

**OPPORTUNITY**

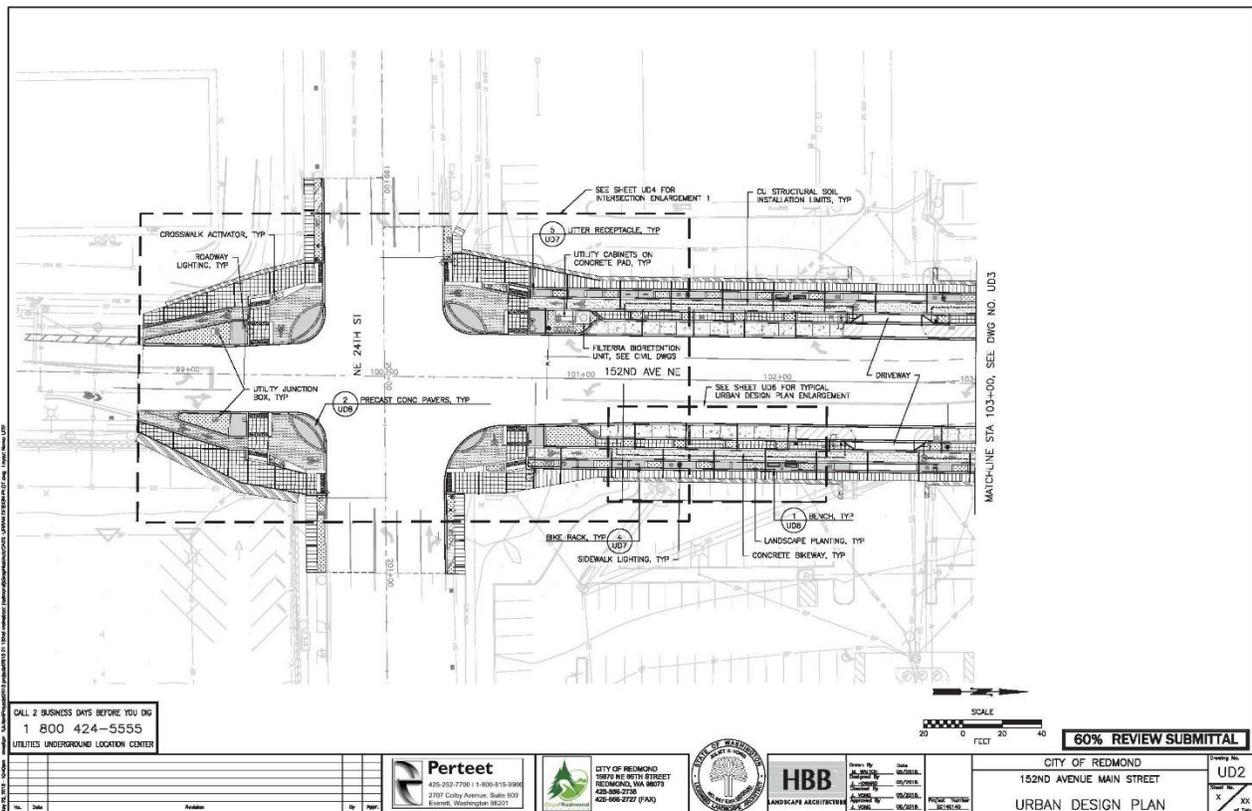
The City of Redmond is seeking an artist or artist team to design, fabricate and install site-integrated outdoor artwork for the Overlake Village neighborhood. The selected artist/artist team will be asked to **create a permanent artwork that highlights the innovation, creativity, and diversity of Overlake Village.** The artist/artist team will be integrated into the design team and work directly with the City of Redmond’s Cultural Arts staff. The art opportunities include:

1. A 3D gateway in the vicinity of the intersection at 152nd Ave NE and NE 24th St
2. A series of artworks that integrate into the amenity zone of the sidewalks along 152nd Ave NE, between NE 24th St and NE 26th St.
3. A 2D artwork for a 100’ x 10’ wall located on the Southwest Corner of 152nd Ave NE and NE 24th St

