



City of Richmond

Report to Committee

To: Parks, Recreation and Cultural Services Committee **Date:** January 5, 2018

From: Jane Fernyhough, Director, Arts, Culture and Heritage Services **File:** 11-7000-09-20-121/Vol 01

Re: **Pinnacle Capstan Village Park Public Art Concept Proposal**

Staff Recommendation

1. That the concept proposal for the proposed public artwork for the Capstan Village Park, titled "We Three" by artist Dan Bergeron, as presented in the report from the Director, Arts, Culture and Heritage Services, titled "Pinnacle Capstan Village Park Public Art Project Concept Proposal," dated January 5, 2018, be endorsed; and
2. That the transfer of ownership of the public artwork, titled "We Three" by artist Dan Bergeron, from Pinnacle Living (Capstan Village) Lands Inc. to the City of Richmond, be approved.

Jane Fernyhough
 Director, Arts, Culture and Heritage Services
 (604-276-4288)

Att. 4

REPORT CONCURRENCE		
ROUTED TO:	CONCURRENCE	CONCURRENCE OF GENERAL MANAGER
Parks Services Planning and Development	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	
REVIEWED BY STAFF REPORT / AGENDA REVIEW SUBCOMMITTEE	INITIALS: CJ	APPROVED BY CAO

Staff Report

Origin

As part of the Pinnacle Living (Capstan Village) Lands Inc. development, located at 8688 Hazelbridge Way (RZ 12-610011), the developer proposes the creation of a public artwork, titled *We Three* by artist Dan Bergeron, for integration with the Capstan Village neighbourhood park on City Lands, and the transfer of ownership of this public artwork to the City. The artwork was commissioned by the developer under the terms of the developer's commitment to contribute to public art through the development process.

This report presents for Council's consideration the public art plan, artist selection process, location and the proposed integrated public artwork.

This report supports Council's 2014-2018 Term Goal #2 A Vibrant, Active and Connected City:

Continue the development and implementation of an excellent and accessible system of programs, services, and public spaces that reflect Richmond's demographics, rich heritage, diverse needs, and unique opportunities, and that facilitate active, caring, and connected communities.

2.1. *Strong neighbourhoods.*

2.3. *Outstanding places, programs and services that support active living, wellness and a sense of belonging.*

2.4. *Vibrant arts, culture and heritage opportunities.*

Analysis

Richmond Public Art Program

The Richmond Public Art Program sets a framework for creating opportunities for people to experience art in everyday life, encouraging citizens to take pride in public cultural expression, and to complement the character of Richmond's diverse neighbourhoods through the creation of distinctive public spaces. Private development contributions of artwork are an important part of Richmond's growing Public Art Registry.

Development Proposal

Pinnacle Living at Capstan Village is a multi-phased residential and commercial project currently under construction. It is located in the Capstan Village of the City Centre in the area bounded by No. 3 Road, Sea Island Way, Sexsmith Road and Capstan Way (Attachment 1).

Phase 1 of the development consists of three mid/high-rise apartment buildings containing 372 market units, 11 affordable housing units, and 17 Artist Residential Tenancy Studio (ARTS) units (i.e. affordable housing secured by a Housing Agreement for professional artists).

Council approved the development's rezoning application (RZ 12- 610011) and the Development Permit (DP 14-667322) on December 17, 2014. In addition, the developer entered into a Servicing Agreement (SA 14-671777) for the design and construction of a new neighbourhood park which includes a children's playground, plaza, seating, tree protection, invasive species removal, and public art.

Pinnacle Public Art Plan

On June 6, 2014, the Richmond Public Art Advisory Committee (RPAAC) reviewed the Pinnacle Living at Capstan Village overall Public Art Master Plan and supported the overall Public Art Master Plan.

On November 18, 2014, the RPAAC considered the Pinnacle Living at Capstan Village Phase 1 Detailed Public Art Plan. The proposed public art opportunities are apportioned between two private locations and one public location:

- the mid-block trail plaza (private);
- the corner of Sexsmith Road and Hazelbridge Way (private); and
- the first phase of the neighbourhood park (public).

It was noted that the artist for the neighbourhood park opportunity will work with the park design team to integrate their work into the park.

RPAAC recommended that the call be open to all Canadian artists and that an expanded budget for the park location would appeal to more qualified artists. RPAAC endorsed the following:

That the Richmond Public Art Advisory Committee supports this project with the recommendation that a higher budget be considered for the neighbourhood park, that the call be opened to artists across Canada, that staff help the art consultant identify community representatives for the panel, and that the design team member act as an advisor on the panel, and not a voting member.

Attachment 2 provides further information on the Pinnacle Living at Capstan Village Phase 1 Detailed Public Art Plan, as revised to address the RPAAC recommendations.

Proposed Location

In accordance with the guidelines for the Public Art Program, private development should support the Program either by contributing to the Public Art Reserve, and/or by providing public artwork which meets the terms of the *Richmond Public Art Program Policy, Administrative Procedures Manual and Plans*, either on site, or at a location acceptable to the City.

