



# The CHM Muse

Volume 2, Issue 10 (18)

Staff & Volunteer Monthly Newsletter

December 2009

## Ready for the



## Next Step



Above: La Avenida pre-1401 construction;  
Below: Architect's rendering of proposed building; Right: CHM in 2003



The Computer History Museum's Chairman Len Shustek likes to say that the 1401 North Shoreline Blvd building is our largest artifact.

When it was completed in the early nineties for Silicon Graphics, it was one of the most innovative and architecturally unique buildings in Silicon Valley. As seen on page 3 of this issue, the "Shoreline Entry" project (as it was called for being the entry point to the master plan of a Silicon Graphics campus) garnered several industry architecture & design awards.

As we prepare to go into our next big phase of the evolution of CHM with the 26,000 sq ft build out of our major, new exhibit in the coming year, we thought we would devote a few pages and look back at some of the history of the building itself.

### Inside this Issue:

1401 Architecture & Award Winning Designs, A Volunteer Extraordinaire, New Recruitment Campaign, The CHM Volunteer Website, Holiday Programs, and More!

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Here is a great, descriptive summary of the building architect's vision for the 1401 site, submitted to and published by the Corporate Design Foundation.

**CORPORATE DESIGN FOUNDATION**

**STUDIOS Architecture – Silicon Graphics**

The direct influence of our client has been very significant in the design of this project. Silicon Graphics, a highly optimistic, innovative and prosperous company requested that we provide them, not with an anonymous high-tech "facility", but a building with an architectural presence. They have chosen a site that is amongst the most highly visible remaining in Silicon Valley so that their building will be seen by thousands of travelers every day.

Silicon Graphics (SGI) desires a building which articulates the idea of "openness", in order that their company be accessible, both visually and psychologically, to the community at large.

The building accomplishes this on several levels. The passerby in an automobile is given a high-speed glimpse of the inner workings of the building via the large screened element along the West façade, a "bay window" built in clear glass with operable shading within. At the north end of the building, the main entry is a clear glass vitrine to allow the activity within to project outside on a macro scale. Communication and orientation within the building are essential to Silicon Graphics.

The plan can be understood as a simple rectangle, where two courtyards, one peripheral and one central, have been carved out. Overlaid upon this is a circulation spine, essentially central to the plan, and connecting stairs, bathrooms, and other building services. The rotated structural grid at the entry, which is in alignment with the grid of SGI's existing campus further north, opens the building lobby to the street, and further peels away at the rectangle. The central hub serves as a culmination of the entry sequence, a binder for the divergent grids, and a central focus to the plan.

The client's intention was not to have suspended ceilings in the office areas of this building; as a result, the spatial play of the exterior will be fully tangible within, but scaled by exposed structure and human activity.



See this plaque on the elevator in the front lobby →

**About Those Hanging Things in the Lobby...**

In 1993, Silicon Graphics commissioned Santa Rosa artist Michael Hayden of "Thinking Lightly, Inc." to create a lobby sculpture that would complement their bold building design for the Shoreline Entry site. The result was "Signalis", a series of suspended "cubes" that begin over the reception area and break "through" the exterior wall and over the glass-ceiling entry walkway. Made of a dichroic resin, the sculptures changes color as sunlight strikes them.

Aging has taken a toll, and some minor refurbishment of the surfaces of the cubes will be undertaken with the lobby remodel coming this summer, which should restore the dazzling effects of those color changing elements.

Michael Hayden's work is displayed throughout the world- you can see a comprehensive list of his public and private commissioned works at this site:

<http://www.thinkinglightly.com/hayden/>

## A 1401 Shoreline “Wall of Fame” at City Hall



At the Planning Department atrium in Mountain View's City Hall building is a display wall of design awards achieved by city projects over the past twenty-five years. The 1401 N. Shoreline site is represented prominently by the following 4 award certificates:

California Council  
The American Institute of Architects  
1995 Merit Award  
Excellence in Design  
Shoreline Entry Site  
Studios Architecture  
Silicon Graphics Inc.

The American Institute of Architects  
Santa Clara Valley Chapter  
1995 Honor Award for Building Projects  
Studios Architecture  
Devcon Construction  
Silicon Graphics Inc.