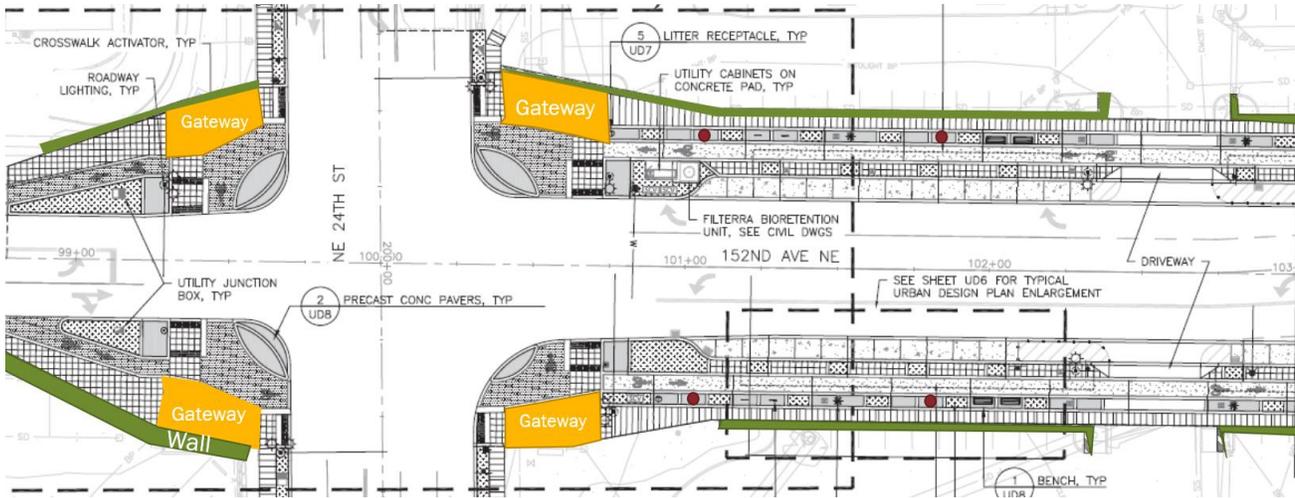
**Location:**

Generally at the intersection of 152nd Ave NE and NE 24th St and 152nd Ave NE between NE 24th St and NE 26th St. in Redmond, WA.