As part of the Servicing Agreement (SA 14-671777), the developer agreed to integrate public art with the new neighbourhood park, located at 3311 Carscallen Road. The artwork will be located in the southeast corner of the park, in close proximity to the children's adventure playground and across the street from the Early Childhood Development Centre, to be constructed with Phase 2 of the Pinnacle Living development (Attachment 3).

The artwork will act as high-visibility way-finding for local residents. Final installation and foundation design for the artwork will be coordinated by Durante Kreuk Ltd. with the site contractor for Pinnacle Living (Capstan Village) Lands Inc.

Artist Call

The Call to Artists, titled *Art + Play*, prepared by public art consultant Durante Kreuk, describes the art opportunity, site description, theme, budget, schedule, artist selection process, and submission criteria. An open, national call to artists for submissions was issued on June 1, 2015, with a deadline of July 15, 2015.

Public Art Selection Process

Following the administrative procedures for artist selection of public artworks, an arm's length selection panel was engaged in a two stage artist selection process. The five-member selection panel included:

- Richard Tam, Pinnacle International, Developer's Representative;
- Karen Kazmer, Artist;
- Janice Cheung, Artist and Art Teacher at 4Cats Arts Studio, Richmond;
- Mia Weinberg, Artist; and
- John Bingham, Bingham and Hill Architects, Project Architect.

Observers at the meeting, providing project background and technical advice, included:

- Alain Lamontagne, Durante Kreuk Ltd., Project Landscape Architect;
- Eric Fiss, City of Richmond (second meeting, only); and
- Emily Nixon, Durante Kreuk Ltd., Public Art Consultant.

On August 14, 2015, the selection panel met to review the submissions from the open call, recommending that three artists be shortlisted, and invited to prepare presentations for a second stage interview process; the selection panel received an honorarium of \$500 each.

On August 21, 2015, the panel met to review the three short-listed artist submissions and engaged in a question-and-answer period with the shortlisted artists. Following the interviews, the selection panel unanimously recommended Daniel Bergeron, of Toronto, for the commission.

Proposed Artwork

The artist, Dan Bergeron, was contracted in early 2016 to prepare a concept proposal for the artwork in the neighbourhood park.

We Three is a public sculpture comprised of three S-shaped I-beams arranged in close relationship to one another. Like a traditional sculpture, it is intended to function as an object of visual interest, but is also designed to be interactive. The work invites children to climb, straddle, slide, and play within the space it creates.

The artist Dan Bergeron describes the intent of the artwork as follows:

"We Three is intended to break down barriers in our public spaces. It bridges the divide between traditional public sculpture and utilitarian infrastructures, by joining beauty with functionality. It disrupts the separation between building materials and art materials. And it questions the gap between children and adults by offering young people a challenging and aesthetically pleasing public place in which to play."

Attachment 4 provides additional information on the artwork concept proposal.

Staff Comments on Proposed Artwork Transfer of Ownership to the City

The initial conceptual design for *We Three* was reviewed by City staff and the Richmond Public Art Advisory Committee. Concerns were raised about safety issues. The proposal has also been reviewed by Playscape Inspection and Consulting Services Inc. of Picton, Ontario, who have provided recommendations in a report dated September 15, 2017, in order to meet the requirements of the applicable Canadian Safety Standard, CAN/CSA Z614-2014 Standard for Children's Playspaces and Equipment. These include:

- No angles or curves in the sculpture that are less than 30 degrees;
- The addition of handholds and footholds to assist users' access;
- Requirement for a protective surfacing that must absorb impact from falls surrounding the entire sculpture and extending a minimum of 1.8 m in all directions, from all extremities; and
- Installation of signage visible from the playspace including manufacturer contact, date of manufacture and that the play sculpture is intended for users 5 to 12 years of age and that adult supervision is recommended.

The artist has refined the design proposal to address these concerns and to comply with the Canadian Standards for Public Safety. Following installation, a certified playground inspector will be retained to confirm compliance with the above noted Standard. Acceptance of the artwork by the City will be contingent upon receipt of a Statement of Compliance.

As the work is proposed to be located on City lands, Planning, Parks, and Arts Services staff reviewed the proposed location in terms of urban design, maintenance, and pedestrian safety. The issues which were identified have been addressed by the artist and design team and City staff has no concerns.

Cost of the Artwork

The total budget for the artwork *We Three* is \$100,000, including artist fees, fabrication, installation, engineering, foundations and signage. The developer has provided a Public Art voluntary contribution of \$272,468 in the rezoning phase as follows:

Amount	Description
\$100,000	Public art for the neighbourhood park (Total budget for <i>We Three</i>)
\$13,623	Public Art Provision for City Administration fee (5%)
\$27,247	Public Art Consultant fee (10%)
\$11,000	Administrative expenses for the private and public projects' selection processes
\$120,598	Creation of artwork on private lands associated with this phase of development
\$272,468	Total public art voluntary contribution

As per Administrative Procedures, a tax receipt for the transfer of ownership will not be issued. The proposed artwork is provided through the commitment made by the developer to a voluntary contribution for public art through the development approvals process.

Financial Impact

The artwork will require minimal periodic washing and maintenance, at an estimated cost of \$250.00 per cleaning annually. City funds will be allocated out of the Public Art Program's annual operating budget for this purpose.

