Alameda Master Art Plan

Presented by The P.e.a.c.e Museum
dba P.e.a.c.e. !nc.

100 Days of P.e.a.c.e


The City of Alameda
Art History Blockchain Registry

Created and Curated by Artists, for Artists

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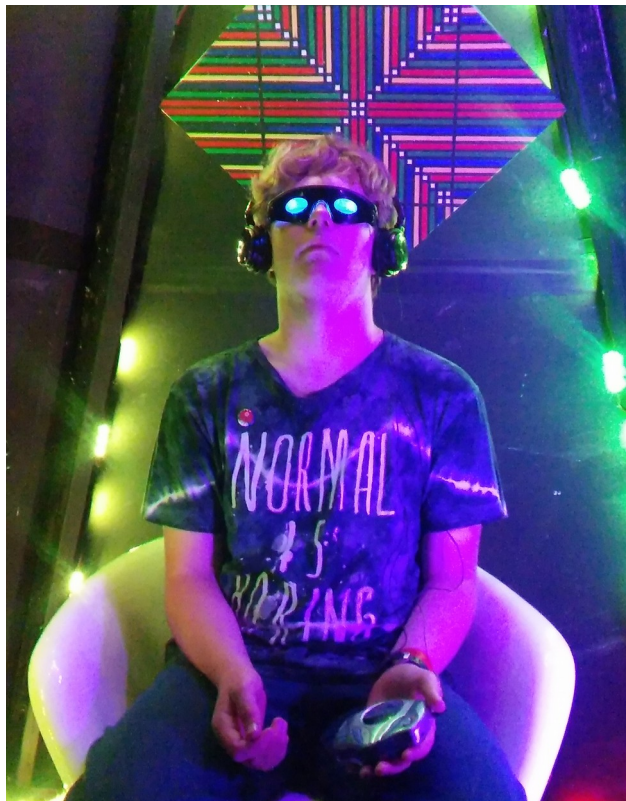
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People Evolve As Consciousness Expands

with H.A.L.O. AI - Featuring Q-Byte Processing

To   Mayor Ashcraft, Alameda City Council Members, and the Public Arts Commission

From: Leo E. Madrid
        Founder – P.e.a.c.e. !nc.
        Chief Curator - Principle Scientific Investigator

Subject: Letter of Interest

With my having more than 20 years of professional arts experience which includes curating nearly 100 fine art exhibits and being an art gallery director with multiple locations in Union Square SF, I believe Alameda has the elements necessary to become an international epicenter of public fine art creativity with a thriving gallery scene being supported by visiting art collectors and a place to experience large scale futuristic high-tech immersive installations before the end of 2022 and with the implementation of the following elements contained in this plan proposal.

I have been part of the Alameda arts community since moving here in the process of consolidating my studio and living space from Emeryville and American Steel Studios in 2018 and subsequently exhibited my award winning scientific research and art installation, The AZoth Pyramid Capstone, at the first Alameda Mini-Maker Faire. Recently I've led a team of scientists and computer programmers successfully through a global machine learning competition and we were able to demonstrate a novel approach to machine learning with quantum computers which we have shown to have multiple applications in a myriad of markets including and especially the arts. After seeing a notice that there was an opening on the Public Arts Commission, I applied with the intentions of sharing my plans and discoveries with the PAC and was contacted by the Mayor's office for an interview. I believe I was going to be the Mayor's recommendation for being on the PAC but during the process the Master Art Plan RFP was announced and I decided that since it read very much like the plan and objectives I was working towards anyway that it made sense to pursue the RFP instead.

In the early 2000s I was an SF Union Square gallery director and with stellar mentorship I helped lead a team of world class art dealers and consultants through monthly exhibits which consistently generated over $1 Million in the sales of original art to the public which included emerging, mid-career, and modern masters such as Picasso, Miro, Chagall, Fini, De Lempicka, Matisse and many more recognizable names. We leased multiple locations around the square and in addition to my director and curation duties my own sales averaged over $100k per month. With this experience I have seen and examined many of the flaws in our conventional art pricing systems and all of the issues they create and have in turn created a buying methodology which eliminates many of these barriers to acquisition with a pricing system based on logic and reason. I believe Alameda offers the potential for the success of several art galleries and with this plan we can help set up the processes and curate the curators to help them create the retail environment necessary for art sales to occur, which will help fund all the public art projects we can imagine. While Alameda is a unique and amazing place, it is still very much like everywhere else in that the concerns of artists here are very similar to those elsewhere so if we're successful together we have the opportunity to help influence other municipalities as well.

In addition to my recent art world experience I spent my early 20s as a U.S. Navy Engineer / Surface Warfare Specialist (Desert Storm) and my final duty station was Naval Air Station Alameda. It was here that as an enlisted person by day I would manage a busy training department and at night attended business school at St. Mary's College of California, Moraga. I was train-the-trainer certified in the Total Quality Management theory based on the philosophy of W. Edwards Deming and I instructed hundreds of Navy leaders in classroom settings on how to manage processes while waging war. Now, instead of playing the role of a high performance leader for the military industrial complex and defending the American way of life, we *wage peace* with our consciousness expanding interactive art and science installations. Part of my interest in applying for this project is to acknowledge the universal irony at play here and take it to the further most logical conclusion.

I hope to be working closely with you all over the next year and beyond.

Warm Regards,

Leo E. Madrid

<p align="center"># People Evolve As Consciousness Expands</p>

<p align="center">with H.A.L.O. AI - Featuring Q-Byte Processing</p>

Project Understanding and Approach

I have thoroughly reviewed the Synergy Report, Chapter 13.28 Public Art Program guidelines and the links on the Alameda Community Development website. In addition to this plan creating a vibrant gallery scene, we will program the smart contracts *(a smart contract is a computer protocol intended to digitally facilitate, verify, or enforce the negotiation or performance of a contract/credible transactions without third parties.)* to pay out a % of revenue to other city programs instantaneously. For this to be effective we will need to take into account every element of the city plan and set up a receipt account with a Smart Wallet, which will take coordination with the PAC and input from community and city council members.

Like the laws of quantum physics and time dilation, the rules for selling and collecting original art can sometimes be elusive to understand and counter-intuitive in practice. With several years of fine art gallery management experience, we understand the subtleties, needs and concerns of collectors and galleries, and being award winning installation artists ourselves, the desires of artists as well. The following strategic plan elements were derived through the process of curating many dozens of fine art exhibits and placing hundreds of original works of art in private and public collections valued in the millions of dollars.

Nearly every identifiable major art movement has been preceded by a technological innovation. Paper and pencil led to realistic representational rendering, the printing press of course, oil paint being available in tubes led to the Barbizon School and Impressionism, the camera led to fine art photography and eventually to the art of film. Two of the most influential innovations of our time is the Blockchain and Quantum Computing and this proposal includes both of these technologies working in tandem with machine learning algorithms. Like paint in tubes and the printing press, the tools we develop for artists will empower them in multiple ways and should infuse Alameda with a burst of art world attention and a community of art collectors from near and far.

The traditional retail art sales price method puts collectors, the gallery and artist at odds with each other. With somewhat arbitrary prices assigned, the gallery and artist both want the highest price possible and the collector wants a fair price. Much of the initial dynamic interaction around a work of art is just about the dubious nature of art pricing and justifying the asking price. While active and silent auctions alter the retail pricing model somewhat, they are also time consuming and difficult to manage as well as offer an entire different concerns such as fake bidders and ongoing questions of authenticity.

The three primary concerns an art collector has is 1. Do they love it! 2. Can they afford it? 3. Do they trust the person they are buying from? Our pricing model creates a win, win, win scenario and with a listing on a municipal art registry that answers the 'Trust' concern, giving all parties involved the confidence that nobody is being misled or taken advantage of in some way. Because the 'value' question is answered, this allows the collector to have a more meaningful connection with the work of art.

While working every day as an art gallery sales person, I've given thousands of presentations and spent years dreaming about and testing out a more equitable approach to the art business and this is it. Our team is committed to building a comprehensive blockchain art registry and managing a series of events throughout the year with the $60,000 budget and estimate that that alone will more than return the initial costs quickly. The artists should begin deriving revenue from the listing of their artworks as soon as the registry is launched at the opening night experibition, and thus the city will instantly begin to receive return revue that is only limited by the epicness of the experiences we are able to create with the collective efforts of the artists and curators involved.

We also anticipate that once we are awarded the project, it will attract many more supporters and doners that will want to help expand on the framework we create. *Herein we offer a multi-phase modular plan which is scaleable in nature that can be completed in the next 6-12 months which includes an interconnected island-wide fine art exhibit featuring large scale conceptual and installation works with a robust Alameda City Art History Blockchain and NFT (Non Fungible Token) support system.*

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Team Organization and Description

Leo E. Madrid – Chief Curator – Principle Scientist – Project Manager

Billing Rate: I will not be billing for hours worked or any of my hourly time for the duration of this project. All of the city budget will be dedicated to supporting the ground level plan and ensuring deliverable by paying team members, programmers and designers to build the art registry and middle-ware interface. As an artist that will also have work in this exhibit I want to be on even playing field with the other artists and that I abide by the same rules and standards. My own artistic oeuvre includes conceptual fine art creation, curation, and data visualization with large scale interactive light and sound sculptures, which we always offer free of charge so my also not charging an up front fee is consist ant with our current value system.
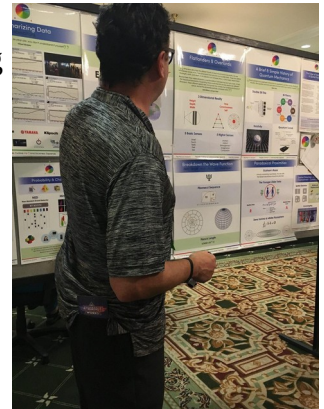
In 2015 I moved from SF to the East Bay which included an art/science studio at American Steel Studios in West Oakland where I would also volunteer co-curate the 8,000 sq ft gallery with monthly Oakland Art Murmur events in addition to many special events which I helped produce including two orchestral symphonies with the Awesome Orchestra, curated the opening gala of Oakland's inaugural Gay Fashion Week, and many more events.

Our multicultural and transgendered team-members have worked together and at a distance. We've prepared and presented our findings and inventions at multiple scientific conferences which are listed below. Each of our events is an experiment in relationship and community building as well as high level mathematics and computer science commingling together into a meaningful experience. These *big science concepts* which have been my initial conceptualization and manifested with a minimalist budget and always with a talented team of brilliant scientists and artists working together has to date brought wonderment, joy and happiness to thousands of people while conducting computer science research. Together we have yielded three San Francisco Maker Faire Editor's Choice Awards for the AZoth Pyramid Capstone interactive exhibit among other efforts which contribute to a common mission.

