

Dorothea Dix Park Plaza & Play - Public Art Artist Call | Request for Qualifications



Rendering produced by MVVA

Summary

- Work with the community and design team to design and create artwork at Dorothea Dix Park Plaza & Play.
- Opportunities include creating an entrance experience including the grand stair, art interventions along pathways, creative shade structures, historic interpretation, creative play elements, and other placements for integrated art elements.
- **Semi-finalists** will be selected to interview for the project and **paid a \$200 stipend.**
- **Two to four artists/artist teams** will be selected to design and fabricate artworks and assigned a tentative scope of work.
- The Phase I public art budget for detailed concept design (location and integration method) is **\$10,000** per artist/artist team
- The Phase II public art budget for final designs, construction documents, fabrication, installation is up to **\$340,000** split between 2-4 artists/artist teams. Fabrication budget will be allocated at a later date by the Public Art & Design Board.
- Raleigh Arts staff will host a **live online presentation and Q&A for the Dix park RFQ on May 17th at 12pm.** Join via zoom here: <https://us02web.zoom.us/j/88241593022> Come to ask questions and learn more about the opportunities outlined in this RFQ. Video will be available online for those who cannot attend.
- Qualifications must be submitted by **Monday, June 7 (10:00am)** There is no fee to submit qualifications.
- **Apply Online:** <https://raleigharts.slideroom.com/#/permalink/program/60473>

Eligibility:

1. This opportunity is open to individual artists and other artist teams.
2. Applicants must be either a United States citizen or a permanent legal resident and be at least 18 years of age.



3. Applicants must have at least a three-year history of professional art or design practice. Non-traditional public artists are encouraged to apply as they can be paired with local fabricators to construct public artwork.
4. Applicants must have demonstrated experience in the arts through the creation of high-quality work.
5. Lead applicants cannot be enrolled in an undergraduate course of study in the visual arts as of January 1, 2021.

Budget

Phase I Public Art of the project is **\$10,000 per artist/artist team** inclusive of all expenses including: community engagement, detailed concept designs, proposed preliminary budget, travel, taxes and fees. This phase includes significant collaboration with the design team and city staff, as well as some community engagement. In phase 1, preparation of conceptual proposals, proposed budget, plans and locations for integrated artwork are expected.

*Note Scope of work will be refined during this phase in coordination with the Public Art and Design Board, MVVA, and city staff.

Phase II Public Art of the project is **\$340,000** inclusive of all expenses including: stakeholder meetings, final designs, final budget and construction documents, fabrication, installation, insurance, travel, taxes and fees. This amount will be **split between 2 to 4 artists/artist team as allocated by the Public Art & Design Board.**



Site plan produced by MVVA



Plaza & Play Project Overview

The Plaza & Play is approximately 18 acres, sits on the southern edge of the park and will become a main entrance to Dix Park along Lake Wheeler Road welcoming visitors travelling from around the City and across the State.

As described in the Dorothea Dix Park Master Plan, Plaza & Play aspires to be an inviting and inspiring public space for all ages with play spaces, a civic plaza, fountains, gardens, and areas to cookout and relax with family and friends. The history of the site will come alive through a combination of public art, interpretive signage, and a rehabilitated historic house.

Public Art Goals, Criteria, and Opportunities

The City of Raleigh seeks several artists to work closely with the community and design team to create artworks that speak to the themes of the masterplan.

Major themes outlined in the masterplan for Plaza & Play include:

- Wellness and Play
- Arts and Culture
- Food and Community
- Gardens and Ecology
- History and Reflection

The artwork will be integrated into the park infrastructure and landscape. Potential opportunities for art include:

- Integrated art into a grand stair and entrances proposed for the site
- Art along winding, accessible pathways
- Artwork along entrances and pathways
- Playful elements (not playground equipment)
- A series of artworks to be discovered
- Artistic arbors or shade canopies
- Using art to enrich historical interpretation of the park

Potential types of artwork for this project could include sculpture, mosaic, artwork along entrances and pathways, artistic interpretive signage, engraved concrete or stone, metal embedded in concrete, template sandblasting in concrete, art glass, shade structures, or other types of artwork that may achieve the project goals.





Renderings produced by MVVA.

Public Art Criteria

- Permanent and durable
- Unified with landscape
- Create a unique identity and sense of place
- Inspire a sense of play, welcome, and reflection for all
- Artists are encouraged to create artwork that invites direct interaction with the body; be touchable

The artists may be asked to think carefully about how discussion of the park history could be incorporated into the fun, play environment as well as the natural areas and walking paths. The history of the park is complex and artistic interpretation of it, if chosen to be explored, should be meaningful and directly relate to the physical space of Plaza and Play. Artists will also be asked to consider how art can enhance the play experience, either through direct play or by encouraging visitors to explore the park more deeply.