Conclusion

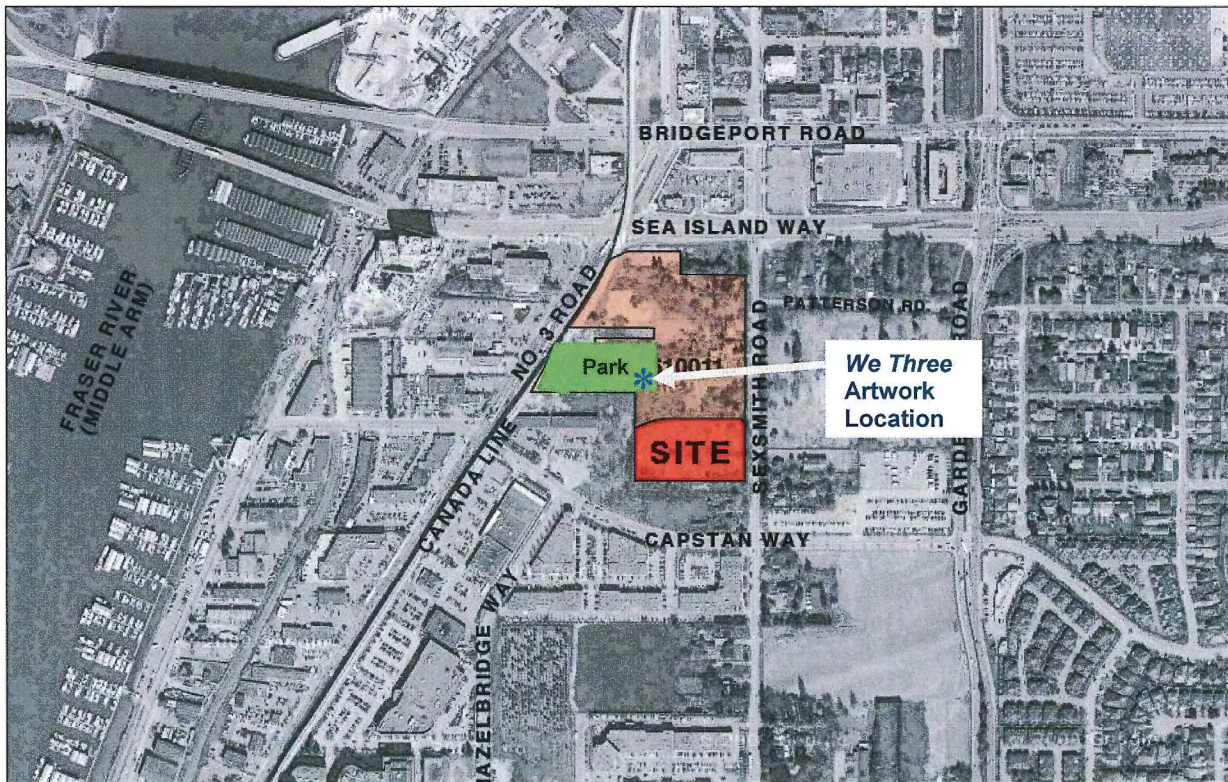
Funding of the proposed artwork, *We Three* by Dan Bergeron, signifies a continuing show of support by developers of the importance of public art to Richmond neighbourhoods and the City. The inclusion of public art within the Capstan Neighbourhood Park will enhance the integration of City amenities within a publicly accessible open space, and support the establishment of Capstan Village as a high-amenity, pedestrian-oriented urban community.



Eric Fiss, Architect AIBC, MCIP, LEED AP
 Public Art Planner
 (604-247-4612)

- Att. 1: *We Three* Location Plan
- 2: Pinnacle Living at Capstan Village Phase 1 Detailed Public Art Plan
- 3: Location of Artwork *We Three* in southeast corner of the Park
- 4: Artist Statement, *We Three*, by Dan Bergeron

We Three Location Plan



Location of artwork, *We Three*, in southeast corner of the Capstan Village neighbourhood Park, to be constructed with the Pinnacle Living at Capstan Village Phase 1 development site.

