



## **ARTIST CALL FOR APPLICATIONS**

### **Local Art for Lightboxes**

Deadline to apply: April 11, 2024

#### **Project Outline**

The City of McCall invites artists to participate in the first phase of the Local Art for Lightboxes project. Through this project, vinyl wraps featuring selected artworks by regional artists will transform utilitarian streetlight control boxes in downtown McCall into public art.

Submitted artwork should:

- Contribute to downtown McCall as an inviting place to visit and gather
- Explore the themes relating to “community” or “community-building” (see “Artist Prompt” below for details)
- Be able to be formatted to fit the dimensions of the streetlight control boxes on all four vertical sides and top (see attached design template)

#### **Artist Prompt**

Across Idaho, growth and change are spurring conversations on a range of important issues, including community, engagement and belonging. Here in McCall, how can we use public art to encourage constructive discussions about these timely topics? By focusing on the themes of “community” and “community-building,” this project challenges artists to reflect on one or more of the following in their artwork:

- What does “community” mean to you?
- How is community created or nurtured?
- What defines McCall’s community?
- What kind of community should McCall aspire to be?

#### **Site Information**

This phase of the project will install vinyl wraps printed with selected artworks on three (3) streetlight control boxes within the Downtown West Urban Renewal Area, which roughly includes McCall’s downtown core, and extends south along 3<sup>rd</sup> Street to Stibnite Street and west along Lake Street to Mission Street (see attached map). Each selected artist or artist team will be invited to provide artwork for one location.

## **Budget**

Each artist/artist team chosen for this opportunity will receive an artist fee of \$1,000. Funding for the project, including printing and installation costs for the vinyl wraps is being provided by the McCall Redevelopment Agency.

## **Eligibility**

This public art opportunity is open to artists aged 17 and over and living within Idaho's West Central Mountain region, which covers Valley County and northern Adams County, and includes the communities of McCall, Donnelly, Cascade, Yellowpine and New Meadows. Submissions may consist of either new artwork created specifically for this project or existing, unpublished artwork that satisfies the project requirements.

## **Selection Process**

A selection committee consisting of representatives from the McCall Public Art Advisory Committee, the McCall Redevelopment Agency Board, professional artists and the community at large will review all submissions and recommend three (3) artists or artist teams to the McCall City Council for final selection.

The criteria for selection will include the artistic quality of the submitted work; its appropriateness to the site and its alignment with the artist prompt; and the timeliness, organization and clarity of the application materials.

All submitted artwork will remain the property of the artist. Selected artists may be called upon to work with either City staff or members of the McCall Public Art Advisory Committee, and/or a private contractor to prepare and finalize artwork for fabrication and installation.

## **How to Apply**

Interested artists should submit the following by April 11, 2024, 5:00 p.m.

1. Letter of interest (one page maximum) that outlines the motivation for participating in this project and relevant experience and explains how the submitted artwork responds to the artist prompt.
2. Resume summarizing qualifications and/or past experience (one page maximum; must include applicant's contact information). Artist teams should submit one resume for each member.
3. At least two references per artist with knowledge of the artist's work and working methods, and the references' contact information; or for aspiring artists, two professional or academic references who can speak about your character and work ethic, and their contact information.
4. Image or visual concept: Applicants must either submit an image of an existing original artwork, or a visual concept (such as a sketch) of their proposed artwork, in PDF or JPEG format (300 dpi). Examples of existing artworks include illustration, painting, digital images, photography, or photographs of an original artwork. Please be sure to include the title, media, and date completed in addition to the image.

Visual concepts are uncompensated, so please provide just enough detail to effectively illustrate your idea.

5. Previous work examples: Provide up to three example images of past and/or current works in progress. Examples should not include artwork submitted for consideration for this project. Include the title, media and date completed for each example. Images should be in JPEG format, 300 dpi.

Email completed application materials to: [djames@mccall.id.us](mailto:djames@mccall.id.us) with “Local Art for Lightboxes” in the subject line. Attachments must not exceed a total size of 7MB. Alternatively, applicants may use a file share program and email a document link by the deadline.

### **Seminar/Q&A on Proposal Development**

For anyone who is new to creating proposals for public art projects or has questions about the process, a free seminar and Q&A session will be held on March 27, 2024, 12:00–1:00 pm. RSVP at: [djames@mccall.id.us](mailto:djames@mccall.id.us)

### **Anticipated Timeline**

April 11, 2024 Applications due (see above)  
April 29, 2024 Selection committee recommends finalist artists  
May 9, 2024 McCall City Council approves artist selections  
Summer/Fall, 2024 Installation of vinyl wraps

### **Questions?**

Please contact: Delta James, Economic Development Planner, City of McCall, Idaho  
Tel: 208-634-3504; email: [djames@mccall.id.us](mailto:djames@mccall.id.us)



Photo of a streetlight control box to receive artwork vinyl wrap.



**Light control boxes within the Downtown West Urban Renewal District**



- Existing (6)
- To be installed 2024 (1)

# Light Control Box Design Template