My early art experience includes being an art gallery director in Unions Square where for many years I curated thousands of square ft of gallery space on a daily basis as part of a world-class team of art dealers and consultants. Over several years I would place hundreds of works in private and corporate collections valued at over $5 million with an average of $12,000 and as high as $200k+ in addition to to directorial duties. If we can combine these past efforts we'd be considered to be a financial success if we able to simply replicate past financial success, but we have much more than short term enchantments.

Prior to the arts I served in U.S. Navy and my last duty station was Naval Air Station Alameda. While attending business school with St. Mary's College of California at night, during the day I worked at what was then Shore Intermediate Maintenance Activity at 400 W. Atlantic, Bldg 397 as a manager of a training department at this very busy port. My tasks were varied and included instructing leadership and management classes to Navy personnel as well as the administration of the office procedures. After graduating from college and being honorably discharged within a few months of each other, I left Alameda and the Bay Area thinking I may never return only to do so many years later and in a much different position.

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Samantha D. Caputi PhD – Chief Data Scientist
Co-Project Manager

Samantha Danielle ("Dani") Caputi is an Atmospheric Scientist, Philosopher, Musician, and Consciousness Researcher from Long Island, New York. As an undergraduate student at Stony Brook University she received several awards and undertook independent research in both local extreme weather events and philosophy of mind. She was selected as "researcher of the month" for the university in January 2014, with an article featured about her being published on the front page of the university website. This research was also featured on two radio shows. As an undergraduate student she also initiated and carried out a project to install a weather station and webcam atop the university hospital, which is the tallest building on Long Island. With its unique vantage point, photos and weather data from this station are seen by millions of people daily on various local news broadcasts, and is currently being used by researchers to aid the development of offshore wind power in this densely populated region.

Dani graduated Magna Cum Laude in December 2013 and shortly after moved to California to pursue a PhD in Atmospheric Science at the University of California Davis, which she completed in December 2019. Her dissertation focuses on ozone pollution and nocturnal mixing dynamics in the southern San Joaquin Valley, as well as methods for measuring mesoscale subsidence in the atmosphere. In conducting these studies, she became a certified flight scientist for Scientific Aviation Inc. In January 2019, she became the youngest guest ever to appear on *New Thinking Allowed*, a television series that ran on PBS in the 1990s which is now a growing web show and podcast with nearly 100 thousand subscribers.

After receiving her PhD, Dani teamed up with Leo Madrid as a founder of his organization, P.e.a.c.e. ! nc. Together they created the Hypercube Algorithmic Language Oracle (HALO), the world's first consumer-grade hybrid-quantum computer. HALO is both a scientific instrument and a work of art - and would be neither of those things if the art and science were not integrated together. Their technology has been used to curate lighting and sound experiences at festivals such as Strawberry Moon to help hundreds of people achieve transformative states of mind. Additionally, Dani developed part of the algorithmic architecture of HALO's pandemic and weather modeling, which made it to the final round of an XPRIZE competition. Dani has also developed AI-driven music from H.A.L.O. in two forms, one of which comprises drone sounds which are ideal for meditation, and another is a complex tropical house synthesis which is ideal for dance parties.

Assisting Leo Madrid on his lifelong project of integrating technology into art and human consciousness, Dani learned a lot about systems theory, business strategy, and sales. In being exposed to both the business and academic world, as a transgender scholar she has seen the good, bad, and ugly sides and knows how to navigate the political landscape.

Dani has a decade of teaching experience. While living on Long Island, she was a private piano instructor for about 20 students. She is a certified Merit Badge Counselor for music, weather, and aviation, has been an invited guest lecturer for schools from the elementary level through college, and has assisted teaching in undergraduate atmospheric science courses at UC Davis.
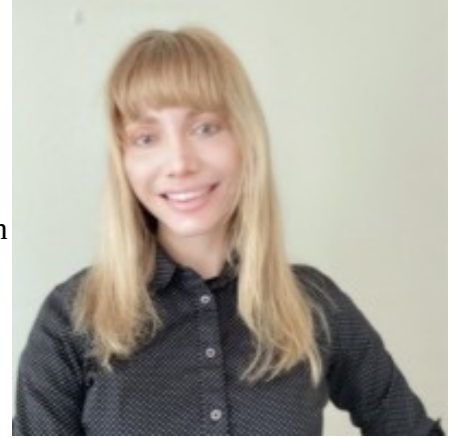
Dani's billing rate for this project is $60/hour. She would continue her role as chief data scientist, helping in organizing events, as well as transporting and providing technical support for instrumentation we have developed, analyzing scientific data collected from these instruments at these events, and coding in python and c# to scale up the product line.

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Mason U. Borchard - Co-founder, Software Engineer – Web Designer

Mason Ulrika Borchard is a full stack software engineer with an additional professional background in STEM teaching, biological research, and higher education. They completed their undergraduate and masters at the University of California, Santa Cruz in the biological sciences, conducting behavioral ecology research. A stand-out project of Mason's included an investigation of neophobia in the California Gull in the context of feeding. Mason later went on to perform marine ecology research at the Smithsonian Environmental Research Center in Tiburon. Mason played a key role in the design and implementation of a study that quantified the predatory effects of the Atlantic oyster drill on the Olympia oyster population via barnacles as a model species, and used their strong background in the biological sciences to engineer a recruitment apparatus to track recruitment and predation of the model species. Mason later went on to graduate school at the University of Southern California and focused on Urban Education Policy and STEM Curricular Design. During their time at USC, Mason was a speaker at The Science of Consciousness Conference in 2018 where they presented their findings from an original pilot study on the effects of 15µg LSD microdosing on constructivist learning and metacognition in adult professionals. Mason has teaching experience on both the secondary and university level, and has even taught math and science in both English and Spanish in various institution types such as in jails, inner-city schools in the East Bay Area, and Alt. Education institutions.

In 2019, Mason discovered an unexpected passion for coding and dedicated the first half of 2020 to learn fundamental software engineering principles. They started by self-teaching, then accepted a full-ride scholarship to the Galvanize Software Engineering Immersive program in February, where they were a top performer and were even hired by Galvanize afterwards to teach algorithm and data structures courses. In less than a year, Mason has established themselves as a skilled engineer and now works full time developing software for an education technology company called Stride Inc., and also does freelance work under their company console.log("Hello, Uranus!") Web Dev LLC. In addition to engineering at Stride, Mason is also a member of the LGBTQ Pride Planning Committee -- representing the intersex community in particular -- and has facilitated a gender identity at the company.

As a co-founder of P.e.a.c.e. !nc., they developed the live interaction component of the haloai.me website, where data from HALO can be seen remotely and display meaningful words. They were part of the HALO AI - Digital Vaccine team for the XPRIZE Pandemic Response Challenge where they developed a user interface on the website for the blockchain solution and COVID-19 predictions in 235 global regions. Going forward, they would continue to work on the user interface and user experience aspects of the website that features our data, contains our blockchain solution to the pandemic and Alameda art, and advertises public events. Mason's contract rate for this project will be $60/hour.

August West

Science Writer & Operations Manager

August is a wildlife biologist and spatial data scientist turned events manager, rigger, designer, and LED technician. He has five years of experience running research teams around the Western US as a field biologist, and five years building and running technical installs inside of large events including Burning Man, Symbiosis, Pickathon, Beloved, and several others.
He works ad hoc for various arts and production |companies in California throughout the year.

Science

August worked for Grand Canyon National Park and subsequently Bat Conservation International as a field biologist and spatial data scientist from 2011 until 2015. He studied and designed experiments around bats, birds, endangered plants, habitat conservation, and attempts to assess the rate of progressive effects of climate change on migratory bats across the US.

Arts Production

Guildworks Rigger and Installer 2017 - Created aerial shade fabric structures, tension-rigging systems, and creative fabric art installations until 2019.

Digital Ambiance Fabricator, Installer, and LED Technician 2018 - 2020
Digital Ambiance makes big, permanent interactive LED art installations, usually out of experimental methods and new LED materials sourced straight from Asia. The results are often fun, larger-than-life, robust installs that take a very multi-disciplinary crew to design and execute.

Big Imagination 747 Art Car Project Operations, Mechanic, Rigger 2016 -2020

Big Imagination was the non-profit created to build and manage the 747 Art Car Project for Burning Man 2017 - 2019. This project took a lot of flack – mostly for being preposterous and very very big. However, it was also entirely privately funded by donations and quarter-million volunteer hours, literally thousands of people walked away with new skills, new friends, and new passions from the project – and it was no small feat to do it, either. The project was an enormous and ultimately successful experiment in massive, participatory public art.

Eco-Built Systems Web Designer, Rigger, and Fabricator 2019 - 2021

Eco-Built creates permanent and temporary modular dome, pyramid, and cuboidal art installations, shelters, and even homes. One of the largest sustainable structures consistently built at Burning Man, the Playa Alchemists pyramid, is an Eco-Built installation. In the near future, Eco Built will begin US production of permanent structural environments.

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Project Manager and Team - Examples of Team Experience

XPRIZE Pandemic Response Challenge sponsored by Cognizant

Our team recently completed the XPRIZE Pandemic Response Challenge sponsored by Cognizant, which was a global artificial intelligence competition which consisted of developing two different machine learning models which projected Covid19 - 7-day averaged outbreak rates in 235 regions around the world for 180 days. Our algorithm successfully ran every day in a closed sandbox environment with no team access for three weeks and with excellent performance. Of the 104 teams to begin the competition we were one of the 48 who advanced to the finals, and only 20 of us were able to complete the second phase, which included our blockchain solution. Of all those who participated, we were the only team to utilize quantum computing algorithms with custom equipment configurations.

See the XPRIZE Press Release here

X-Prize
PANDEMIC RESPONSE CHALLENGE & GLOBAL COMPETITION
December 8, 2020 – February 26 2021

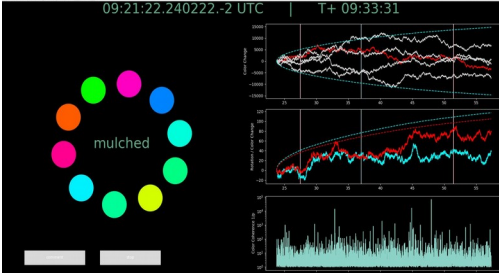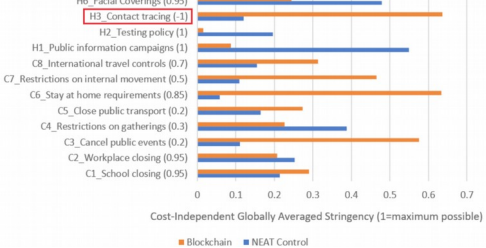# H-A-L-O AI - Digital Vaccine
🇺🇸 Alameda, United States

About Submission (500 Character limit)

Prior to Covid we developed a form of AI for the Rideshare industry which adapts perfectly to contact tracing and outbreak prediction.
Our Digital Vaccine App will reward people with crypto currency to follow recommended municipal guidelines and social distancing.
Our non-deterministic algorithms utilize bio-metrics, blockchain, quantum computers, and localized environmental augmentation.
We have access to a global database of live geolocation data and can now launch and scale upon winning.

