

PERCENT FOR ART COMPETITION: Kennebec Valley Community College Fairfield, Maine

OVERVIEW

The Maine Arts Commission is making a call to all Maine artists (must file State income taxes) to design, create and install artwork as part of the Whitney Wing renovation project at Kennebec Community College in Fairfield, Maine. The total project budget is approximately **\$10,000** and the **submission deadline is June 13, 2022, 5:00 p.m. EST.**

The Percent for Art law in Maine reserves one percent of the construction funds for all state-funded building projects to provide artwork for the public areas of these buildings and /or their exterior renovations and additions.

BACKGROUND

Kennebec Valley Community College educates 2,400 Maine students annually, primarily from Somerset, Kennebec, and Knox counties, to prepare them for the workforce or to transfer to a 4-year institution. In 2014, KVCC expanded operations to the 600-acre Harold Alfond Campus in Hinckley. Trades programs include applied electronics and computer technology, precision machining, energy services, and welding; technical programs in electrical lineworker and sustainable construction; and associates degrees in allied health and nursing, biological sciences, early childhood education, business, culinary arts, psychology and mental health, and liberal arts. Workforce Training & Professional Development offers several short-term courses for students and businesses. KVCC offers a collegial environment emphasizing student success and respect for a diverse community.

LOCATION OPTIONS

Listed below are all the possible locations for artwork. Artists may address any or all these areas in their proposals. Images and dimensions are on pages 5-8 of this document.

- Location 1: Exterior wall of welding lab. Approximately 12'W and 20'H. If proposing a mural, artists cannot paint directly on to the building cladding, which is ½" extruded aluminum horizontal plank (simulated Douglas Fir), on a 5/8" plywood substrate.
- Location 2: Whitney Wing Corridor Hallway. 15'L x 5' H (artwork should not be lower than 48" from the floor and shall not protrude more than 4" from the Concrete Masonry Unit wall below 80" above finished floor - ADA requirement).
- Location 3: Whitney Wing Corridor Hallway (down the hall from Location 2), 33' L x 5' H (artwork should not be lower than 48" from the floor and shall not protrude more than 4" from the Concrete Masonry Unit wall below 80" above finished floor - ADA requirement).
- Location 4: Whitney Wing Informal lounge area with vending machines, campus information flat screen monitor and some furniture. 10' H (artwork should not be lower than 48" from the floor and shall not protrude more than 4" from the Concrete Masonry Unit wall below 80" above finished floor ADA requirement). Artist may work with either one or both walls. The walls consist of two different materials horizontally - Concrete Masonry Units with 12"x12" acoustic panels above it. The existing

Wall Clock can be relocated by the Owner if required, whereas the existing Emergency Lighting unit cannot.

QUESTIONS

If you have questions about the facilities, please contact Brianne Pushor, Director of Operations and Compliance KVCC - bpushor@kvcc.me.edu

All other questions should be directed to Julie Horn, Percent for Art Manager for the Maine Arts Commission, through e-mail at julie.horn@maine.gov

PROJECT BUDGET

There is approximately \$10,000 in Percent for Art funds available for artwork for this project. These funds will be used to commission work(s) from a single artist, more than one artist or an artist team. An artist budget proposal must cover all design, fabrication, transportation, documentation, and installation expenses.

SELECTION PROCESS

A Percent for Art selection committee of five members will jury submissions for the project. The committee will review the materials to determine whom to invite for a second round of evaluation. Artists selected for the second round will receive a **\$300** design fee for refining their proposals. Final proposals will include detailed models, drawings, renderings, samples of work and/or materials depending on the nature of the proposal. All finalists will present their final proposals to the committee in person. Please do not submit detailed models, drawings, samples, or final proposals for the first round of the selection process. All submitted materials will not be returned.

SELECTION CRITERIA

Applications are reviewed based on the following criteria:

- Artistic strength as shown through vision, originality, and understanding of craft (30 percent).
- Ability to translate artistic concepts into work that will activate or enhance the proposed space (25 percent).
- Application is comprehensive in information and ideas are well communicated (20 percent).
- Ability to design work that is sensitive to social, environmental, historical, and/or other relevant contexts (15 percent).
- Capacity to complete the proposal on time and within budget (10 percent).

ELIGIBILITY

Professional artists living in Maine (file State income taxes) may apply for consideration to this project. Artists who are full-time employees of the Maine Community College System are ineligible for Percent for Art projects at the location where they are employed, as are members of the selection committee and their immediate families. Students at any level are ineligible. The project is open to all artists age 18 and over, regardless of race, color, religion, national origin, gender, age, military status, sexual orientation, marital

status, or physical disabilities. Artist teams are eligible to apply, including teams of artists from multiple disciplines.

DEADLINE

June 13, 2022, 5:00 p.m. EST. is the deadline for submission of materials. Materials received after this date may be excluded from consideration.

MATERIALS REQUIRED IN SUBMISSION

Materials must be submitted online through the Maine Arts Commission's Grant Management System (GMS). See "How to Submit Materials" below for details.

All **documents** must be in a **PDF** format. All images must be in a **jpg or PDF** format. Any submissions that do not follow the requirements may be considered ineligible. Make sure submissions are labeled correctly, that you identify the Percent for Art call you are applying to, and that **your name, phone number, mailing address and email information is on every document**.