Pacific Coast Builders Conference  
Gold Nugget Award of Merit 1995  
City of Mountain View  
Studios Architecture

California Council  
The American Institute of Architects  
1995 Merit Award  
Excellence in Design  
Shoreline Entry Site  
Studios Architecture  
City of Mountain View

### Excerpt from “The Power of the Pragmatic”, L’Arca Edizioni, 1999, by James S. Russell

The 1994 Shoreline Entry Site for Silicon Graphics signaled the first real departure from the Valley’s reflective-glass anonymity, and led the way to a series of projects that began to architecturally express a sociology of work akin to that of a city. The exterior of the building for the first time became much more sculptural, acting as a billboard and recruitment poster. It offers a long, sweeping curve to the freeway, punctuated by an oversize, arching entrance canopy. In plan, it almost appears as if the usual large, pancake-like floor plate has been pulled apart. At this “fissure,” the firm installed stairs, meeting places, coffee bars and other such collaboration-enhancing amenities. High ceilings and external circulation created a more amenable workplace by making daylight and views part of the everyday experience of the otherwise cubicle-bound.

### Who’s Been Building The Museum?

#### 1993 Shoreline Entry Site

Architect: Studios Architecture  
Builder: Devcon Construction

#### 2002 CHM Renovation

Architect: EHDD  
Builder: Rudolph & Sletten  
Exhibit Designer: Van Sickle & Rolleri

#### 2009-10 Major, New Exhibit

Architect: Mark Horton Architecture  
Builder: MAI Industries  
Exhibit Designer: Van Sickle & Rolleri  
Exhibit Fabricator: Exhibit Concepts Inc.

Building Design

# Extraordinary Volunteers

## Meet Warren Yogi

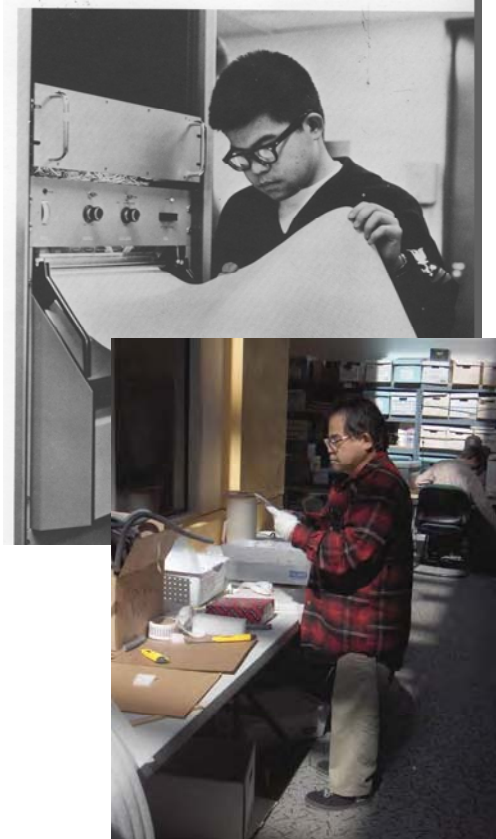
By Karen Kroslowitz, Registrar

Warren Yogi, a CHM volunteer since 2002, “wowed” the Collections staff when he announced he’s methodically searching for the artifacts being sought for the new exhibition. To date, Warren has located 50% of the artifacts on our “Wish List” (see the published list at <http://www.computerhistory.org/artifactdonation/>).

By day, Warren works at the Navy’s Fleet Numerical Meteorology and Oceanography Center in Monterey. By night, he’s an avid eBay shopper and has converted his purchases of unique and rare computers and related materials into more than 50 donations (approx. 300 items) for the CHM collection. From slide rules for Howitzer guns to Disney’s Baby Aladar dinosaur robot, Warren finds and gifts unusual items - one donation even included Warren as an artifact (of sorts). His recent gift of a Varian Associates magazine (June 1976) included the black and white photo of Warren shown here, captioned “AG/2 Warren Yogi removes an updated weather map which has been plotted instantaneously by the Statos 5, working on-line with a digital computer.”

The other image shows Warren, hard at work, helping to pack the collection last year. If you attend the Museum’s monthly Volunteer Saturdays you know Warren is a “Saturday regular.” Over the years, he’s helped process text and library materials, and photograph and palletize objects for offsite storage. No job is too big or too small. The Museum is extremely thankful for and a bit overwhelmed by Warren’s generosity of time and resources over the years. And soon enough, his thoughtfulness and sleuthing efforts will complement CHM’s crowning achievement.