View all submission materials and team videos here.

We have since been invited to and are active members of the XPRIZE Alumni Network and the XPRIZE Health and Pandemic Alliance, which are only open by invitation to team leaders who successfully complete an XPRIZE competition. If our RFP is accepted we will have the support of the XPRIZE community which could open up a portal to global support for our efforts. It's also possible that with success other municipalities will attempt to replicate our results with their own municipal registries and possibly seek our help in doing so.

Phase 1 - Predictor	Phase 2 - Prescriptor
Covid19 Weekly Outbreak Rate	Blockchain Contact Tracing

View Clickable Computer Model Here

Contact: Dan Seltz, Senior Manager of Impact and Design
646.369.9822 Dan.Selz@xprize.org

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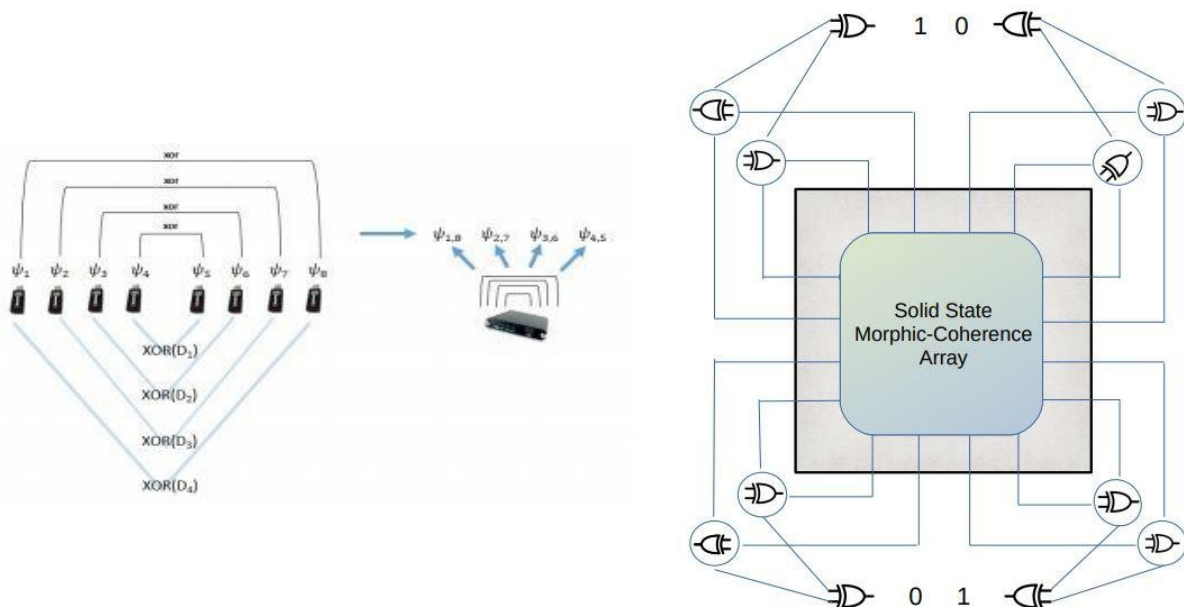with H.A.L.O. AI - Featuring Q-Byte Processing

The Science of Consciousness Conference sponsored by University of Arizona

Prior to the outbreak both Dr. Caputi and myself had our individual scientific abstracts accepted for the the original date of March 2020, as presenters with our most recent experiment at the Apperations Music Festival (Mexico) and further evidence that our inventions could be utilized for multiple applications. After the outbreak the conference was moved to a virtual version in September which we attended [Sir Roger Penrose; Keynote Speaker]. In the interim time between the two dates, I conceptualized a tabletop version of a high performance neuromorphic hybrid-quantum computer that could achieve what was being presented originally as a potential was now a reality, the Hypercube Algorithmic Language Oracle, the world's first Hybrid-Quantum Computer.

See our submission materials here.

It was here that we debuted our most recent scientific testable
theories and inventions which included two key concepts of
Q-Byte Processing and the Quadratic Array Processor.
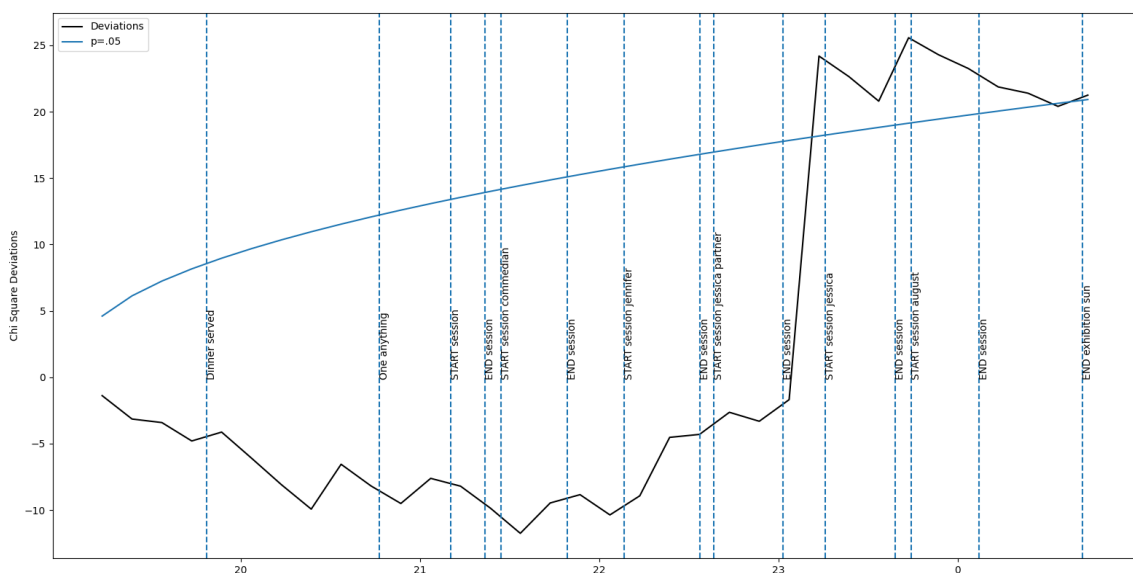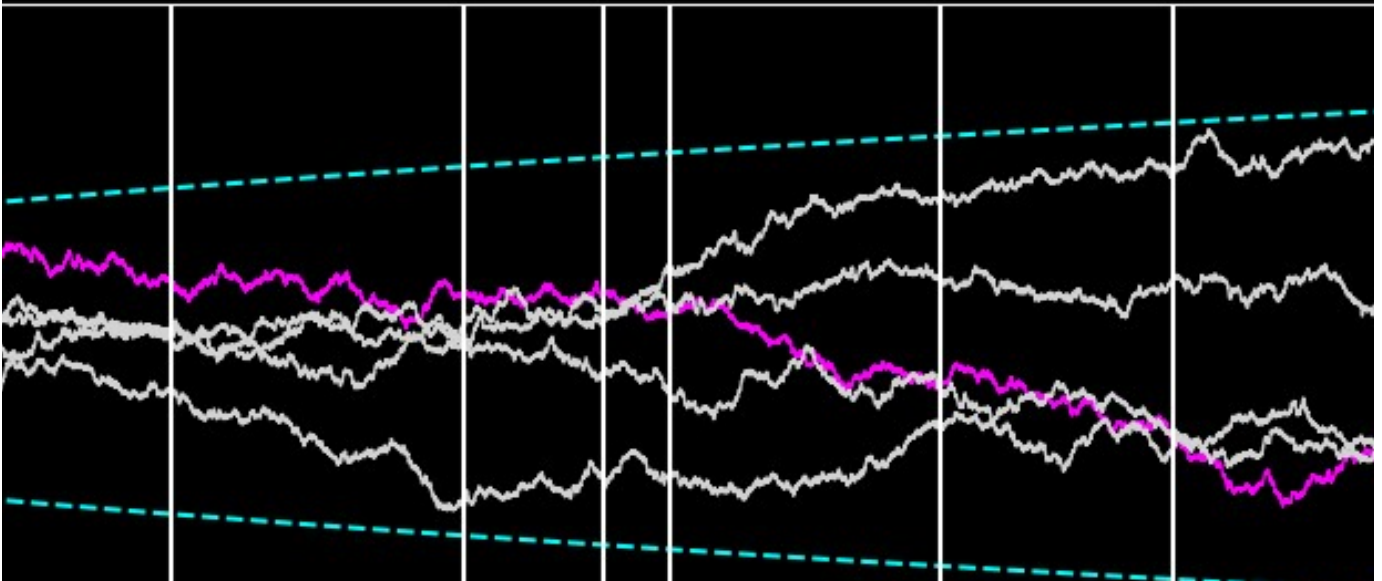

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Strawberry Moon Festival – Mendocino Magic Campgrounds

June 24 – June 27 2021

250+ person camping and swimming event held at Mendocino Magic Campground. Led by Bay Area luminary, Chicken John Rinaldi, the usually annual 'Camp Tipsy' has downscale to a mini version and is held at a campground with a small water reservoir for water sports. The AZoth Pyramid Capstone meditation experience was offered to camp attendees while scientific data was being gathered in the background.
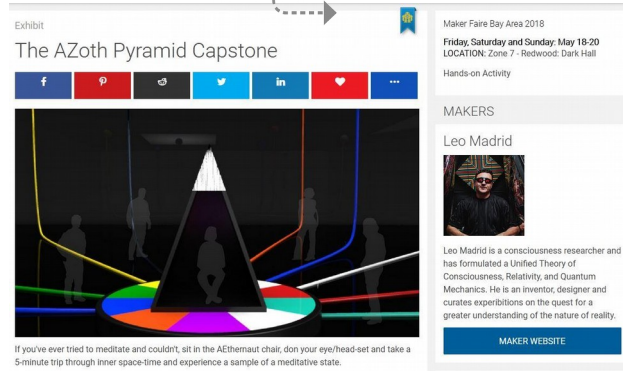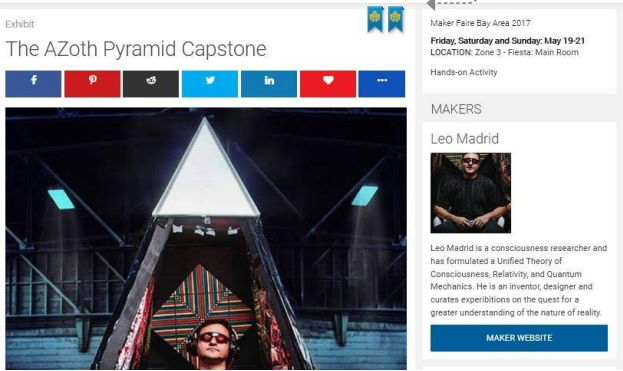
See Full Explanation Here

Contact: Chicken John Rinaldi, chickenjohn@chickenjohn.com : 415.215.1632

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San Francisco Bay Area (Alameda Mini) Maker Faire 2016 - 2018

Editor's Choice Award Ribbons

My art and science efforts were discovered by Maker Faire executives during an event at American Steel Studios. Although at the time I had no large scale installation to exhibit they invited me exhibit at no cost and gave me a 10' space in the LED dark room. This inspired me to create the AZoth Pyramid Capstone interactive installation. For three consecutive years our display was always one of the most popular attractions as evidenced by always having a long wait line that lasted until the lights were turned on and security shows up telling everyone that it was time to leave.

