

# **PERCENT FOR ART COMPETITION: University of Maine, Presque Isle, Maine**

## **OVERVIEW**

The Maine Arts Commission is making a call to artists who are residents of Maine to submit proposals to design, create and install artwork at Folsom Hall at the University of Maine in Presque Isle, Maine. The committee will consider making direct purchases for completed pieces that clearly align with the site background information provided below.

The total project budget is approximately \$3,400 and the submission **deadline is Monday, April 11, 2016.**

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.

## **SITE BACKGROUND**

For more than a century, the University of Maine at Presque Isle has been helping students find their path to great professional careers. They provide 1,100 traditional and non-traditional students with life-changing opportunities in a caring, small-university environment. UMPI is one of seven autonomous campuses within the University of Maine System.

The campus sits on 150 acres surrounded by the rolling hills and potato fields of northern Maine. The city of Presque Isle offers opportunities for both summer and winter outdoor sports and is the primary commercial center of the region. Combining clean air, clear skies, and safe small-town life next door to the Northern Maine Woods, it also boasts blue-ribbon schools, a regional airport, and easy access to nearby Canada.

Students come from all areas of Maine and the U.S., as well as several foreign countries including Canada, to complete their undergraduate and graduate work. The University strives to be the region's premier learning institution while helping to stimulate cultural and economic development in Aroostook County and the State of Maine. The University serves as an educational and cultural center for the area and is host to many state and regional conferences. Its facilities are utilized for lectures, programs, concerts, dance performances, exhibits, and plays that benefit the entire region.

**School Vision Statement**—*The University of Maine at Presque Isle will design with each student a personalized, technologically innovative education and prepare each graduate for a professional career, global contributions, and lifelong learning.*

**History of Folsom Hall**—Folsom Hall was completed in 1968, and was dedicated on May 25, 1969 to Miss Ida Folsom, who served as a science teacher at Aroostook State Normal School from 1912 until 1935. It was built with the purpose of being a mathematics and science facility. Many classrooms on the second floor are used for mathematics, while the third floor is home to five science laboratories, an herbarium, and one classroom. The first floor contains a large lecture auditorium, commonly called the Fishbowl by the campus community. That same floor also contains three computer laboratories.

Folsom Hall is the home to the Northern Maine Museum of Science. Museum displays are on the topics of conchology, mineralogy, ornithology, paleontology, and zoology. The second floor is also the location of the “SUN” in The Maine Solar System Model built by the people of Aroostook County in 2003, which serves as an educational resource and tourist attraction and draws attention to Northern Maine.

**Key Descriptors:**

Science  
Molecular Ecology  
Paleo/Biology  
Chemistry  
New Sustainable Agriculture  
Native, Acadian, socio/eco diversity  
Personalized learning  
Student Centered  
Isolation  
Agricultural area

**LOCATION OPTIONS**

Listed below are all the possible locations for artwork. Artists may address any or all of these areas in their proposals.

LOCATION #1—Exterior, **Front Entrance of Folsom Hall**, 2.5 floors

LOCATION #2—Interior, **Stairwell Panel**, *North Entrance between the first and second floors; approximately 3.5 ft x 9.5 ft, covered with birch plywood*

LOCATION #3—Interior, **Cinderblock Wall**, *first floor by computer labs (blue billboard currently on wall will be removed); approximately 8 ft x 8.6 ft*

Images of these locations are provided in the Grant Management System (GMS). See “How to Submit materials” in this prospectus for details on logging in to the GMS.

**QUESTIONS**

If you have questions about the locations or would like to visit the campus with a committee representative, please contact Gregg Bouchard, the project manager at: [gregg.bouchard@umpi.edu](mailto:gregg.bouchard@umpi.edu)

If you have questions about the architectural elements, the architect representative for this project is Mark Carter, who can be contacted via e-mail at: [m.carter@neighborsfirst.org](mailto:m.carter@neighborsfirst.org)

All other questions should be directed to Julie Horn, Visual Arts Director at the Maine Arts Commission through e-mail at [Julie.Horn@maine.gov](mailto:Julie.Horn@maine.gov), or via the phone at 207/287-2790.

**PROJECT BUDGET**

**There is approximately \$3,400 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, including any building or site modifications associated with the artwork.

## **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 the award.

## **SELECTION CRITERIA:**

Applications are reviewed based on the following criteria:

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

## **WHO IS ELIGIBLE**

All professional artists who are Maine residents (registered to vote and pay Maine state income taxes) may apply for consideration to this project. Artists who are employees of the University of Maine 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**

**Monday April 11, 2016** 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 **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. Please do not submit detailed models, samples, or final proposals for this round of the selection process. A simple sketch (one per installation area) may be included to clarify your idea if necessary.
3. An itemized budget estimate to give cost expectations. 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 **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 MATERIALS

*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:** If you **already have an account** with the Maine Arts Commission website then click [here](#) to sign into the Maine Arts Commission's Grant Management System (GMS). Then skip to Step 2.

If you **DO NOT have an account** with the MAC, click [here](#) to go to the Login page of the MAC website. Once you are there click "**New User?**" in the lower-right corner of the dialog box. Fill out the Create An Account Step 1 & 2 pages as directed, then click "**Submit**" at the bottom. When you reach the "Account Created Successfully" page, go up to the top headers in gray on the page and click "**Grants.**" In the left sidebar column under "IN THIS SECTION" click "**Log into GMS.**" Sign in with your new user name and password and proceed with Step 2.

**Step 2:** Locate the Percent for Art Project you are interested in on the "Active Grants" pages of the GMS. Then 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 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 all your required materials click “**Next Step.**”

**STEP 7:** In the “Checklist & Status” page, you may just 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.