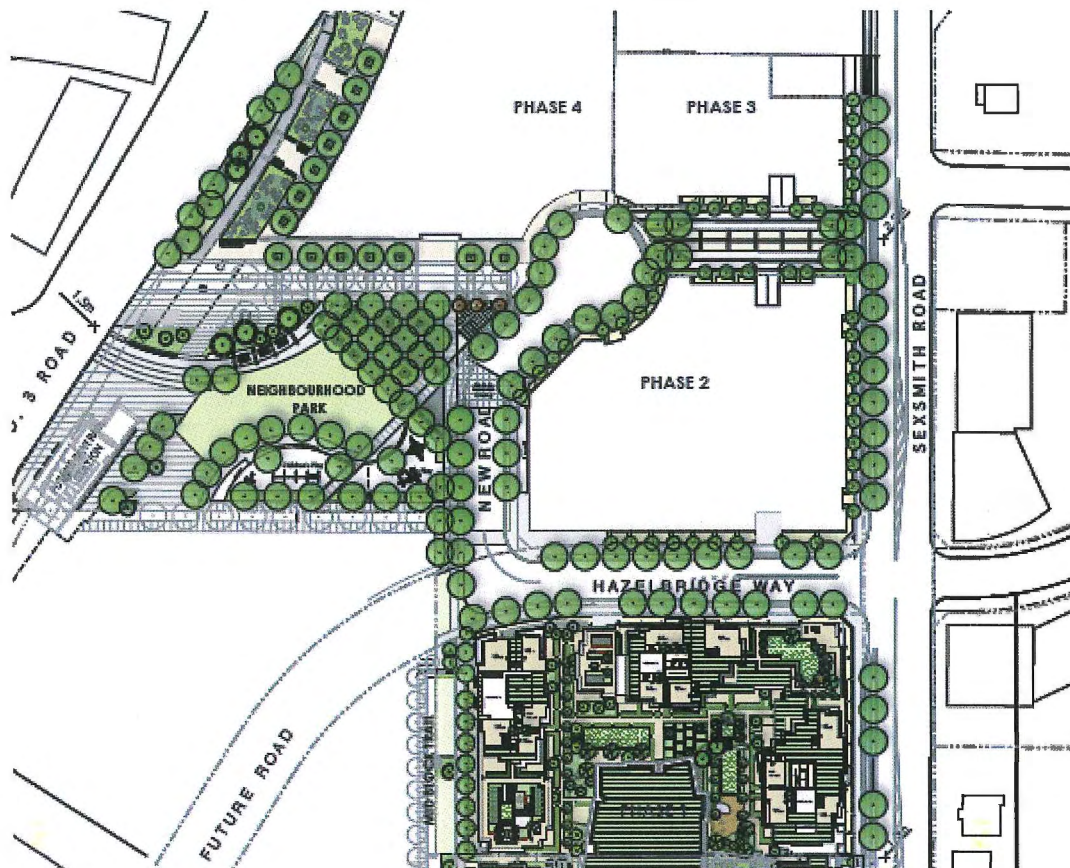
Excerpts from

Pinnacle Living at Capstan Village Phase 1 Detailed Public Art Plan

DETAILED PUBLIC ART PLAN FOR

PINNACLE LIVING AT CAPSTAN VILLAGE

PHASE 1 Richmond, BC



Prepared For:

Pinnacle International

Date: Nov. 17, 2014 Revised: Dec. 08, 2014

Job# 14035



1. INTRODUCTION

This Detailed Art Plan describes the selection of public art for Phase 1 of the planned development known as Pinnacle Living at Capstan Village. Phase 1 will include a residential development and the first phase of a neighbourhood park. Two processes are proposed that will result in the selection of two artists. One will integrate artwork into two sites on private residential land, and the other will be selected to work with the design team on integrating artwork into the park. This document describes the character of the landscape and the architecture, the sites selected for the artworks, the budget breakdown, the selection process and a rough timeline.



1.1 Site Location

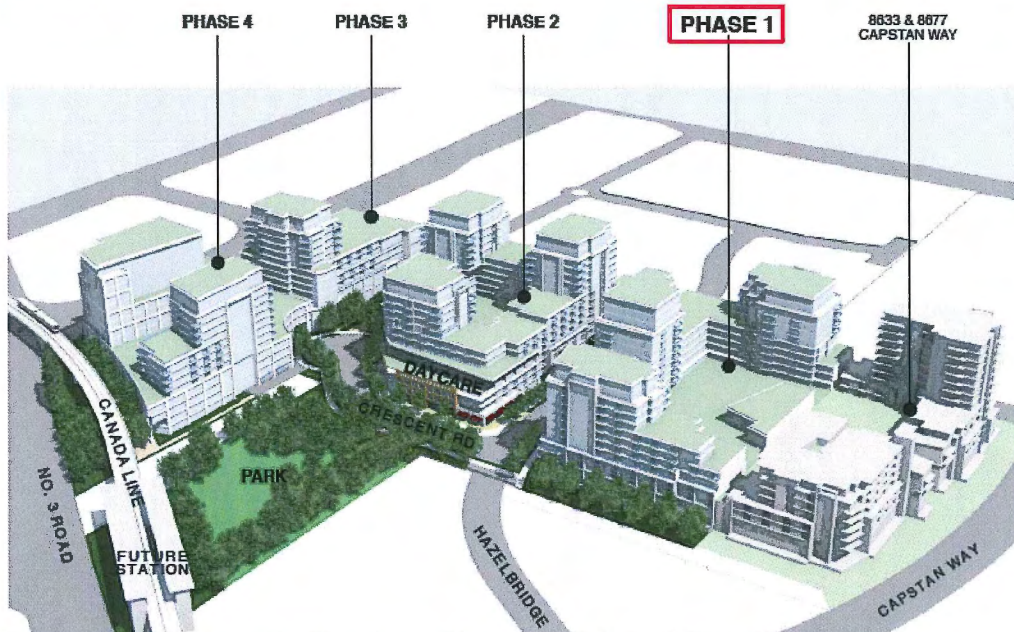
2. SITE AND CONTEXT

2.1 Location

This development will be located in Richmond's City Centre, and will be a part of a four phase development known as Pinnacle Living at Capstan Village. The total development, once built out, and including an earlier, separate phase, will be bordered by Sea Island Way to the north, Sexsmith Road to the east, Capstan Way to the south, and No. 3 Road to the west.