Your proposal must include:

1. A current concise resume for participating artist(s) (2 pages maximum).
2. A brief one-page written proposal describing your past work and how you plan to address the potential art area(s). Discuss what your concept and approach will be in addressing the public art space(s) of the site. If it is exterior, include a brief sentence on how the work will withstand the changing seasons including snow accumulation. Please do not submit detailed models, samples, or final proposals for this round of the selection process. A simple sketch (1 per installation area) may be included to clarify your idea if necessary.
3. An itemized budget estimate to give cost expectations (include design fees as well as anticipated fabrication, transportation and installation costs). A more precise budget may be requested for those invited past the first round.
4. A brief anticipated maintenance plan required for the artwork. Please upload this as a separate document and **do not** include this in the narrative of your proposal.
5. Five digital images of recent work. If an artist team or artist organization applies, they may only submit five images for all artists. The optional proposal sketch does not count as an image. **(Please include any sketches with the narrative portion of the proposal.)** Do not upload A/V files of any kind. Only jpg or PDF files are eligible for review.

HOW TO SUBMIT MATERIAL

*NOTE: Some Internet Explorer users have experienced problems during the application process. Because of this, **we recommend that you use the Firefox, Safari or Chrome web browser** to access the GMS and submit your application.*

STEP 1: Click [here](#) to sign into the Maine Arts Commission's Grant Management System (GMS).

-If you already have an account with the Maine Arts Commission then type in your username and password and click the "Sign in" button.

-If you DO NOT have an account with the MAC, click the "New User?" to create a new account. Fill out the fields as directed, then click "Register" at the bottom. Next you will see the "Registration Accepted" page that will prompt you to check your email. Follow the link in your email to go back to the GMS website and log in.

STEP 2: On the "Grants Management System" page under "Active Grants" scroll through to locate the Percent For Art project you are interested in (there is usually more than one page to scroll through). Click "read more" under the opportunity posting.

STEP 3: Read the "Reference Materials" information for full details on the project.

STEP 4: If you are ready to start your application submission, click "Apply Now" at the top or bottom of the "Reference Materials" page.

STEP 5: Fill out the GMS "Contact Information". When filling out the contact information, select the following:

-For Application Institution, select "Individual"

-For Application Statistic, select "Individual Artist" (regardless of number of artists participating in proposal)
At the bottom of the page click "Save & Next".

STEP 6: For the "Support Material" section, please upload the required materials listed above. Do not upload A/V files. Follow the "Manage Images and Documents" instructions on this page for actual uploading. Files can only be uploaded one at a time. Please be sure to fill out the file description box for each.

When you have uploaded your entire required materials click "Next Step".

STEP 7: In the "Checklist & Status" page, you may click "Submit" if you want to come back and change any information before the deadline,
OR

If you are completely finished with your application, you may check the "I have completed all required steps for this application" box and then click "Submit". At this point your submission is complete and you will not be able to make any changes to the application.

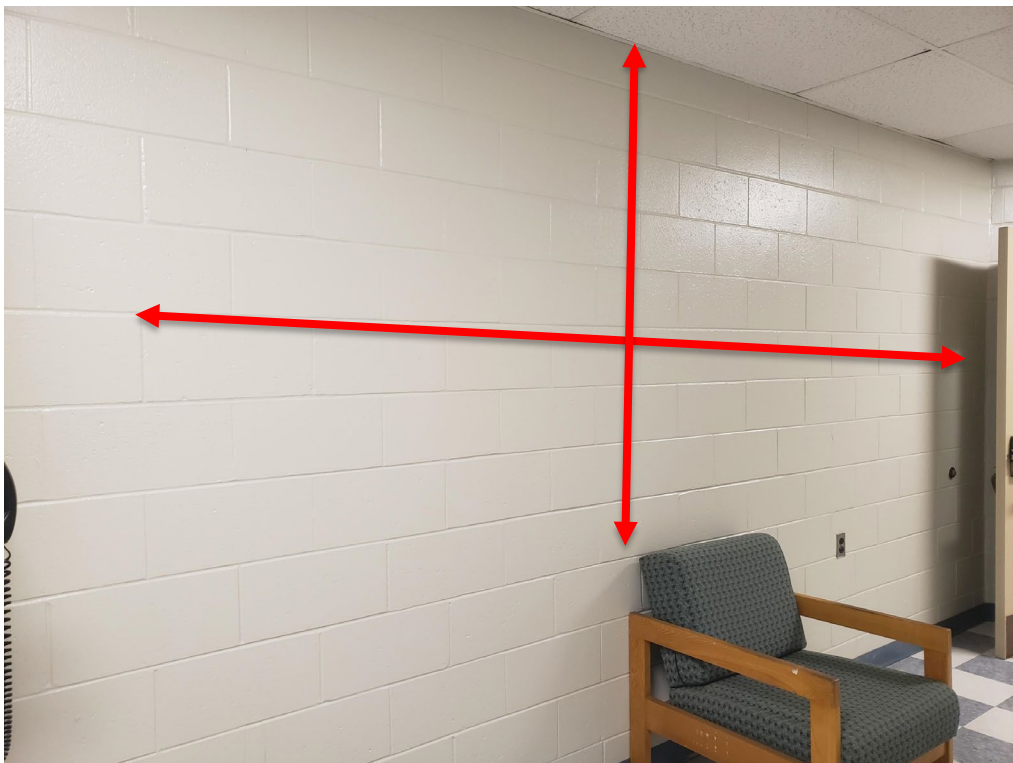
Location 1: Exterior wall of welding labs. Approximately 10'W and 20'H. Murals cannot be painted directly on the building cladding.



DETAIL: Slab at bottom of wall.



Location 2: Corridor Hallway- 15'L x 5'H (artwork should not be lower than 4' from the floor).



Location 3: Corridor Hallway (across from Location 2)- 33' L x 5' H (artwork should not be lower than 4' from the floor).



Location 4: Informal lounge area with vending machines. 10' H (artwork should not be lower than 4' from the floor). Artist may work with one or both walls. The walls consist of two different materials. Cinderblock with acoustic panels above it.



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