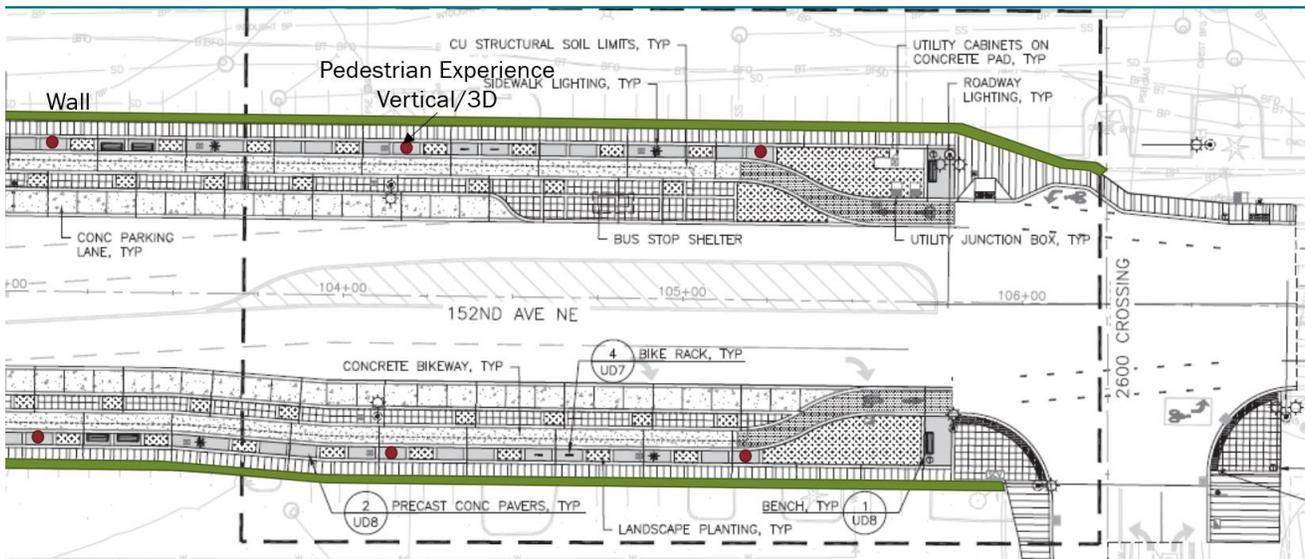
**Exhibit A: Site Location Map**



**Exhibit B: Site Examples – Art Opportunity 1/Gateway: Intersection of 152nd Ave NE and NE 24th St**

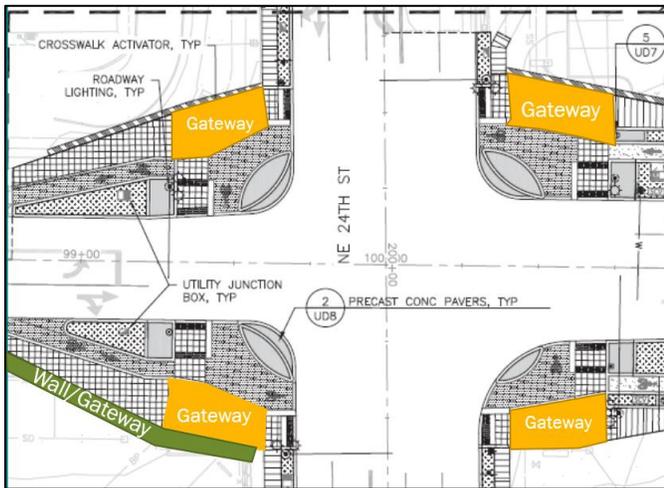


**Exhibit C: Site Examples – Art Opportunity 2/Sidewalks: Amenity zone of the sidewalks along 152nd Ave NE, between NE 24th St and NE 26th St.**



**Exhibits D1 and D2:**

**Site Examples – Art Opportunity 3/Wall: 152nd Ave NE between NE 24th St and NE 26th St.**



**Budget:**

\$180,000 total for design, collaboration, fabrication, installation and expenses.

**Deadline:**

Friday, December 6, 2019 by Midnight

**Anticipated Timeline:**

- Submission deadline: **Friday, December 6, 2019**
- Finalists announcement: **Friday, December 13, 2019**
- Finalist interviews: On either **January 6, 7, 8, 2020**
- Selection announcement: **February 21, 2020**
- Art installation Design Phase completion: **Q4 2020**
- Construction begins: **Q2 2021 or Q3 2022**
- Construction completion: **2022 / 2023**

**Scope of Work**

The artist will collaborate with the design team throughout the design and construction of an updated main street into the Overlake neighborhood. The artist role is to create an inspiring welcoming experience for drivers, pedestrians and cyclists through contemporary art that will engage the creative class workforce that will travel in and out of this neighborhood daily. This will happen in two phases in collaboration with the Design Team:

- **Phase One:** Concept development including public art proposal, plans for integrating art into design
- **Phase Two:** Fabrication & Installation of art work

Building on goals for art integration, the collaboration will result in original artwork that is inspiring and welcoming to those entering the Overlake Neighborhood. The artist is responsible for incorporating aspects of Redmond's unique identity and that of the Overlake neighborhood that will continue to be a location of innovation, creativity and diversity.

**Background**

The 152nd Avenue Main Street is the central north/south corridor to support development of the Overlake Regional Growth Center. Improvements will provide direct benefits to pedestrians, bicycles, transit, and vehicles, and will provide critical multimodal access to the Overlake Village Light Rail Station (opening 2023 and located on 152nd Avenue). Multimodal station access is particularly important because the station will not have any new parking stalls, instead being accessed via drop-off, walking, bicycling, local transit, or RapidRide. Construction of the 152nd Avenue frontage improvements and substantial new multifamily housing has already begun on three parcels north 26th Street. This project, from 24th Street to 26th Street, will construct infrastructure that is unlikely to be developed in the near or medium term.

The Overlake neighborhood is home to 6,600 residents and is the third largest job center in Puget Sound, employing more than 45,000 people predominantly in technology fields. Over the next 15 years, 9,100 new residents and 24,500 new workers are anticipated in this neighborhood. It is home to Microsoft, Nintendo, many video game makers, Honeywell Aerospace, and more. This proposed project is just south of the Microsoft headquarters campus. The zoning, design guidelines, art plan, and policies relating to the redevelopment of this neighborhood are intended to encourage more workers to live in Redmond, closer to work, to balance out our residential and employment population. This entails attracting younger employees to live on the Eastside.

Redmond's efforts to reach this creative class include modern design standards, investments in art, and a focus on celebrating the creativity and accomplishments of our workforce through the new naming of the street grid, designating an Innovation Partnership Zone for Interactive Media and Digital Arts Industry, and development of vibrant public places in the public realm.

Redmond's policy goals for Overlake include:

- Helps meet community needs for employment, shopping, recreation, civic activities, and cultural and entertainment opportunities – in other words, an 18-hour place

- Provides attractive and safe places to live close to amenities such as restaurants and cafes, a wide selection of stores and services, and plazas and parks
- Orients toward pedestrians and bicyclists, is served by local and regional bus and rail transit, and offers strong multi-modal connections within Overlake and to nearby areas
- Offers an urban environment enhanced by landscaping, parks, plazas and open spaces and preservation of natural features
- Attracts people to come and experience the unique and distinctly Redmond character

Additional resources:

- Overlake Website - [www.redmond.gov/overlake](http://www.redmond.gov/overlake)
- Overlake Summary Page - <http://www.redmond.gov/common/pages/UserFile.aspx?fileId=73415>
- Overlake Village Summary Page - <http://redmond.gov/common/pages/UserFile.aspx?fileId=183790>
- Street naming convention (artist/scientists) - <http://www.redmond.gov/common/pages/UserFile.aspx?fileId=176533>
- IPZ for Interactive Media and Digital Arts Industry - <https://www.redmond.gov/cms/One.aspx?portalId=169&pageId=136392>
- City Arts Program - [www.redmond.gov/arts](http://www.redmond.gov/arts)

**Eligibility**

This call is open to individual artists or artists groups residing in the United States. Because the artist is expected to work with the Design Team, the artist selection panel will consider the proximity of the artist's studio to the project site and the availability of the artist to be present at Design Team meetings.