It was here that Intel scouts spotted and recruited us to submit an application for an upcoming reality-television technology competition and after several interviews and document submissions we were selected as one of twenty four teams to participate in the competition, only to have the show canceled just a week before film production was to begin. See our submission documents here.

In addition to the San Francisco Maker Faire we also exhibited at the 2018 Alameda Mini Maker Faire

The driving force behind our interactive exhibits is scientific research which has recently been proven to be effective in machine learning applications.

Below are examples of experiment at data from Maker Faire and other events
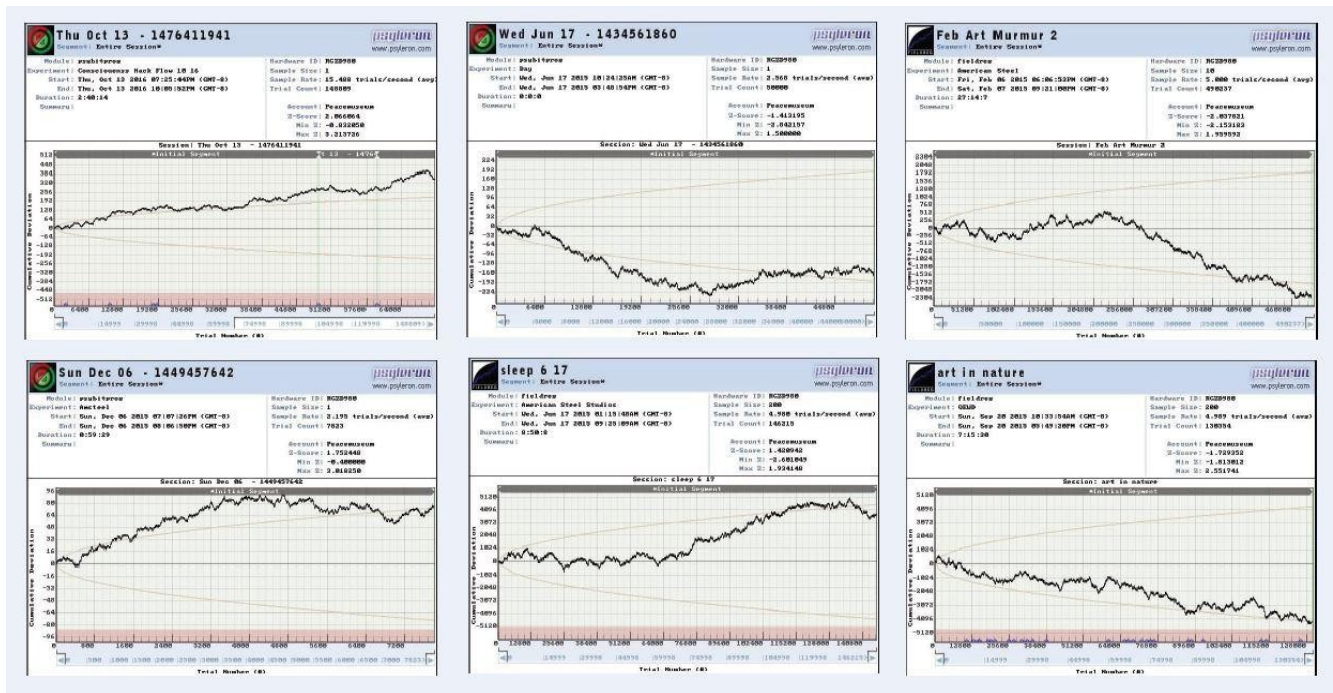
Contact: Amanda Gehrke, Aghrke@alamedaca.gov

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Blockchain Media Summit
Hosted by Long Island University's Brooklyn Campus
November 9-10, 2018

I was invited to speak at this conference by Monika Proffitt, author of Blockchain 101, after speaking with me she realized I had valuable experience and information to share on the potential applications that Blockchain technologies have to offer to artists and galleries. The ideas presented during this panel discussion are part of the plan we are presenting, such as Non-Fungible Tokens (NFT), Digital Certificates of Authenticity, Tirage management, Provenance, and more.

AGENDA FOR THE 2018 BLOCKCHAIN MEDIA SUMMIT

NOVEMBER 9TH

INTRODUCTION SPEECH
6:00PM - 6:15 PM

PRESENTATION - BLOCKCHAIN 101
(BLOCKMATICS)
6:30PM-7:00 PM

BREAK
7:15PM-7:25PM

PRESENTATION - HOW A DIGITAL LEDGER IS MADE
(DUSTIN JACKSON)
7:30PM-8:00PM

CLOSING REMARKS
8:10PM-8:20 PM

NOVEMBER 10TH

INDIVIDUAL ARTISTS & THE BLOCKCHAIN PANEL
(JOHN CRAIN, LEO MADRID, PATRICK NEAGHER)
11:00AM - 11:45AM

KEYNOTE SPEAKER
(G. THOMAS ESMAY)
12:00PM-12:30PM

LUNCH
12:30PM-1:10PM

MUSIC INDUSTRY & THE BLOCKCHAIN PANEL
(TONY DOFAT, JESSE GRUSHACK)
1:35PM-2:25PM

GAMING PRESENATION
2:30PM-2:50PM

TV/FILM DISTRIBUTION & THE BLOCKCHAIN PANEL
(KHUSHNUDA SHUKUROVA & G. THOMAS ESMAY)
3:00PM-3:45PM

REFRESHMENTS BREAK
3:50PM-4:05PM

MUSIC DISTRIBUTION & THE BLOCKCHAIN PRESENTATION
(JESSE GRUSHACK)
4:10PM - 4:40PM

FILM FINANCING & THE BLOCKCHAIN PRESENTATION
(LARRY BANKS & JOHN MICHAEL REEFER)
4:45PM - 5:05PM

CLOSING REMARKS
5:10PM - 5:30PM

HOSTED BY THE MEDIA ARTS DEPARTMENT OF LONG ISLAND UNIVERSITY'S BROOKLYN CAMPUS

THIS TWO DAY MEDIA SUMMIT WILL INCLUDE INTERACTIVE PRESENTATIONS AND PANELS FOCUSING ON ENTERTAINMENT & THE BLOCKCHAIN.

PANELS

TV/FILM DISTRIBUTION & BLOCKCHAIN
MODERATED BY G. THOMAS ESMAY
KHUSHNUDA SHUKUROVA OF SINGULAR DTV

MUSIC INDUSTRY & THE BLOCKCHAIN
TONY DOFAT OF REGGAECOIN
JESSE GRUSHACK OF UJO MUSIC

INDIVIDUAL ARTISTS ON THE BLOCKCHAIN
JOHN CRAIN OF SUPER RARE
LEO MADRID

PRESENATATIONS

BLOCKCHAIN 101
DUSTIN JACKSON OF CAYMANCOIN

HOW A DIGITAL LEDGER IS MADE
SOLOMON LEDERER OF BLOCKMATICS

MUSIC DISTRIBUTION THROUGHOUT THE BLOCKCHAIN
JESSE GRUSHACK OF UJO MUSIC

FILM FINANCING & CRYPTOCURRENCIES
PROF. LARRY BANKS
JOHN MICHAEL REEFER

GAMING, VR/AR

FOR MORE INFORMATION:
MEDIA ARTS DEPARTMENT: 718.488.1343
EMAIL: BKNEWMEDIASUMMIT2018@GMAIL.COM
VISIT: WWW.BLOCKCHAINMEDIASUMMIT.COM
RSVP: WWW.BLOCKCHAINMEDIASUMMIT.EVENTBRITE.COM

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SUPPORTED BY A GRANT FROM THE JOHN P. MCGRATH FUND OF LONG ISLAND UNIVERSITY

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Science and Nonduality

The Edge of Aslan's Razor and the Theory of Spatial Relativity

After dozens of experiments involving thousands of people I formulated a unified theory of time, consciousness and quantum mechanics while in the process of inventing a working prototype of the AEthersperic Modulator. AEM debuted as a proof-of-concept installation and poster presentation with the abstract published on page 61 of the program book.

Click here to see submission materials.

Keynote Speaker - J.P Sears

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with H.A.L.O. AI - Featuring Q-Byte Processing

Apparitions Music Festival 2018 – 2019
Mexico

In October 2019, we deployed our brainwave entrainment technology and a large rented LED board at the Apparitions Festival in Rosarito, Mexico. The LED panel consists of 112 colored circles, where similar to AEM, is programmed to respond to group consciousness effects by becoming more unified in color. Data was collected to test this hypothesis, which was later presented at The Science of Consciousness conference.

$$y = 0.0201x + 0.3456$$
$$R^2 = 0.4053$$
$$p = 0.005$$
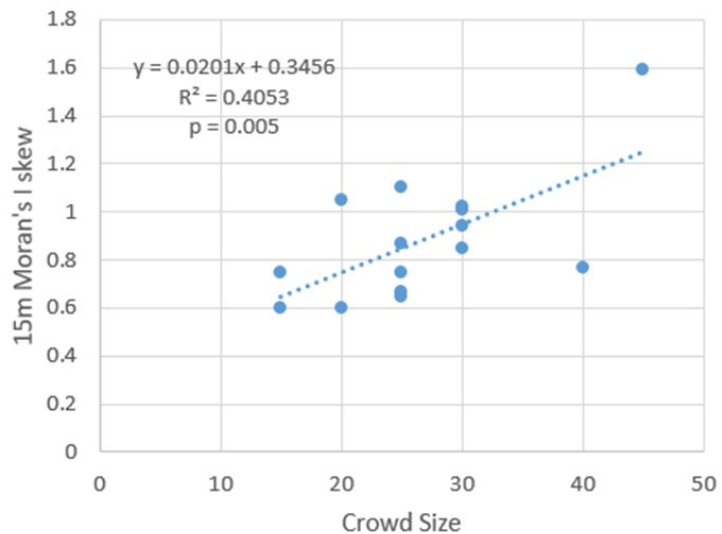
Contact, Marco Agular, Producer, ingemarcoaguilar@gmail.com 925.914.5991

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American Steel Studios: West Oakland, CA

From 2015 - 2018 I had an art and science studio here that was adjacent to the 8,000 sq. ft. gallery exhibition space where I was one of three co-curators who managed monthly Oakland Art Murmur group exhibits as well as a myriad of ongoing events such as multi stage music performance and concerts, mayoral inauguration, symphony concerts, burning man related parties, corporate events, weddings and food festivals and I curated the first Oakland Gay Fashion Week.

