

MEMO TO: Parks and Human Services Committee of the Whole

FROM: Chris Weber, Cultural Arts Administrator

DATE: 10/1/19

SUBJECT: Proposed 152nd Ave NE Public Art Project

I. <u>**PURPOSE</u>** \boxtimes For Info Only \square Future Motion Item \square Motion Requested</u>

II. <u>RECOMMENDATION</u>

Review and discuss the 152nd Ave NE Public Art Project Proposal and Budget

III. <u>DEPARTMENT CONTACTS</u>

Carrie Hite, Parks and Recreation Director, 425-556-2326 Carolyn Hope, Park Planning & Cultural Arts Manager, 425-556-2313 Chris Weber, Cultural Arts Administrator, 425-556-2316

IV. <u>DESCRIPTION/BACKGROUND</u>

The purpose of the 152nd Ave NE Public Art project is to find an artist or artists to create a welcoming and place-making artwork for the Overlake Village and the 152nd Ave NE redevelopment project.

In 2016, while the Public Art Plan was being reviewed, the Directors team and Mayor approved of the city incorporating public art into the 152nd Ave NE redevelopment project. The Public Art Plan, adopted by City Council in 2017, prioritized this project as a Leading with Arts and Cultural Engagement LACE Project, or site-specific integrated public art project as 152nd Ave NE is planned to become the main street, pedestrian and retail focused corridor in Overlake Village that connects Bellevue, the bus transit center, two city parks and the Overlake Village Light Rail Station.

The Public Art Plan identified two art projects related to this capital project:

- A gateway at NE 124th Avenue and 152nd Street NE at the Signature Project scale
- Pedestrian-scale experiences along 152nd Street NE. at the Hallmark Project scale

The total budget for this public art project is \$180,000, including a one percent allocation from the project. The Arts and Culture Commission may in the future recommend an artist proposal that includes both the gateway and pedestrian-scale projects or one of the projects to make the most impactful project for the neighborhood. Attachment A shows the list of proposed public art projects from the Public Art Plan, modified slightly based on the timing of capital project construction.

A. Analysis

Process to Date

The capital project is now at 60 percent design and is on pause while right-of-way acquisition occurs. This is an opportune time to select an artist, so they can begin work prior to final design of the project, allowing for integration of the art into the project. This project will likely be constructed in 2021 and the percent for art revenues by 2021, would cover the budget.

The Arts and Culture Commission evaluated opportunities for artwork to be provided in a Call for Artists. Upon confirmation of the budget and strategy, City staff will request a recommendation from the Arts and Culture Commission on the final Call for Artists.

Service Delivery or Fiscal Impacts

This public art project is budgeted for \$180,000 for design, fabrication and installation. It will be jointly funded from the project (\$65,000) and the public art fund (\$115,000). The project is expected to occur between 2020 and 2021, when the public art fund is expected to have revenues of \$231,000 from eligible parks and facilities capital projects.

The Arts and Culture Commission has discussed the scope and budget for this project twice this year and will be asked to make a final recommendation on the use of these funds during their October meeting. The Finance Department confirmed the use of the public art funds for this project. A budget adjustment can be made at the end of the year.

V. <u>TIME CONSTRAINTS</u>

The City would like to advertise this call for artists in the fall, have the artist design the project(s) by early 2020 and have the opportunity to incorporate the integrated components of the art proposals into the engineering plans such as electricity, footings, and even the materials and finishes of some elements that may be used for art. The final engineering plans will be developed in early-mid 2020 and construction will begin in 2020 or 2021.

VI. <u>LIST OF ATTACHMENTS</u>

A: Draft Call for Public Art