2.2 Development and Planning Context

Pinnacle Living at Capstan Village will be located in an area that the Richmond City Centre Area Plan (CCAP) has identified as Arts District. The objective described in the CCAP is to "provide a framework for the City Centre as a 'thriving and creative community' that is empowered, engaged and diverse, where arts, culture and heritage are inextricably linked". Public art will contribute to the legibility of the neighbourhood as a supportive place for arts and culture.



2.2.2 Total Development Massing - Pinnacle Living at Capstan Village

2.3 Architecture

The architecture of Phase 1 will include residential townhouses and ARTS units at the ground level with residential entries to the street. The architectural facades will form a strong "streetwall" along the west Mid-Block Trail, Hazelbridge Way and Sexsmith Road, contributing to an inviting pedestrian environment. Phase 1 includes 3 towers with heights ranging between 13 and 14 stories. Building materials include painted concrete, coloured spandrel glass and aluminum and glass window systems.

At the ground level, the building's public interface will consist of residential townhouses and ARTS units. Separation and privacy is created through elevation changes and through the addition of street trees and planting. The contemporary expression of the building includes glazed, retractable doors at the ARTS units to allow in ample amounts of natural light and create a sense of openness. The ARTS units are fronted and connected by a continuous terrace.

2.4 Landscape

Neighbourhood Park - Public Land

The majority of the public open space to serve the four development phases is located in the Neighbourhood Park, most of which will be constructed with the Phase 1 development. The park will contain a variety of spaces to accommodate groups of different scales and support diverse activities. Key features include an adventure based kid's play area, a great lawn, and an urban plaza with ample seating and shade from a grid of trees. Art is to play a significant role in the character of the park, through the incorporation of temporary art works, artwork integrated into the design elements, and a large scale, free-standing piece. At this stage, it is proposed that funding is put towards hiring an artist to work with the design team, for integrating artwork into the park.

2.4.2 Phase 1 Capstan Village Neighbourhood Park



Artwork integrated into the park construction. Dashed, red line indicates areas eligible for integrated artworks. (location 3.3)

3.3 Integrated Artwork in the Neighbourhood Park

Art can serve as an additional interpretive layer to a place. An artist will be selected to work alongside and consult with the design team to create custom, site-based artworks that will enrich the park. This approach could create many results, from an artist appropriating site furniture or design elements and integrating their function into their artworks, to artists embellishing common materials such as paving, plantings, wood and metal, with art. Art pieces could be distributed throughout the park in this manner, or perhaps the art could be focused on one element of the park, retaining its function yet transforming its perception. Artists could also contribute to the children's play area through the addition of playful design elements. Artists will be interviewed and brought into the design process at an early stage so that they may collaborate with the design team.

4. PUBLIC ART VISION AND GOALS

Public art should engage the senses and create intrigue in public spaces. It contributes to the identity of a place by adding experiences that are unique. The primary vision for the public art in Capstan Village is to contribute to its identity as an Arts District. An Art Plan for Capstan Village is currently being developed that will identify historical themes and narratives. This document will serve as the conceptual directive for the artists and it will be referred to in the development of Artist Calls.

Other goals related to the neighbourhood and the arts community include:

- The creation of opportunities for artists to integrate their work with built elements in innovative ways
- To provide means for community interaction with the artwork
- To contribute shared assets to the neighbourhood through contributing art works that become, and remain, relevant community focal points
- To facilitate the development of projects that reflect the historical significance of the area, based on the Capstan Village Public Art Plan

Phase 1 Art Allocation

Total Allocation	\$272,468.00
City Administration Fee 5%	\$13,623.40
Public Art Consultant Fee (10%)	\$27,246.80
Project Administration Costs (for both processes)	
Selection Panel and Artist Honoraria for both selection processes	\$7,000.00
Travel costs and disbursements	\$2,500.00
Interview Honoraria	\$1,500.00
Total Available for Art in Phase 1	\$220,597.80

Public Land

Artwork integrated with the design in the Neighbourhood Park: 45%	\$100,000.00
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Private Land

Two artworks by one or two artists resulting from one process 55%	\$120,597.80
Allocation for artwork at Sexsmith Rd. and Hazelbridge Way: 40% of subtotal	\$72,358.68
Allocation for artwork at Mid-Block Trail and Hazelbridge Way: 25% of subtotal	\$48,239.12

6. SELECTION PROCESSES

Two different approaches are proposed for the integration of artworks into the development as referred to in Section 3. An artist selected to develop artwork within the private lands of Phase 1 will be chosen through an invited call process, while the artist selected to work with the design team in the development of the park on public land will be selected through an open call process.