American Steel Studios is a big dusty warehouse where a large number of the community leaders were involved in large Burning Man camps and installations. In addition to being invited to exhibit at two consecutive Burning Man Precompressions, it was here that people from the Maker Faire team spotted my studio and invited me to exhibit in the LED Dark room, which eventually led to earning three editors choice awards. Our exhibit has brought an exhilarating art experience to thousands of people while also giving them a better understanding of quantum physics and the nature of reality.

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The P.e.a.c.e. Museum

War Memorial Veterans Building, San Francisco

While serving as an 8th District American Legion Officer and Historian at the San Francisco War Memorial Veteran's Building, I began operating a pop-up P.e.a.c.e Museum on the ground floor where the SF City Art Gallery is now located across the hall from the Herbst Theater. During this time it was my objective to install a permanent version of the concept museum on the 3rd floor which was then vacant after the SF MOMA moved from that location where they had been for nearly 50 years, to a new building where they now reside. While the project was supported by the War Memorial Board of Trustees and the local arts community, the resident community of veterans made it virtually impossible to accomplish anything and were generally in conflict with the Opera and Symphony administration that included frivolous lawsuits in which I did not want to participate.

Since then I have continued conducting pop-up art installations which were also science experiments with advance computer equipment which generated continuations data streams over the course of real world events such as art exhibits and music events, festivals and science conferences.

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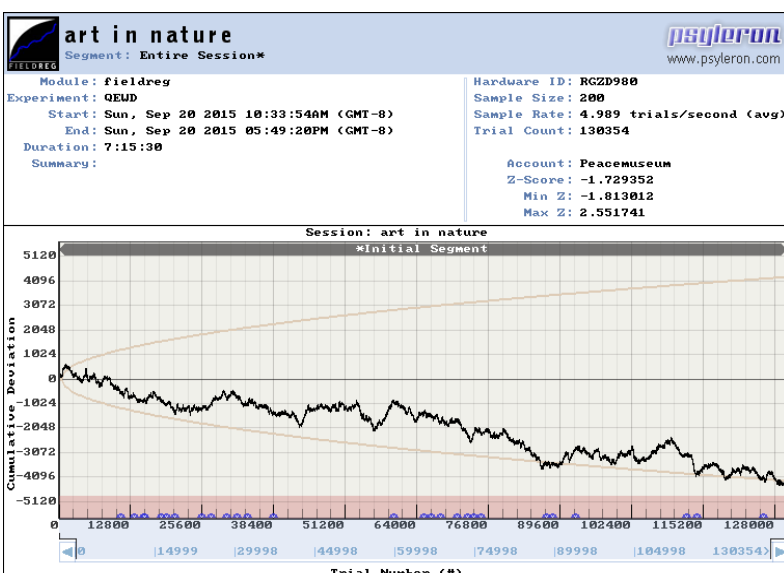with H.A.L.O. AI - Featuring Q-Byte Processing
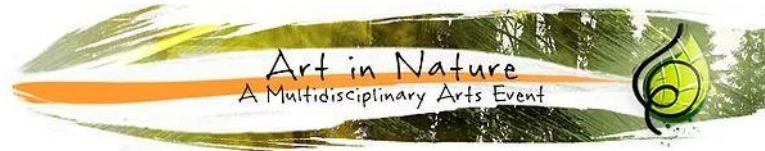
In 2015, over 8,000 people came and immersed themselves in the natural beauty of the
Redwood National Park, Oakland and the offerings of over 300 artists.

Quantumly Entangled Watershed Deity

The Quantumly Entangled Watershed Deity is a collaborative effort between Oakland-based organizations, The P.e.a.c.e. Museum and Wholly H2O.This sculptural water fountain was first conceived when Leo Madrid (The P.e.a.c.e. Museum) and Dr. Elizabeth Dougherty (Wholly H2O) participated as artists in an Oakland Art Murmur exhibition at American Steel Studios, where Madrid also serves as a co-curator and both have their own personal studios. During the exhibit, Dougherty had on display a water fountain installation and Madrid was conducting a consciousness experiment, they began discussing their shared passion for complex water systems and future ideas that opened the door to possible collaboration. When Dougherty was asked to curate the Wholly H2O Zone at the Samavesha's Art in Nature Festival, she reached out to Madrid and the idea for an anthropomorphic water fountain with integrated consciousness technology was born.

Read Full Project Description Here

Contact: Laura Inserra, info@laurainserra.com,
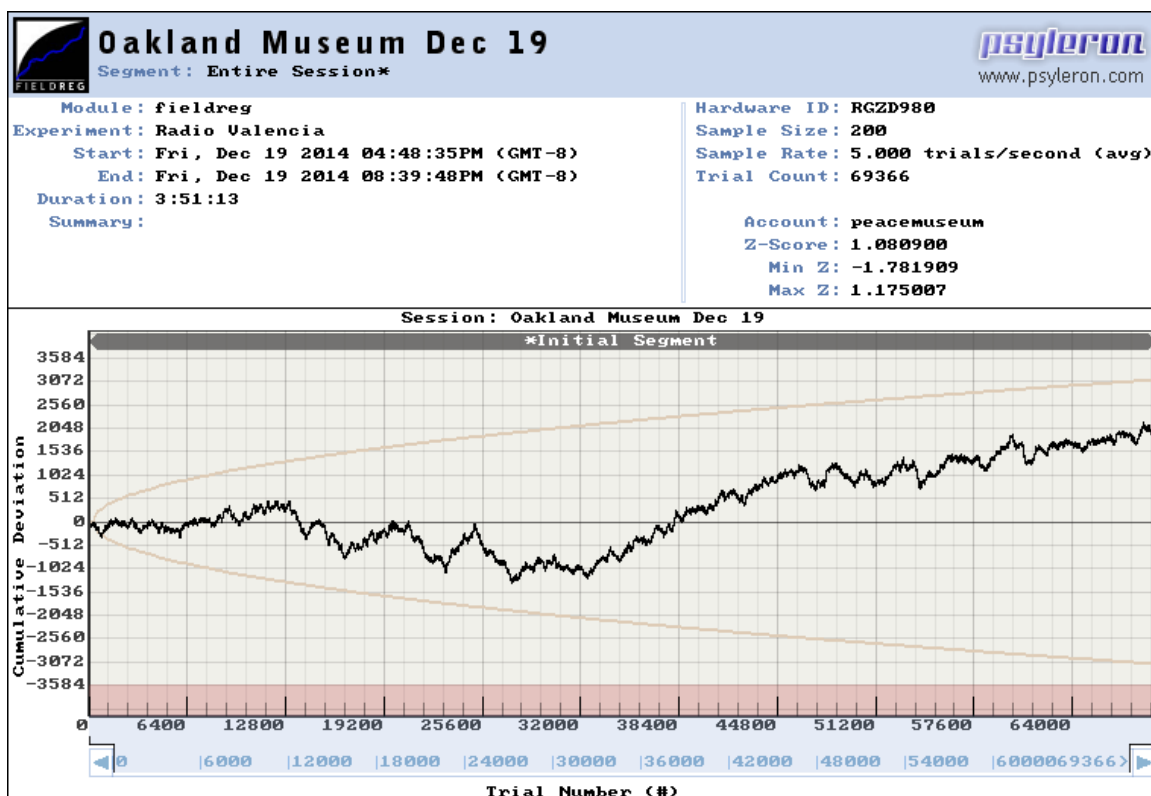
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For three years I hosted a weekly two-hour radio talk show S.C.R.E.A.M. for P.e.a.c.e on Radio Valencia SF, which is one of the largest community radio stations on the West Coast with more than 50 shows and 24/7 operation. In more than 100 live two-hour podcasts we discussed philosophy, art and science with curated music. I was also involved in the coordination of various station activities such as live performances, Sunday Streets and live radio broadcasts from various locations such like the Oakland Museum.

These creative events were ideal for collecting data for my research as well as the station itself. Below are the results of an experiment in which I left a computer collecting the data in the studio broadcasting station and these are the results.

Show Title	Date	Start Time	Stop Time	Z-Score	Odds 1/_	Min-Z	Odds	Max-Z	Odds
Sonic Subversion a	11/23/2012	16:12	17:06	-2.04	40	-2.762	250	1.054	6
Sonic Subversion b	11/23/2012	16:15	17:59	-2.303	45	-2.346	110	0.368	4
DJ Free for All	11/23/2012	18:00	19:59	-1.126	6	-2.29	70	2.968	900
Innerstellar Proxiism	12/3/2012	14:00	15:59	1.521	18	-1.402	18	2.772	300
The Music Department	12/3/2012	12:00	13:59	0.429	4	-2.191	65	1.467	16
AmperDan's Monday Night Pop!	12/3/2012	22:00	23:59	-0.264	3	-2.561	200	1.867	35
A Season in Hell RR	12/4/2012	14:00	15:59	1.832	30	-1.168	25	3.066	1000
Down the Well with Timmmii	12/4/2012	18:00	19:59	0.106	2	-1.413	30	1.394	15
Rock & Roll Station	12/4/2012	0:00	5:59	0.296	41	-1.654	20	1.61	20
Bunnywhiskers	12/5/2012	10:00	11:59	-0.09	1	-1.277	25	1.567	18
S.C.R.E.A.M. for P.e.a.c.e.	12/6/2012	14:00	15:59	-0.716	4	0.851	4	2.209	90
Depth Perception	12/6/2012	17:00	17:59	-0.885	4	-1.072	8	2.947	800
Tenants Rights	12/6/2012	16:00	16:59	0.718	3	1.902	40	1.718	22
Cold Ones and Rolled Ones	12/6/2012	18:00	19:59	-0.798	4	-0.879	5	1.709	35
Ribbon Around a Bomb	12/8/2012	22:00	23:59	1.184	6	1.519	18	1.279	10
Bakersfied Backbeat	12/8/2012	14:00	15:59	-0.664	3	-1.551	18	2.804	310
Robo DJ	12/9/2012	2:00	7:59	-2.175	60	-2.184	65	1.22	12