**Thank You Warren!**



**With the November 20<sup>th</sup> CHM Soundbytes: Microprocessor Marketing War, our year-long “Salute to the Semiconductor” came to a close. Media Archivist Judy Strelbel has provided an impressive list of the nineteen salute-related oral histories captured during the year:**

1. 2/11 AMD 2900 microprocessor oral history panel (Downing, J. Philip; Ghest, R.C.; Holbrook, Anthony B; McConnell, Robert; Mick, John R; Simonsen, Sven; Springer, John) – David Laws interviewer
2. 3/31 Oral History of Thomas Stanley – David Brock and Gardner Hendrie interviewers
3. 5/02 Oral History of Dov Frohman – Jeff Katz interviewer
4. 5/07 Oral History of Robert Norman, Part 1 – David Laws interviewer
5. 5/07 Oral History of Jay Lathrop – Rosemary Remacle interviewer
6. 5/08 Oral History of Gene Frantz – Rosemary Remacle interviewer
7. 5/28 Oral History of LJ Sevin – Rosemary Remacle interviewer
8. 5/28 Oral History of Harvey Cragon – Rosemary Remacle interviewer
9. 5/28 Oral History of Berry Cash – Rosemary Remacle interviewer
10. 5/28 Oral History of Charles Phipps – Rosemary Remacle interviewer
11. 7/13 Oral History of Tsugio Makimoto – Rosemary Remacle interviewer
12. 7/20 Oral History of Robert Dennard – Gardner Hendrie interviewer
13. 7/21 Oral History of Arthur D’Asaro – David Brock interviewer
14. 8/14 Semiconductor Test Equipment Development Oral History Panel (Burlison, Phillip; Gillette, Garry; Healy, James; Morrow, Dan; Sakamoto, Paul; Sello, Harry) – Paul Sakamoto interviewer
15. 8/19 Oral History of Ian Ross – Lewis Terman interviewer
16. 8/20 Altera EP300 Design and Development oral history panel (Chan, Y.F.; Frankovich, Robert; Hartmann, Robert; McCarthy, Clive; Wong, Don) – Stephen Smith interviewer
17. 9/15 Signetics FPLF (Cavlan, Napoleone; Cline, Ron)- Andy Haines interviewer
18. 9/22 Oral History of Stanley Meyers – Duane Wadsworth interviewer
19. 10/29/ Oral History of Charles (Chuck) Harwood – Duane Wadsworth interviewer

Today, I...

*operated a 19th-century, 5-ton, 8,000-piece Victorian calculator!*



Give tours to visitors or work behind the scenes. Operate the Difference Engine. Restore vacuum tube computers. Catalog unique, rare artifacts. Participate in one-of-a-kind events with computer industry notables. Share your passions with others. Meet new friends. Have fun.

**Be part of computing history. Volunteer.**

### More Wichary Wizardry

Marcin Wichary has created a wonderful series of "Today, I..." posters to kick off the new Volunteer Recruitment Campaign

## New Docent Recruitment Begins

By Jim Somers

Recruitment for docents for the new "Computer History: The First 2000 Years" exhibit has begun. The Museum is looking for committed volunteers interested in leading tours and discussions for diverse groups of people. Docent trainees will participate in an extensive training program that will provide the essential foundations for docent knowledge. Participatory seminars will focus on educational theory and techniques, experiential and object-oriented learning for viewers, learning styles, and practical docenting skills.

To become a docent, you must be 18 years of age and willing to commit to one four-hour shift each week, for two years. The docent training class will begin in April, 2010 and will run until December, 2010.

If you are not currently a docent with the Museum and would be interested in becoming one, please contact Jim Somers at [jsomers@computerhistory.org](mailto:jsomers@computerhistory.org) for more information. Also, feel free to pass on this information to friends and colleagues.



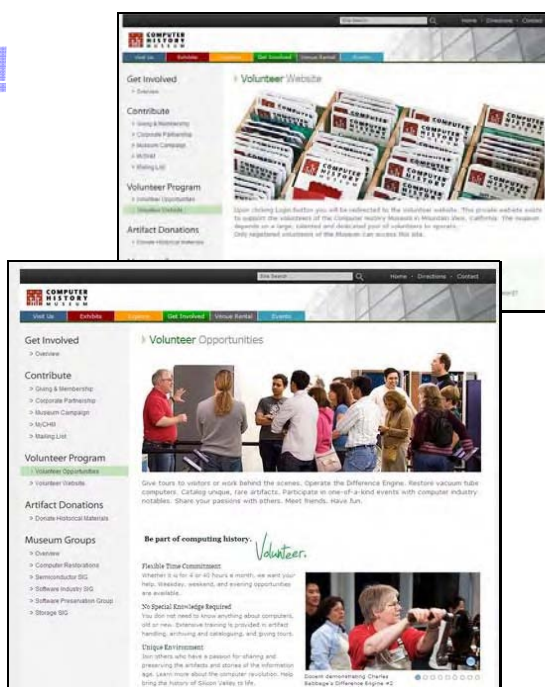
## Web team debuts the new Volunteer Website!