**Selection Process**

Eligible artists/artist teams are invited to submit their qualifications and digital applications materials for this open call by email or mail. Please send applications to:

EMAIL: [cweber@redmond.gov](mailto:cweber@redmond.gov)

MAIL: Chris Weber, Cultural Arts Administrator

City of Redmond

MS: 4NPK

15670 NE 85<sup>th</sup> Street

PO box 97010

Redmond, WA 98073-9710

The selection process will take place in two parts. During the first round, a panel of arts professionals, city staff, community members and the design team will review the applicants' images, qualifications, and other materials. The panelists may identify up to three (3) finalists to interview at a second panel meeting three weeks later. The selected artist/artist team will then join the Design Team to complete their design and artwork proposal. The team may choose not to select any of the applicants.

### Selection Criteria

The artist will be selected on the basis of the following criteria:

- Proven ability to coordinate and collaborate with project managers, design team and community stakeholders
- Demonstrated success delivering public art in a design team context on time and within budget
- References for public art projects
- Quality of concept, design, and craftsmanship of past works as demonstrated in supplemental materials
- Openness and ability for innovation and/or experimentation as demonstrated in supplemental materials and in letter of interest
- Experience with previous public art projects, temporary or permanent
- Demonstrated ability to produce durable outdoor art

### Notification of Results

Applicants will be notified of the panel's decision by email by **January 30, 2020**. The City of Redmond reserves the right not to select any of the applicants.

### Application Requirements:

#### **APPLICATION Part I – Due by Friday December 6, 2019**

Upon review of this Call for Artists and materials related to the art call at 152<sup>nd</sup> Ave NE and NE 24<sup>th</sup> St in Overlake Village, please prepare the following application:

- **Letter of interest** (not to exceed 2,000 characters including spaces). Please describe your interest in this unique opportunity.
  - Describe your art practice and how it relates to this project. Based on the background information, what interests you about this project? What has prepared you for working within a design team context? Include relevant past experience.
  - If you are an artist group, please also indicate the lead artist and how the group functions.
- **Résumé or a one-page biography** about yourself. (not to exceed two pages of relevant public art training and experience)
  - If more than one artist is applying, please include all artists' resumes.
- **Portfolio of Past Work:**
  - Please submit up to 8 images or video of exemplary work
  - Images should concentrate on completed projects that show potential or demonstrated skill to produce three-dimensional public artworks.
- **Image Identification List** (not to exceed 500 characters for each image). Please explain clearly and include artwork title, year installed, media, dimensions, and description. If you completed a project as a team member, the image identification should indicate your role for each image submitted.
- **Three references** If you are applying as a team, please include three references for each team member.
  - If applicable for the team as a whole, please provide three team references.
  - Otherwise, please include the names of people who can speak to projects included in your portfolio above.

- Reference information should include: Contact name, title, organization, phone and email and the name of the project completed with date completed and final project budget.

### **APPLICATION Part II – Due January 3, 2020**

Up to three finalists will be asked to participate in an interview and present initial design concepts to the artist selection panel. The presentation should touch on:

- **Inspiration:** How do you see the themes of this project and the character of this community coming alive through art?
- **Collaboration:** Describe your initial thoughts on how to integrate art into the civil design in this first phase of work.
- **Approach:** What is your proposed approach for this project? How will you work with the design team to plan for integrated art for this project?
- **Locations:** Which locations would you prioritize for art?
- **Medium:** What kind of medium do you think would be best to focus on for this project? If more than one, please explain how and where they could be used?

### **Art Development Process**

The design team will work closely with the selected artist to create a mutually acceptable project. Final design development will include appropriate integration into the construction documents, a detailed implementation budget along with an installation plan.

### **More Information**

For more information about this Call for Artists, please contact the Cultural Arts Administrator, Chris Weber at the City of Redmond at 425.556.2316 or [cweber@redmond.gov](mailto:cweber@redmond.gov).

Previous plans and other related information are posted on [Redmond.gov/PWBids](http://Redmond.gov/PWBids)