

CHRISTINA KUBISCH

ELECTRICAL WALKS SAN FRANCISCO

2017

Electrical Walks San Francisco leads participants to a variety of spaces in proximity to SFMOMA to discover the city's hidden electromagnetic fields through sound. To experience this work, borrow a set of special headphones at the Haas Atrium Coat Check on Floor 1 (valid ID required) and walk outside.

The route mapped here will take approximately one hour, but feel free to explore the city as you choose. Walk slowly, testing the changes in frequency and sound levels. Sometimes you have to get close to a source, or even lean in. Sounds may vary at different times of the day, and some may not be present all the time. Whenever you can, turn your head to listen to different effects, as electromagnetic fields can vary within very short distances. Even screens or machines that look alike will make different sounds.

Use of headphones is not harmful, but please be cautious as certain sound sources, particularly security gates, can be extremely loud. Never walk through a security gate with headphones on. Take care when crossing roads. Parents and guardians, please pay close attention to children in your care.

Last headphone check-out is 90 minutes before the museum closes. Please return to Coat Check by 4:45 p.m. (8:45 p.m. on Thursdays)

1. SFMOMA THIRD STREET ENTRANCE

Exit SFMOMA onto Third Street. Use the crosswalk to walk straight into Yerba Buena Gardens.

2. TALKING SIGN FOR THE BLIND

As you near the corner of the grassy area, look for a green lamppost with a sign that reads "talking sign for the blind." Stand still, looking toward the church on Mission Street, and listen to the signals around you. Continue past the waterfall and enter the Metreon through the "Dining Terrace" entrance.

3. METREON

Listen to the screens at the iWireless Solutions kiosk and AMC automated ticket stations. Continue to the exit on Fourth Street.

4. ATM

Exit and listen to the ATM machine to the right of the doors. Use the crosswalk to cross Fourth Street, then turn right toward Mission Street. Enter the garage at the corner of Fourth and Mission.

5. MISSION PARKING GARAGE

5A. ATM

Listen to the ATM machine in the lobby. Watch for traffic as you pass the cashier booth and enter the parking area. Turn right and walk to the Scoot charging stations.

5B. SCOOT CHARGING STATIONS

Listen to the charging stations. Return to the lobby.

5C. PARKING PAY STATIONS

Listen to the parking pay stations. Exit to Mission Street and turn left.

6. MEL'S DRIVE-IN

Listen to the neon signs in the windows of Mel's Drive-In. Continue on Mission toward Fifth Street. Cross Mission at the Bloomingdale's entrance.

7. BLOOMINGDALE'S

** THE SECURITY ALARM GATES WILL BE LOUD. PLEASE REMOVE YOUR HEADPHONES TEMPORARILY AS YOU ENTER AND EXIT.*

7A. SECURITY ALARM

Enter Bloomingdale's.* Walk upstairs and continue to the cosmetics section.

7B. COSMETICS AD SCREENS

Listen to the various ad display screens. Exit Bloomingdale's* using the exit adjacent to Louis Vuitton.

8. WESTFIELD MALL

8A. MAP

Listen to the wayfinding map outside Bloomingdale's. Continue into the mall using the walkway on the left.

8B. ROBOT

Listen to and interact with Pepper the robot. Continue downstairs and follow the signs to BART/Muni directly ahead. Enter Powell station.

9. POWELL BART

Explore on your own, listening to the ad display screens, ticket kiosks, and trains as they pass belowground. Take the stairs at Exit B3/Market and Fourth Streets.

10. MARKET STREET

Walk down Market past Fourth Street. Listen to the passing streetcars buses and security alarm gates at Levi's, Ross, and Last Call. At Last Call, turn right and walk down Yerba Buena Lane toward Yerba Buena Gardens. Veer slightly left to enter the back gate of St. Patrick Church.

11. ST. PATRICK CHURCH

11A. EXTERIOR GRATE

With the church to your left, walk downstairs to the dead end. Listen at the large black grate on the left. Turn around, go back upstairs, and enter the church to your right.

11B. CHURCH INTERIOR

Take off your headphones. Sit down inside and close your eyes; listen to the acoustic sounds of the church. Continue to the opposite exit. Put your headphones back on as you leave the church. Return to Mission Street (to your right) and turn left. At the intersection, cross Mission and then Third.

12. MISSION STREET

12A. STREET POLE

At the corner of Mission and Third, listen at the street pole connected to the electric lines above. Continue on Mission toward New Montgomery Street.

12B. STREET WALK

Listen to the various magnetic fields along Mission. Turn right on New Montgomery, and right again on Natoma Street. Continue to the parking garage on the right.

13. NATOMA PARKING GARAGE

Listen to the call button and speaker between the Impark and Zipcar signs at the garage entrance; mix the sounds together. (Watch for cars!) Walk back down Natoma, turn right on New Montgomery, and continue to the corner of Howard Street. Cross Howard.

WEEKDAYS BEFORE 6 PM:

Turn left, continue to the intersection at Second Street, and enter the black LinkedIn building on the corner. Proceed to stop 14.

THURSDAYS AFTER 6 PM AND WEEKENDS:

Turn right, walk along Howard to the corner of Third; turn left and left again into the alley just before Moscone Center Garage. Proceed to stop 15.

14. LINKEDIN

Cross the public open space and enter the LinkedIn lobby. Explore the turnstiles next to the reception. Return to the public open space and walk along the large Frank Stella painting. Listen for sounds that come and go. Exit onto Howard Street and turn left toward New Montgomery. After crossing Hawthorne Street, turn left into the small alley just past Thirsty Bear Brewery. Continue down the alley and turn right at the mural by Barry McGee.

15. EARTHQUAKE ALLEY

Listen to the Epicenter office windows on the ground floor of the garage; face toward the glass as you do. Walk to Third and turn right toward SFMOMA.

16. THIRD STREET

Proceed to SFMOMA, listening to the ATM machines and electricity poles along the way. As soon as the walk is finished, switch off your headphones and return them to Coat Check.

