and residential areas as well as administering permits and oversight of current construction. Bringing together unique skill sets, the department focuses on sustainable development, urban open space planning, historic preservation and job attraction. It also administers federal grant programs for housing, social services and capital improvements.

www.tempe.gov/city-hall/community-development



Marina Heights at 300 East Rio Salado Parkway



Tempe Galleries

A satellite program with the Gallery at Tempe Center for the Arts
700 W. Rio Salado Parkway, Tempe, AZ 85281 | 480-350-2867