By Ton Luong, Senior Web Developer

We are happy to announce that we are releasing the new volunteer webpage section to the public. Again, Anna Boyko has done a wonderful job working with Jim Somers revamping these pages; with special thanks to Marcin Wichary for his wonderful photos. Similar to the Venue pages, the volunteer page has a lot of good images on them so please take a look when you get a chance since a good number of staff members and volunteers are featured on these pages:

<http://www.computerhistory.org/volunteers/>

Also with this release, we mark the completion of all five major sections of our site (Visit Us, Exhibits, Explore, Get Involved, and Venue Rental). Thanks everyone who was involved in reworking the contents and updating these five sections!





*This year the Museum is celebrating the Holidays in a number of ways:*

6

### Second Harvest Holiday Food Drive

The Museum is participating in the Second Harvest Food Bank's Holiday Food Drive. Donations of can goods can be dropped off in barrels located at the coffee bar in Admin or in the Main Lobby. CHM's Food Drive will be taking place from Monday, November 30<sup>th</sup> through Sunday, December 13<sup>th</sup>.

### Visible Storage Holiday Open House

In celebration of the closing of Visible Storage, the Museum will be hosting an Open House on Sunday, December 13<sup>th</sup> from 12 noon to 4 pm. Docents will be lead special themed tours. For more information, check out the main website calendar listing at

<http://www.computerhistory.org/events/index.php?id=1258527097>.

### DEC the Halls with the PDP-1

Continuing the Museum's annual tradition (one inherited from DEC), the PDP-1 Restoration Team will be hosting a caroling session with the PDP-1 on Wednesday, December 16<sup>th</sup> at 3 pm. Staff and Volunteers are invited and encouraged to join in.

### Holiday Clearance Sale in the CHM Gift Shop

The CHM Gift Shop will need to move from its current location prior to the New Year to make way for our restore PDP-1. To move merchandise, we will be holding a special **Holiday Clearance Sale**. Through Sunday, December 20<sup>th</sup>, staff and volunteers will receive a 35% discount on all merchandise.

### Happy Holidays,

Jim Somers  
Museum Services Manager  
Computer History Museum

## The Monthly FOH Metrics

	<u>October</u>	<u>November</u>
Open Hour Visitors	1713	2057
Babbage Demo Attendees	1167	1014
Tour Attendees	976	777
PDP-1 Demos	93	70
(1 <sup>st</sup> & 3 <sup>rd</sup> Saturdays)		
Store Sales	\$5283	\$5422
Front Door Donations	\$1413	\$1260
Volunteer Hours	1316	971
Total Volunteers	83	95

## New Hires in November and December

We're rolling out the Welcome Mat for **Dorothy Tanuvasa** who has joined the CHM Operations team as an Administrative Assistant

## This Month in History

### December 10, 1815

Augusta Ada King, Lady Lovelace, is born. Her father was Lord Byron the famous poet. She was educated by private tutors, advanced study in mathematics being provided by De Morgan. Considered the first computer programmer,



Ada worked with Charles Babbage writing extensive comments on his Difference Engine and Analytical Engine, and programming for the Analytical Engine. She died on November 27, 1852.

A century later, in the 1970's, the computer language ADA was developed and named after Ada, Lady Lovelace. Based on the language PASCAL, ADA is a general-purpose language designed to be readable and easily maintained.

## Trivia Question

### Last Month's Trivia Question:

Question: In the movie, "Dr. Strangelove," the character Major Mandrake (Peter Sellers) pulls a small transistor radio out of a particular printer. What is the name of the printer?

Answer: The IBM 1403.

### December Trivia Question:

#### Trivia Question

What year was the word "computer" first used to describe a mechanical calculating device? A. 1897, B. 1912, C. 1926, D. 1942

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