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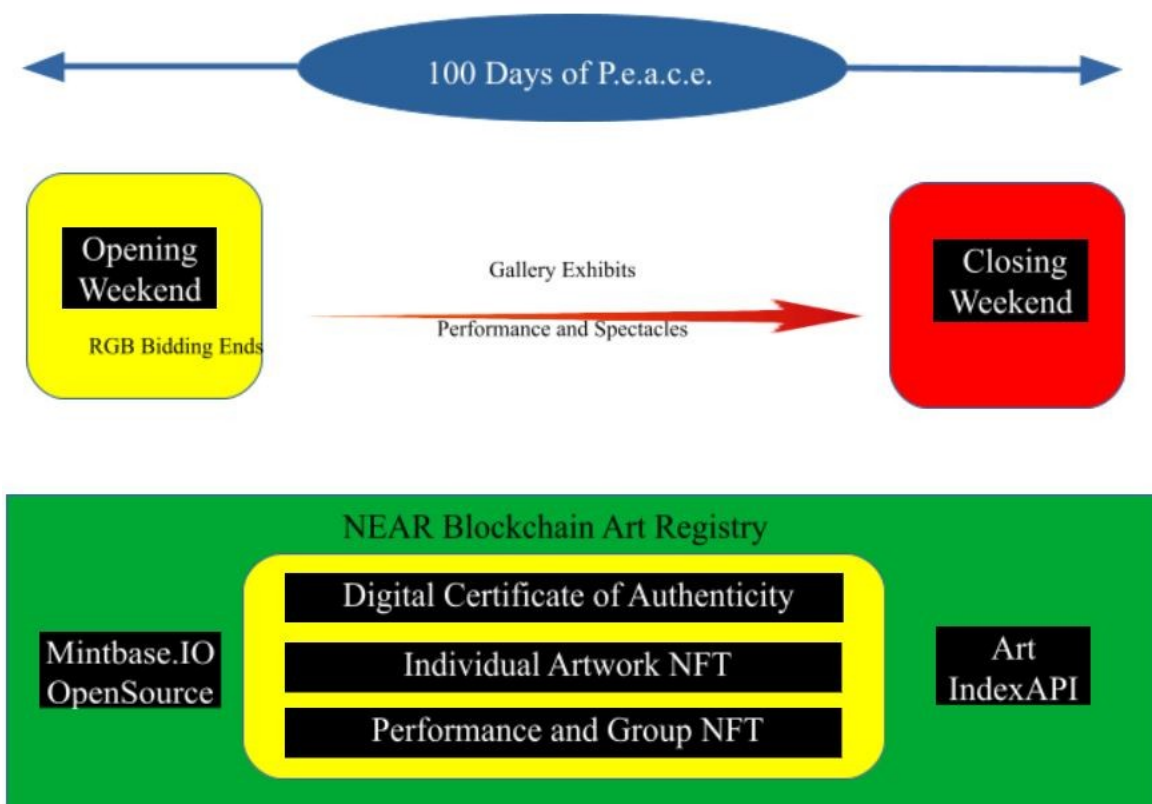with H.A.L.O. AI - Featuring Q-Byte Processing

Scope of Work

Because the daily work that will be required to accomplish this plan is already such an integral part of my regular activities it would be impossible to charge an hourly fee. For similar work with galleries my hourly compensation averaged over $100 per hour which would take up a great deal of the budget over the course of the year, so I will not be charging any fee for myself for the execution of this proposal, but rather I will be compensated upon the success of the project and the sales of my own artwork within the system we are proposing.

While working all those years in art galleries, I had imagined what an ideal art collecting environment would look like and with many trial exhibitions we have now refined it to a working integrated model which consists of two major components which we'll call:

The Blockchain Art Registry and the RGB Valuation System.

- Project Vision : For Alameda to be known world-wide as an epicenter of artistic creativity with thriving art gallery scene with an innovative public arts and hub of technological innovation.

- Project Mission: Create and curate a series of mind-bending art experiences for everyone in the Bay Area to visit and enjoy which should crate and economic art boom for island artists.

Click here to view explanatory team video.

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General Budget

Based on a $60,000 budget allocation we would prioritize building an Art Registry which after the exhibit and trial period, would be a robust tool open to all members of the City of Alameda community

3 Primary Phases with sub-components

Phase 1 September – December 2021		
Development of Art Registry:		
Front end - Communications		$ 10,000
Back end / Database		$ 10,000
Blockchain - H.A.L.O.		$ 10,000
Smart Phone dApp		$ 10,000
Phase 2 January - March		
Curator Bootcamp		$ 0
Printing and Distribution		$ 2,500
Opening Weekend - AZoth Pyramid		$ 10,000
Phase 3 April - June		
Closing Weekend – Final Fulfillment		$ 7,500
Further Integration		
Total		**$ 60,000**

- Series of Exhibits and performances throughout the Island over the 100 day period.

- Goals would include providing a state-of-the-art municipal tool for the Island art community which provides a historical record of their contribution, exhibition etc.. and a tool for retail venues to easily manage art sales with the latest in blockchain and NFT technologies.

- A portion of all sales automatically are distributed in accordance with the Alameda Art Commission recommendations, as well as directly to the artists.

- Opening weekend of 100 days of P.e.a.c.e. by Piece featuring 1,000 Alameda Artists in 100 venues.

- Artwork featured on the Art Registry with RGB Valuation Matrix and Bid Cards

- Collaboration with local business districts to set up satellite galleries with the objective of when the 100 days exhibit is over, at least some of the sponsored spaces are able to sign a lease and remain in business.

- Support tool for retail businesses who sell original art such as coffee shops, bars, restaurants, cafes, etc.

- While Alameda is a unique and amazing place, it is still very much like everywhere else in that the concerns of artists here are very similar to those elsewhere.

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The Three Premium Valuation Bidding Levels

$100	$1,000	$10,000

- This fine art pricing model removes many subtle barrios to acquisition and presents the artwork pricing in a logical and easy to understand pricing structure and with blockchain integration and entirely new level of security and trust.

- Artworks are not assigned specific prices and instead are assigned to a general Premium Valuation category. Regardless of opinion a work of commercially available art is only as valuable as someone is willing to pay for it.

- In the conventional retail art sales environment art collectors will often tempt sales people into negotiation of prices which can lead to conflicts over discounted deals. Worse yet some art dealers have been known to mislead artists on the true amount of sales they've received and artists have been known to sell works in violation of gallery exclusivity agreements. Our system help remove these temptations from the equation all together and provides an equitable way for the market to determine the true value of a particular work.

BIDDING PROCESS

Bidding will be available online, in the downloadable smart phone app or in person at participating locations.

Triple Blind Bidding - Neither the public, the artist, or gallery will know exact bid amounts/details as the exhibit continues. This prevents deceptive bidding and auctioneer practices and encourages collectors take serious consideration on how much they are going to bid.

The viewer has the option of paying the premium value and taking it home or having it shipped to them, or placing a bid at any level below that value. At the end of the exhibition cycle the artist determines which bids to accept.

Highest bid does not guarantee award of work unless premium value is paid.

COMMISSION TERMS Revenue split for 100 Days of exhibit divided upon the below suggested percentages

- 60% to Artist with opportunity to deny and approve bids before finalizing them. Copyright and NFT

- 20% City of Alameda to support cultural equity arts programs, city art collection, events, artists, and arts organizations.*Synergy Report

- 20% P.e.a.c.e. !nc – dba The P.e.a.c.e. Museum 10% Operations - 10% Team Compensation

Equipped with a map and our dApp people will be empowered to confidently and safely navigate the Island and experience all of the art in the most efficient way possible. With their 'optional' gift cards registered with the dApp, they will be able to acquire or place bid on any piece at any time.

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Benefits of The RGB Fine Art Valuation and Acquisition Method

$100	$1,000	$10,000

Fewer security concerns because it eliminates opportunities for fake bidders and hidden fees.
It's fun and exciting to participate (Triple Blind Bidding).
No reserves necessary. At the end of each cycle, artists will be presented with bids to accept or deny.

Each work of public art will be assigned a permanent location on the historical blockchain registry which will allow for a searchable database of every work of art that is manually registered as well as those historical artifacts which the museum has determined to be of historical significance and gone through the registration process. A good place to start would be the current exhibit at the museum. With a simple QR code posted in the window, even people who happen to walk by during closed hours could bid, buy and experience the work inside, which would also encourage them to return.

Example : The art registry will have public access and businesses can participate in multiple ways depending on if they are exhibiting art venues or other. By narrowing down what they want to experience with our interactive (AI) and manual guide, they can at least do an initial scan of many art venues currently exhibiting retail art as well as identifying the locations of public art installations. With our downloadable dApp, the data they provide to the network can be rewarded with crypto currency which can be exchanged for any other currency or used to purchase art at a preferred rate.

Provides real pricing stability to an otherwise chaotic market

Our novel art valuation system removes many of the perceived financial barriers from the art acquisition process allowing the collector to connect with the art in a more meaningful way. With curators and art consultants, the burden of substantiating the price of the works has been removed, allowing them to focus on the artwork itself, instead of spending their time justifying the somewhat arbitrarily assigned value of a retail price.

- A virtual version of the exhibit as well as NFT gallery will be available via 2D web page as well as Virtual Reality headsets so the whole world can participate. This will also be our fallback plan should Alameda come under increased Covid19 restrictions during this time.

- The RGB fine art pricing model removes some of these barriers and presents the artwork pricing in a logical and easy to understand pricing structure and with blockchain integration and entirely new level of security and trust. These technologies are at work behind the scenes of familiar looking web pages and downloadable apps. The gift card allow anyone to participate without any knowledge of the blockchain. For those who already have crypto wallet and those who want to learn, there will be additional features and access to data.

- The smart contract becomes complete when the artwork is delivered or taken from the retail location. Because the pre-agreed upon terms are build into the Smart Contract with the customer finalizing the acquisition, the split is applied instantly and all parties receive their portion of the revenue, therefore the artist, public funds and other recipients will automatically be paid generally 24-72 hours or sooner after finalization, including NFT transactions. This provides a very valuable resource to venues who exhibit art but it is not their primary revenue generator, such as cafes, salons, and bars ect.

Example: A work that is currently in the 'for sale' side of the museum windows or on the wall of a local art gallery space/wall. Either in person or online, they can place a bid with the RGB pre-paid bid card or pay cash for the premium value.

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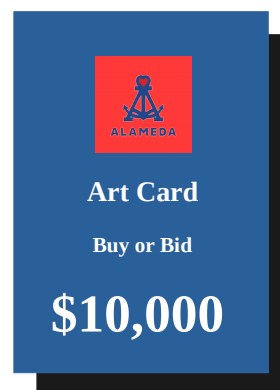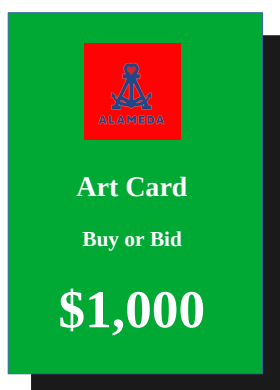with H.A.L.O. AI - Featuring Q-Byte Processing

RGB Bidding Gift Card Option

This allows people to pre-pay for their art as well as give the gift of art collecting,
allowing the bearer to bid and win works of art.