6.2 Neighbourhood Park (location 3.3) – Open Call

1. Information from this Detailed Art Plan will be incorporated into a Call for Artists and this will be circulated throughout Canada. The Call will invite artists to submit applications to the Public Art Consultant.
2. A Selection Panel will be assembled to review the applications, and will create a shortlist of artists to be considered for the project.
3. The Selection Panel will conduct an interview process to select the artist.

7. THE SELECTION PANEL

Three art professionals will comprise the majority of the Selection Panel. As members they will have knowledge of contemporary art practice and an understanding of issues surrounding art in the public realm. The fourth member of the Panel will be a community representative and the fifth will be an owner's representative. Project designers will play an advisory role to the Panel. Panel members will have to commit to 4 to 5 meetings over a period of 2-3 months.

8. ARTISTS

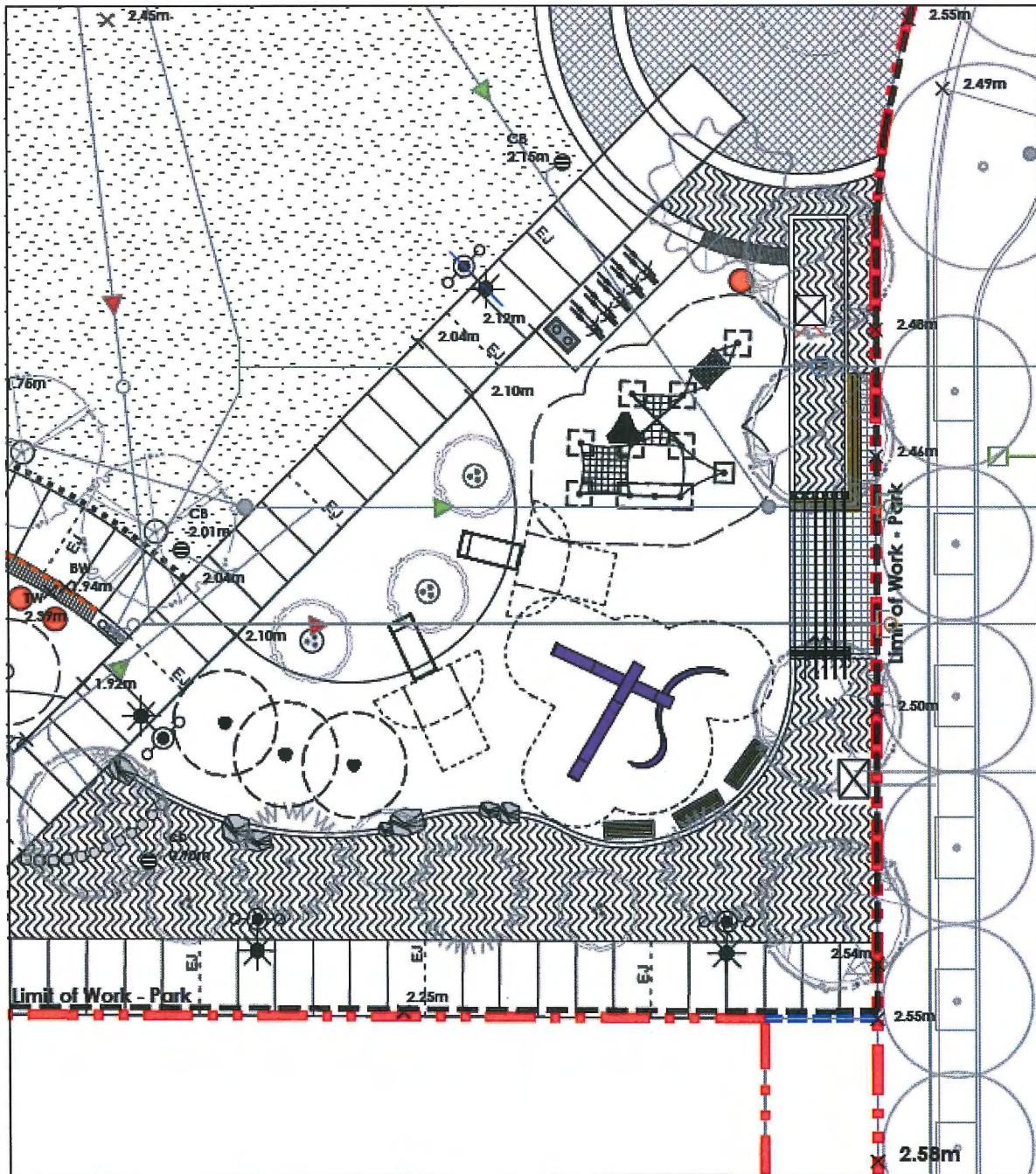
The Artists nominated for each commission will have public art experience. Artists awarded a Public Art Contract will be responsible for the following:

- Creating a budget for the artwork including all project costs
- Developing a timeline for artwork fabrication
- Meeting with project team members to discuss progress at important milestones
- Oversee the fabrication and installation of their work
- Provide drawings and project documentation as needed
- Create a maintenance manual for the City or Strata corporation to use in the artwork's care


9. THE PUBLIC ART CONSULTANT

The Public Art Consultant is responsible for all aspects of managing the public art project from the initial stage of the project through to the transfer of responsibility of the artwork to the owner and submission of final documentation to the City of Richmond. Responsibilities of the Consultant include development of this Plan, facilitation of the artist selection process, coordination of artist with the project architects, landscape architects (and other team consultants as and if required), and facilitation of artwork installation. The consulting team will work with the developer and City to secure all necessary approvals for the proposed artwork. In addition, they will develop an artwork commission contract for use by the developer, and will manage the contract during the fabrication phase of the artworks.

