

## Request for Qualifications

# Art Bench Project in Hollister, CA 2018



The San Benito County Arts Council seeks artists to create four benches for placement at Dunne Park in Hollister, CA. in 2018.

### Project Background

In 2017, the SBC Arts Council launched the *Activate Dunne Park Project* in partnership with the City of Hollister to revitalize Dunne Park in downtown Hollister. The project is part of a two-year initiative funded in part through the Creative California Communities Grant from the California Arts Council. Following several inter-departmental and neighborhood meetings, the Arts Council developed a list of infrastructural and programmatic priorities in an effort to activate and improve the park, which included more seating and shade, amongst other priorities. As part of this placemaking process, the Arts Council seeks to commission and install four artist-designed and produced benches that reflect the unique landscape and neighborhood surrounding Dunne Park, while building the park's permanent assets and contributing to greater vibrancy, engagement and enjoyment within the park.

### Art Bench Qualities

- Must be original, artist-designed benches created for permanent installation
- Must compliment the character of the neighborhood and fit within the existing park assets and surroundings
- Must deter sleeping, loitering and vandalism

### General Specifications

- Must accommodate up to 500 pounds for seating
- Maximum length, 8 feet. Entire design must stay within 8 feet.
- Height, minimum 17 inches. Maximum height may vary depending on the site.
- Durable construction suitable for outdoor conditions.
- Bench must include mounting mechanism for surface installation. Artist is responsible for artwork transport to designated location and for final installation.

### Budget

\$4,000 per bench, inclusive of all costs including installation. Selected finalists will be paid \$150 for proposal development.

### Eligibility

Preference will be given to applicants based in California with *special consideration for artists residing in San Benito, Monterey, Santa Cruz and Santa Clara counties*. Emerging artists are encouraged to apply.

### Submission Requirements

Submissions are being accepted online at [www.codaworx.com](http://www.codaworx.com). Please refer to the Submission Instructions and Requirements on pages 3-4.

**Submission materials must be received by Friday, June 29th at 5:00 pm PST.**

*\*\*Full proposals are not due at this time. Selected finalists will be asked to submit a full proposal after July 13, 2018.\*\**

**Timeline:**

- June 29, 2018 – RFQ submissions due
- July 13, 2018 – Finalist notified and invited for proposal development
- July 15 – 31, 2018 – Finalist interviews
- August 14, 2018 - Formal review by Public Art Review Committee
- September 2018 - City Council approval
- Installation- October 2018 –Spring 2019

Schedule subject to change.

Please direct questions about the project to Jennifer Laine at [info@sanbenitoarts.org](mailto:info@sanbenitoarts.org) or 831-636-2787.  
Please direct all submission questions to [info@codaworx.com](mailto:info@codaworx.com) or 608.467.3040.

San Benito County Arts Council  
PO Box 692, Hollister CA 95024  
831.636.2787/ [info@sanbenitoarts.org](mailto:info@sanbenitoarts.org)  
[www.sanbenitoarts.org](http://www.sanbenitoarts.org)

## SUBMISSION INSTRUCTIONS & REQUIREMENTS

### Submission Instructions and Materials

Applications will be accepted through the CODAworx RFP Toolkit.

1. Sign up for a free account at [www.codaworx.com/registration](http://www.codaworx.com/registration) to start an application.
2. You may return to your application before it is submitted by logging in on CODAworx, clicking your name in the top right, and selecting “RFP Dashboard”.

Required information for this application:

### Résumé/CV

Submit a brief, current résumé or CV including:

1. Contact information
2. Website and/or social media links
3. Previous relevant art commissions
4. Design team experience
5. Exhibitions, awards, grants
6. Education
7. References. Please include at least one (1) art and/or design professional who has detailed knowledge of your work and working methods, including fulfilling deadlines, working with the community, etc. Include contact name, organization, address, telephone, and email.

Note: If submitting as a team, compile all résumés into a single document.

### Letter of Interest

Please include the following:

1. Name, address, telephone, email, and website for all artist/design team members.
2. Your interest in this project and your experience working on comparable projects.
  - a. Include your philosophy on public art, its integration into surrounding environment and how your work and experience will complement this project.
  - b. Describe how your experience fits the criteria outlined for this project from the Selection Criteria section of this RFQ
  - c. If this would be your first public art commission, please describe how your previous experience has prepared you for this project.

### Artwork Images

In the “Images of Your Work” section of your application on CODAworx, please submit at least three (3) work samples that best represent your work. For each completed artwork, you

will be prompted to upload a single main image and specify the title of the artwork, location, year completed, medium, and dimensions.

You have the option to provide more images and information for your completed artwork by publishing a CODAworx “project”. With a CODAworx “project” you can include additional images and more information about your project or artwork. When complete, include the link to the “project” with the main image. Follow the link below to publish the additional images and information for your application: <https://www.codaworx.com/account/project>.

Images must be JPEG file format with a minimum of 620px width and a maximum file size of 5MB. Horizontal images are recommended.

Slides, prints or any physical submissions of artwork will not be accepted.

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This RFP is administered and managed using the CODAworx RFP Toolkit, an innovative new platform that streamlines the commissioned art process. Questions about applying on CODAworx may be addressed to CODAworx at [info@codaworx.com](mailto:info@codaworx.com), or by calling (608) 467-3040.

CODAworx is a global online platform to showcase design projects that feature commissioned artwork in interior, architectural, and public spaces. The CODAworx RFP Toolkit is designed to aid commissioning bodies in the process of promoting Requests for Qualifications and Proposals and to reach an applicant pool containing top artists and designers in the industry.