Red $100   Green $1,000   Blue $10,000

Art Card

Buy or Bid

$100

Art Card

Buy or Bid

$1,000

Art Card

Buy or Bid

$10,000

1% discount for each additional card purchased, limit of 10 per color

Once set up for bidding with the RGB cards, card holds will be able to buy or bid online or at the location at $100, $1,000, $10,000 premium value levels. Because the cards are prepaid the it's impossible to overspend and you can place as many bids as you want. RGB Card Holders will have the opportunity to pay the premium value or place a bid with their RGB bid card.

Example, a person purchases two $1,000 RGB cards and over the course of the weekend places 13 bids (give tips) which if totaled up would amount to more than $10,000, but they didn't pay the premium for any of the works. At the end of the cycle (month) the final bids are accepted according to the Smart Contract and all parties are notified of any bids that were accepted. In this example, three of her bids were accepted which total the full $2,000 and these cards would be expended with the funds being disputed to all interested parties within 24-72 hours after they take possession.

- triple-blind bidding: At no time will the bid amounts or number of bids an individual work of art has received will be made public during the exhibit.

- No reserves: The concept of a 'reserve price" is unnecessary as artists will be presented with a group of bids from each cycle interval. They then have the option to accept all the bids or review a detailed list of bids.

- The blockchain provides a method for all account revenue be settled and distributed as they happen so that all parties involved experience a steady stream of revenue which will correlate with activity on the network.

- Our art pricing model removes many barriers to acquisition and presents the artwork in a logical and easy to understand pricing structure. With blockchain integration we can offer and entirely new level of security and trust that one encounters when art collecting. These technologies are at work behind the scenes of familiar looking web pages and downloadable apps.

- The gift card allow anyone to participate without any knowledge of the blockchain. For those who already have cyrpto wallet and those who want to learn, there will be additional features and access to data.

- *Provides valuable data to city managers.*

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For those unfamiliar with Blockchain technologies, here is an analogy for the NFT and one way it relates to art. In the world of fine art original planographic and intaglio printmaking, such as plate etchings and stone lithography, there is the term *Bon a' tirer* (B.A.T). This is generally the print in which the artist worked directly with the print-maker until it was 'Good to Print' and at the moment of perfection would sign and write BAT or *Bon a' tirer*, to indicate that this was the first of the prints to be completed to the artists specification and all other prints should be compared to this one. Because of the significance of this one print, it is often highly desirable by collectors and considered by many to be the prize of the edition. In our application we can consider the NFT serving as a digital B.A.T.

Artists retain copyrights to their work and can issue as many NFTs they desire and packaged in a digital format, but none of them will be exactly like the NFT that the Alameda Art Registry will offer. Built into the smart contract is the function that the artist will automatically receive payment each time the NFT is bought and subsequently re-sold.

Because we are building it for municipal operation on the blockchain, once in motion it will not depend on a hierarchy of managers and programmers keeping an eye on every transaction and managing a fleet of relationships just in the attempt to make sure people get paid on time. These details are built into the DNA of blockchain technology as well as the financial flows so everyone gets their portion of the revenue in the most efficient manner possible giving security to the system and letting the artists and curators focus on what matters most, giving the best art viewing experience experience possible and giving the viewer(s) a meaningful experience with new information and strong emotional entanglement.

> *Example: A team of artists put in a few hundred hours and the materials together with a City sponsored space and create a very large and magnificent mural. A historical NFT is registered in the municipal art registry / museum and becomes part of the art historical registry and serves as a digital standard. The artists agree to evenly divide their portion of a publicly auctioned NFT to a number the artists determine, for example the artists could decide to offer 100 or 10,000 NFTs for the work.*

We can also offer the ability for people to experience fractional share ownership of a physical work of art. e. A group of friends decide to purchase a large lawn sculpture and they decide the terms, such as the piece rotates to a new yard every 10 months, and as soon as the Smart Contract was finalized and purchase made. If the friends decide to sell the work, transfer of title would include the artist receiving 5% or more of the price upon transfer, without limit.

With our API, the users will be able to view art with an interactive online gallery experience and the familiar web interface and for those who are buyers and collectors, ie those who wish to place a bid or pay a premium value, will be ported to a guide on how to get an account set up.

These technologies are at work behind the scenes of familiar looking web pages and downloadable apps. The gift card allows anyone to participate without any knowledge of the blockchain. Although for those who already have crypto wallet and those who want to learn, there will be additional features and access to data.

Two NFTs for each work of art; artist retains copyrights.

One NFT acts as a digital certificate of authenticity and the other is a digital version of the work

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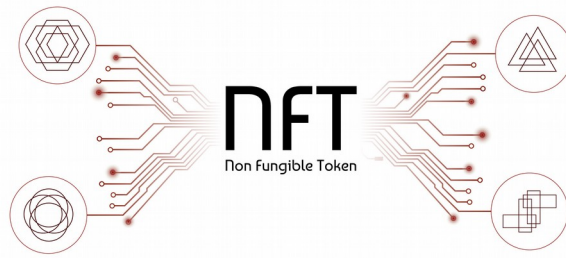
For every work of art that is successfully acquired, an NFT will be created and issued at the discretion of the creator. A 10% fee can automatically be added to the fee to be paid directly to the artist upon each change of ownership. The contact tracing system utilized to track artwork can also be utilized to track other objects and could be utilized by municipalities to help combat Covid19 and future pandemics, as outlined in Phase II of the XPRIZE Pandemic Response Challenge.

If the premium value is paid for a work of art, the buyer has the option of adding the NFT as a gift and they just pay the network fee and the artist receives an additional 10%. The real world item is then bound with the NFT. There will also be an option for custom framing with ERC-20 Token tracking. By adding the location tracker to the work of art derives revenue for simply being active and on the network.

The blockchain smart contract will have the funding split built into the purchase processing, so all stakeholder parties receive their portion of the revenue as soon as the contract is completed. For example; A group exhibit occurs on a Saturday night that includes multiple sales in which several works sell at the premium value and the collectors took the work home with them. Before the end of the night, all parties should receive their portion of the sales, such as mural projects, specialty build, performance and other programs recommended by the Public Arts Commission.

> *Example, someone lives in Oakland and has their studio in Oakland and their other job in on Alameda where they are a part time employee. As long as they have a real pay stub to share, they will be eligible to register their art, even though they may never exhibit on Alameda. This should serve as an incentive for artists to seek out employment on the Island and remain in good status to maintain access to the registry. If they are working on the island they will most likely seek out exhibition opportunities as well, and local businesses will be incentivised to work with artists who are already on the registry.*

> *Example, a live park performance where a couple get engaged and decide to commemorate the event and buy the NFT for the performance, instantly paying each of the registered performers, venues and*

We envision this blockchain to be limited to artists who live, work or have a legal studio/live space where they produce the artwork on Alameda Island and provide them with an easy to use uploading system to document their art, and when they are finished and it is ready for acquisition and exhibition. Initially the curation system will include a level of manual approval but eventually we will add machine learning to automatically verify necessary data.

Because the smart contracts will pay the artists their share a short time after delivery of artwork, we believe that Alameda artists and art venues should experience an exciting level of economic surplus before, during, and after the 100 days exhibit.

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Business Districts and City Government New Gallery Support Options

While the art registry will be a valuable tool for existing artists and exhibiting venues, it is this component of the proposal which will make Alameda a must visit area for art collectors who live near or visit the San Francisco Bay Area.

The primary stakeholders we have identified thus far;

- Residents
- Fine and Public Arts Artists
- Local Businesses
- City Government – Commercial Builders - 2%
- Fine [Original] Art Venues
- Island Visitors

If somehow this City plan will allow a partnership with building owners that have empty storefronts who would like to host a temporary exhibits with the intention of it resulting in a signed commercial lease for a registered business who continues contributing to the art registry and paying commercial city taxes.

Ideally we are able to open up to 10 new spaces as well as provide support and inclusion for all existing entities.

*Art Gallery Director Bootcamp and Mentorship with advanced technology support. N*ew curators will take over leases of participating pop-up spaces and for the Bay Area an enhanced and thriving commercial fine arts district should emerge.

Satellite pop-up Island galleries with the objective of hosting the 100 days of P.e.a.c.e. by Piece exhibit with the objective of some of the gallery spaces to continue as an art space paying market rate commercial leases.

First Saturday. The Oakland Art Murmur happens on the first Friday which a party atmosphere for one evening. A Saturday and or Sunday after is a great place to spend time and extend the art night to an art weekend. Open an AZoth Pyramid large scale

Other municipalities and museums may want to license this technology and methodology.

Example of Empty Space Ideal for Art Exhibition

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Strategies to increase funding for public art in Alameda.

This plan should help meet many of the objectives outlined in the Synergy Report with revenue derived from the blockchain network being distributed directly to the identified art programs and artists.

Experienced in public and commercial fine art, we believe that Alameda has the potential to be an international destination for the fine arts of all the types of art that support a thriving creative community, and particularly the fine arts. Visitors and locals alike are extremely cautious about traveling around San Francisco right now and Alameda has a myriad of empty spaces which could serve as interactive art experiences such as large warehouses or retail locations.

With success, these combined art promotional elements will be a tool that Alameda will incorporate into its ongoing curatorial programming. This will document with blockchain technology a live chronology of art history as it happens and is preserved to participate and contribute to in a multitude of ways.

Here are a few elements and ideas that could come to fruition with the adaptation of this proposal.

- Municipal Blockchain Art Registry with NFT support

- H.A.L.O. AI Middleware

- RGB Pricing Hyrid Retail-Auction Model

- City Art Gallery for rental, loan, deaccession and community events.

- Historical VR Experiences
  - *Our virtual reality environment could allow registered community members and visitors to engage in contemporary VR interactive art experiences as well as historical recreations of Alameda history.*

    Example, the Neptune Beach era was an important and could allow people to visit the past in a VR environment with period piece programming as avatars of history embedded into the experience, such as riding the roller coaster, taking a high dive into a pool of water, getting a hair cut or eating at a busy restaurant, all based story-lines that already exist at the museum as installation in the permanent collection side.

- With VR built into our API, digital artists will be able to create their own forms of digital art and possibly entire virtual worlds. With a VR version of Alameda, we can build real world public art at sites with a complementary virtual version.

- When artists discover they can potentially monetize their efforts with a city supported NFT program, we anticipate most active artists will begin locating their chosen location and with our approval process should be able to identify locations with the aid of community members and postings for suggested locations, with the sales of art funding the installations of public artworks that are suggested by the PAC. Where possible, each location would be enabled with web cam, NFT, and Node technologies.

    For example, people who once lived on the island but are now far away, can participate by web and VR and even purchase a digital souvenir like an NFT of one of the installations for their digital collection and a work of original art for their wall.

  - Large scale collaborative installations with high tech art at key entry and exit points such as the bridges, tunnels and waterways.