Location of Artwork *We Three* in Southeast corner of the Park



Project:	Project No.:	Scale:	1:200
Capstan Park	12066	Date:	July 11-2017
Title:		Drawn:	KL
We Three - Placement - 75% Reduced		Sheet No.:	LSK 1.2



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We Three
A Public Art Installation for Capstan Village
By Dan Bergeron

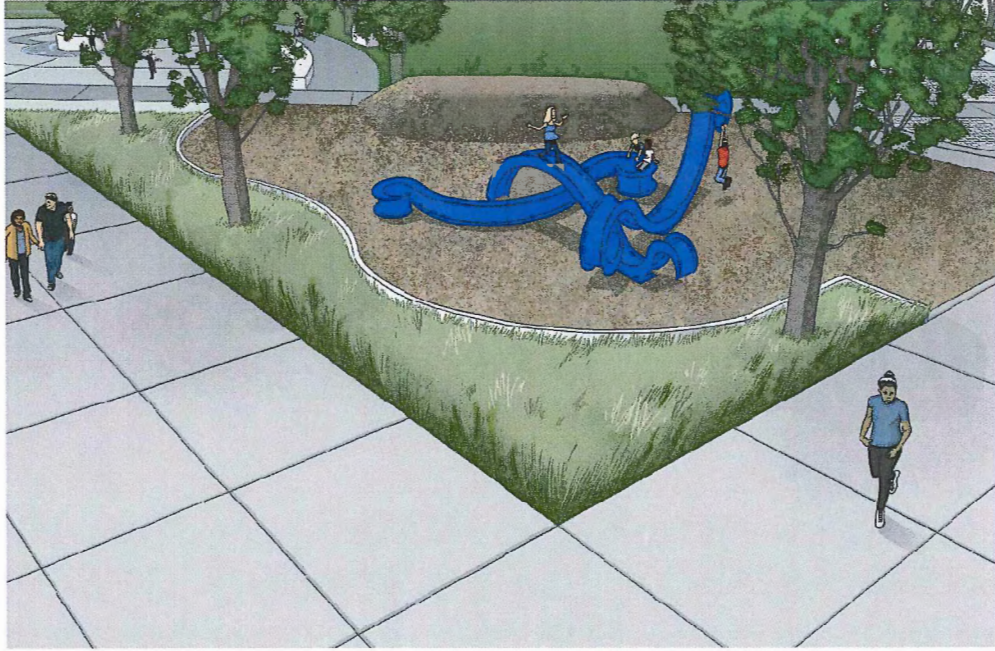
Artist Statement

We Three is a public sculpture comprised of three S-shaped, curved I-Beams arranged in close relationship to one another. Like a traditional sculpture, it is intended to function as an object of visual interest, but it is also designed to be interactive. The work invites users to climb, straddle, slide and play within the space it carves out.

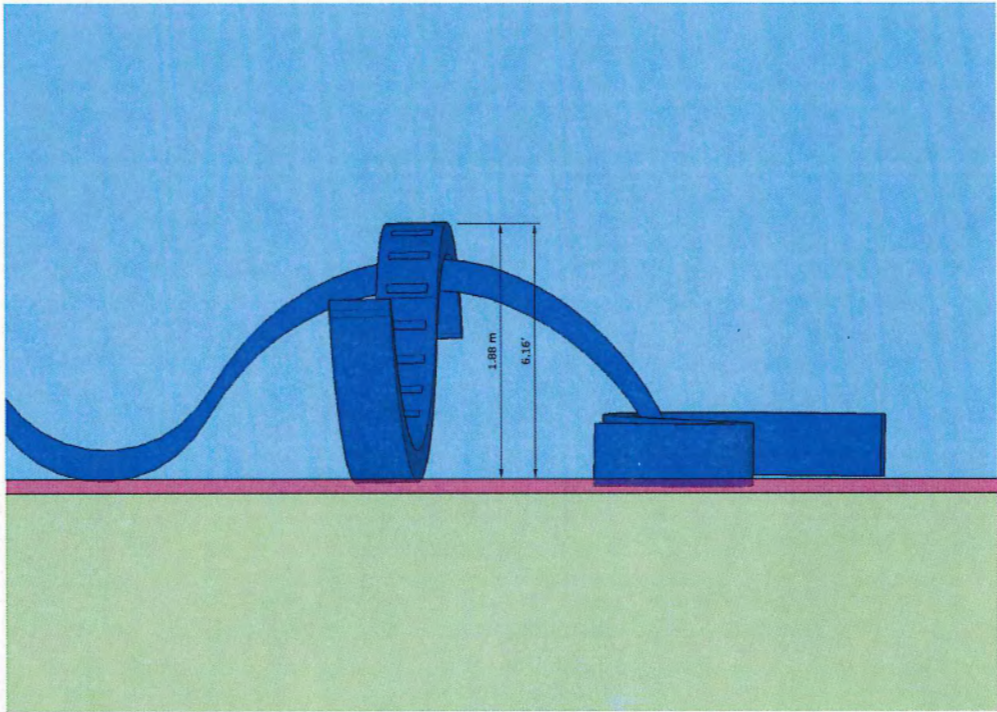
We Three marries the industrial I-Beam with the curves of the natural world. It transforms building materials that are installed at 90-degree angles with the contours more typical of rocks, rivers or parts of the human body. This union speaks to the inter-relationship of the natural and the built environments and, particularly, between humans and the structures with which they interact.