The artists will work closely with the park design team to determine best locations for the artwork and how to integrate the artwork within the site. The Plaza & Play project is led by the project consultant and landscape architecture firm, Michael Van Valkenburgh Associates (MVVA), along with a variety of expert subconsultants with wide-ranging experience in the design of nationally recognized urban parks. The artist will work closely with the park design team meeting via Zoom weekly or biweekly to determine best locations for the artwork and how to integrate the artwork within the site.

If desired, artists may also have the opportunity to be paired with local fabricators, craft artists, and contractors for the fabrication and installation of the designs.

Artists are encouraged to work with local fabricators to realize their vision. We have a talented pool of welders, metalsmiths, foundries, programmers, general contractors here in the Triangle, who can partner with an artist to bring a concept to life.



Research Resources

- <https://dixpark.org/plazaplay>
- <https://publicinput.com/plazaplay>
- <https://www.mvvainc.com/>
- [Dix Park Master Plan Historic Data Report](#)

Selection Criteria and Process

Selection Criteria and Process Applications submitted in response to this RFQ will be reviewed by the City of Raleigh Public Art Director, who will then forward all complete and eligible applications received by the deadline to the Artist Selection Panel, appointed by the Public Art and Design Board. The Panel may include: a member of the Public Art and Design Board, representatives from the Dix Park Conservancy, professional artists and arts professionals, stakeholders from community groups, the design team (MVVA), and representatives from city departments.

The selection process will consist of two stages:

Stage One: During the first stage, the Artist Selection Panel will evaluate qualifications of artists based on three criteria: artistic merit; appropriateness for the project; and how the applicants work engages the site on a social, physical, and cultural level. The Artist Selection Panel will identify semi-finalists to interview.

Stage Two: Finalists selected for the Stage two interviews will receive a \$200 stipend to interview via video conference. In addition to reviewing qualifications, panelists will discuss with finalists their prospective approaches to the project. They will also respond to questions.

***A specific proposal is not expected at this interview.**

The Artist Selection Panel will choose two to four artists/artist teams for the project and forward that recommendation to the Public Art and Design Board. Upon approval by the Public Art and Design Board, a scope of services and budget will be developed based on the artist's or artist team's approach to the project.

Phase I Public Art - Project Timeline

RFQ Application Deadline:	Monday, June 7, by 10am
Semi-Finalists Selected and Notified:	Monday June 14, 2021
Semi- Finalists Interviewed:	June/July 2021
Project Awarded:	June/July 2021
Concept Designs:	July-October 2021
Final Design	Spring 2022
Construction Documents	Summer 2022

Phase II Public Art - Project Timeline

Fabrication	Winter 2022
Installation	Anticipated between 2023-2024



How to Apply

Apply online using this link: <https://raleigharts.slideroom.com/#/permalink/program/60473>

Artists wishing to be considered must submit the following materials:

1. **Statement of Interest**

Outlining your connection to or interest in this place and how you foresee engaging with the community, how your artwork might translate to this project, and experience you have working on public art projects.

You can submit this information as either:

- A 500 word (or less) written statement
- A two minute or less audio or video clip. We will only play the first two minutes of audio for the panel.

2. **Artist Biography**

A biography of no more than one page that includes information regarding your artistic practice, experience, and education. If applying as a team, submit a single file containing separate biographies for each team member.

3. **Three Professional References**

Contact information for three references: including name, title and affiliation, phone number and email address. References should be able to speak to your ability to provide services for a public art project or artwork of a similar scope.

4. **Previous Work, Digital Images**

Eight digital images of recent work. Each image should include: title, year, media, location, project budget, dimensions, commissioning agency, and collaborators or design professionals (if applicable). Artists can also choose to submit renderings/sketches of how their work could translate to a public art project. Please do not submit specific proposals for this project as any concept design will need input from the design team and community.

Do not provide or submit any other materials with your application. They will not be reviewed by the panel and will not be returned.

Submission and Deadline

All RFQ materials must be received **no later than 10:00am EST Monday, June 7th**. Incomplete or late submissions will not be considered.



Non Discrimination Policy

The policy of the City of Raleigh is, and shall be, to oppose any discrimination based on actual or perceived age, mental or physical disability, sex, religion, race, color, sexual orientation, gender identity or expression, familial or marital status, economic status, veteran status or national origin in any aspect of modern life. The City of Raleigh Arts Commission strives for a diverse representation of voices, life experiences, views, and interests to reflect the collaborative community we have and wish to serve.

Additional Information

For questions, contact Kelly McChesney, Public Art Director for the Office of Raleigh Arts, at 919.996.5657 or Kelly.McChesney@raleighnc.gov.

For relevant information regarding the project, visit the Office of Raleigh Arts website at:
<https://raleighnc.gov/services/arts/artist-calls>