In addition to being a modern and robust art programming strategy, this plan also gives us the opportunity to conduct important scientific research as part of the [XPRIZE Health Pandemic Alliance.](#) The technology we will utilize to track the artwork will serve as an example of how our contact tracing system works and rewards the users with crypto currency.

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Past and Current Exhibition and Technology Partners

NEAR – A developer-friendly, sharded, proof-of-stake public blockchain. The NEAR Foundation may be authorizing a 50% + matching grant.
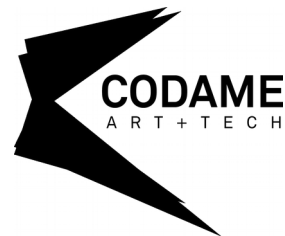
XPRIZE Alumni Network – We have the opportunity to collaborate with some of the leading scientists in the world today as well as participating on projects that have global impact.

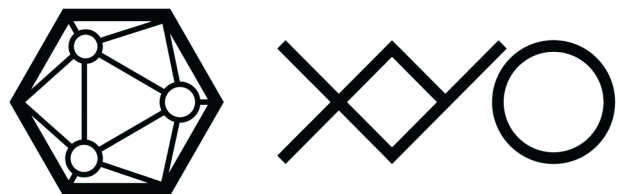Maker Faire We can co-brand our own events such as the Mini Maker Faire

CODAME teaches online classes to artists on how to create NFTs on Mintbase

World's Fair Nano

XYO Foundation   Coin dApp - Our XPRIZE Phase 2 Contact Tracing Machine Learning Model was based on these two blockchain components.

Burning Man [PC]

Bunker Labs Accelerator for Veterans - Chargebee: $1,000,000 in free card processing fees.

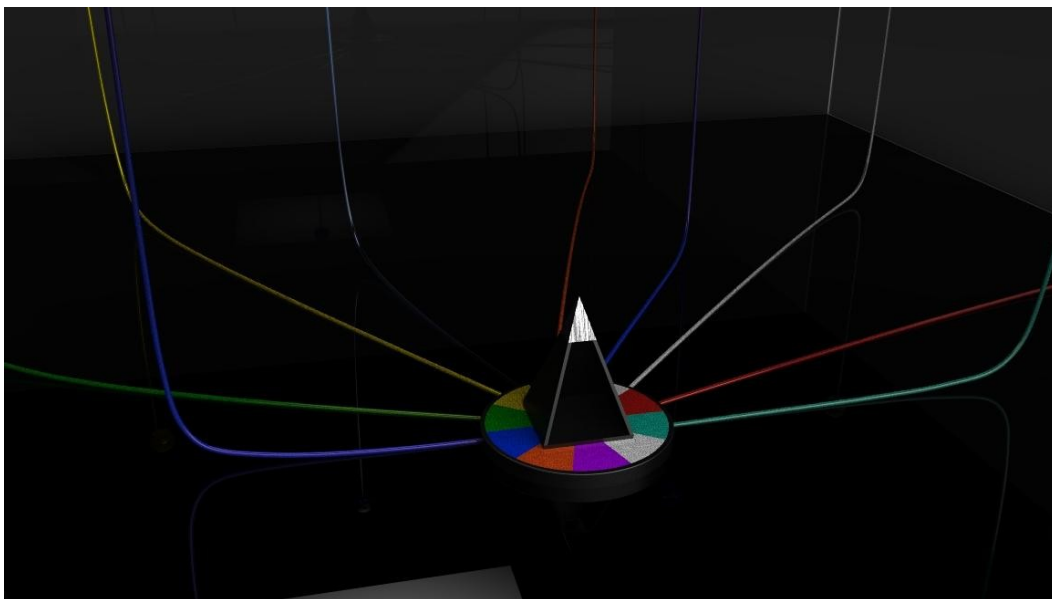People Evolve As Consciousness Expands

with H.A.L.O. AI - Featuring Q-Byte Processing

AZoth Pyramid Capstone *Installation*

This installation has proven to be a big attraction everywhere it has been exhibited, including the Alameda Maker Faire. We propose as part of our year long strategy that as soon as feasibly possible we set up a fully immersive indoor installation in a large open space such as storefronts like the recently empty Walgreen's on Park and Bed Bath & Beyond or a myriad of other options anywhere on the island. Keeping social distancing in mind, we can expand our experience from one or two people at a time, to small group who are together.

While waiting in line they will be surrounded by a myriad of other related artwork and a plethora of information about all the art on Alameda Island and how to participate. They will be able to download our app while they are there as well as purchase items and make donations to their favorite Alameda art project.   - Keep the vibe chill -

There are currently few artistic choices for evening entertainment on the island that do not include alcohol. If it were open one or two evenings a week it would be a big draw to the neighborhood to people from all over the Bay Area. Tens of thousands of people have seen our exhibits and would have liked to experience it but did not or could not wait the time required. Now would be their chance. Installations

People Evolve As Consciousness Expands

with H.A.L.O. AI - Featuring Q-Byte Processing

Hybrid-Quantum Computers

Possible Funding for the Public Art Program with Art

This is the collaborative high-tech artwork of Leo E. Madrid and Dr. Dani Caputi

Edition Size	10	100	1,000	10,000
AZoth Pyramid	$1 Mill	$100K	$100K	$1K
10 Dimensional Sphere		$100K	$10K	$1K
Ætherspheric Modulator		$100K	$10K	$1K
Quadratic Array		$100K	$10K	$1K
Hypercube		$100K	$10K	$1K
Total Market Potential	**10Mill**	**$50Mill**	**$50Mill**	**$50Mill**

At least one work should be located in participating galleries and be part of the node network.

The largest size pyramid would ideally be for public or festival installation.

Revenue derived from the acquisition of these can be distributed as follows:

> 50% Museum fund
> 20% Gallery Space
> 10% P.e.a.c.e. !nc
> 10% Artist and team.

With our application, we will have the option to create virtual versions as demonstration purposes and/or as individual works themselves, which would also be eligible for the NFT program.

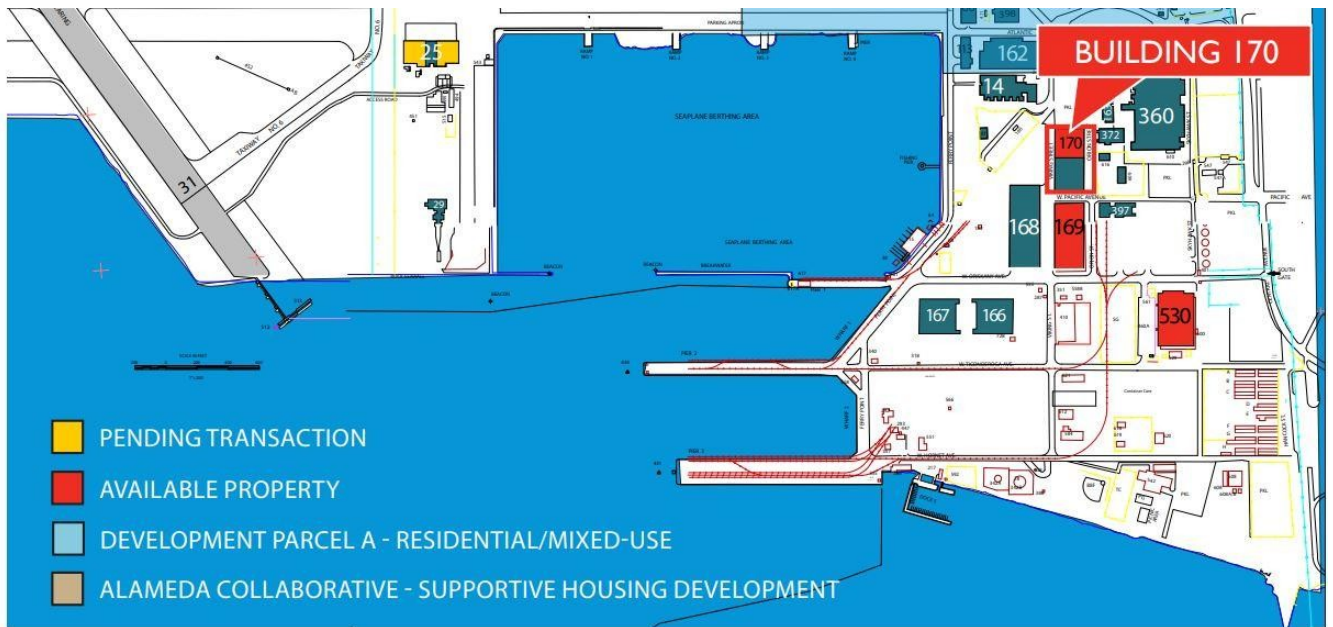### 50% of Proceeds will benefit an Alameda Fine Art Museum Fund

$100,000 Prototyping
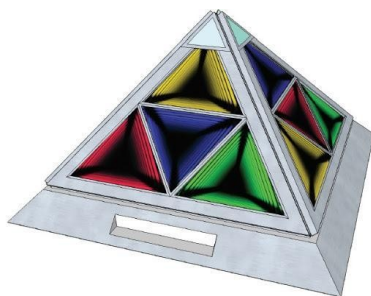
People Evolve As Consciousness Expands

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**One of two possible location that could provide cover for large scale temporary immersive art installations.**

PENDING TRANSACTION

AVAILABLE PROPERTY

DEVELOPMENT PARCEL A - RESIDENTIAL/MIXED-USE

ALAMEDA COLLABORATIVE - SUPPORTIVE HOUSING DEVELOPMENT

JOHN H. MCMANUS, CCIM, MCR
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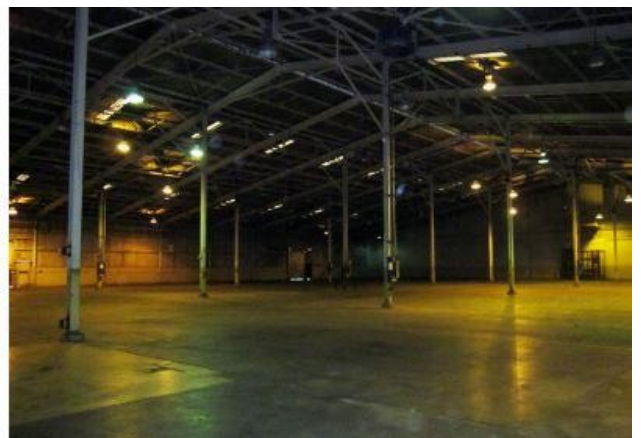
People Evolve As Consciousness Expands

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The City's standard service provider agreement, which the Consultant Team will be required to sign, is attached for your consideration (see Exhibit A). If the Consultant Team has any questions/concerns related to the standard form contract, they must be submitted in writing with your response to this Request for Proposals.

No questions at this time.

For more information contact us at: 415.857.4560 or CEOurator@peaceinc.me

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