This makes *We Three* an apt object to support children's play. Unlike traditional playground equipment with set functions, this sculpture challenges users to interact with it in non-pre-determined ways. The I-Beam itself supports climbing, hanging, resting, and the passage of objects. The curves add motion and resistance to these activities. The space between the beams allows for movement from one piece to the next with room to explore in between. As metal bent into arcs, the very physical existence of this sculpture suggests the stretching of all possibilities. In these ways, *We Three* invites innovative, creative and playful responses from its users.

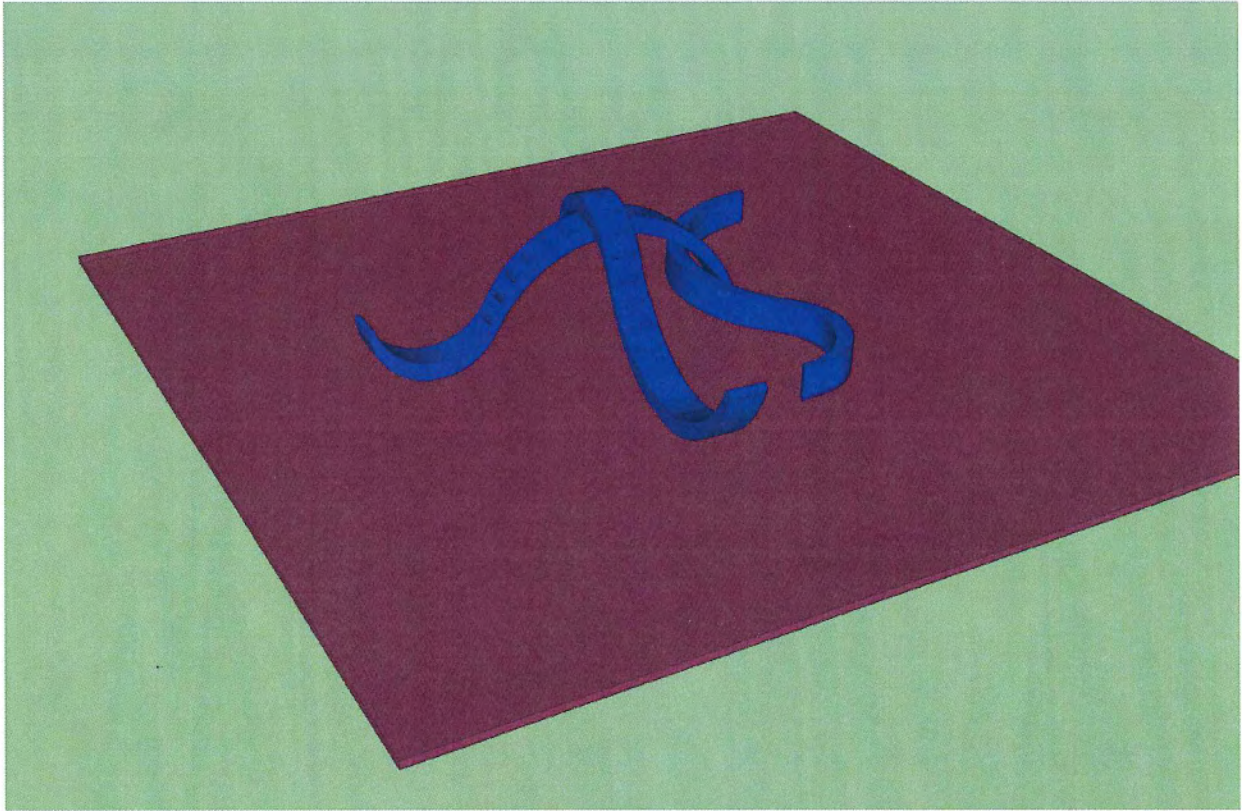
We Three is also intended to break down barriers in our public spaces. It bridges the divide between traditional public sculpture and utilitarian infrastructures, by joining beauty with functionality. It disrupts the separation between building materials and art materials. And it questions the gap between children and adults by offering young people a challenging and aesthetically pleasing public place in which to play.



Preliminary concept version



Final concept refined to address safety requirements



Protective Surfacing

- There will be a protective surfacing, marked by the red square in the diagram, that will extend 3m in all directions and beyond all extremities of the sculpture.
- This surfacing will have a GMAX not exceeding 200 and a HIC not exceeding 1000 when tested for the defined fall height.

