

Draft Presentation to the
McKinney City Council
February 19, 2013

CITY OF MCKINNEY PUBLIC ART MASTER PLAN AND ADMINISTRATIVE GUIDELINES





Purpose of the Master Plan

- Give strategic focus to the community's efforts to acquire and commission public art.
- Build on current efforts for quality design in downtown, parks, public facilities, and developing areas throughout the community.
- Build support and interest for the Public Art Program.
- Give the community a voice in shaping the direction of the Public Art Program.



The Process

- Reviewed City plans and policies.
- Met regularly with an Advisory Committee.
- Held Imagine Art Here! workshop.
- Led a tour of art in Frisco and Allen.
- Held individual and group meetings.
- Reviewed drafts with Committee.





PUBLIC ART MASTER PLAN



Principles



Reinforce the quality of the City's built environment, reflect the natural landscape, mark important civic features, enhance the City's appeal, image and identity.

Help create gathering places for McKinney residents, connect people with the place and each other, provide engaging, educative experiences.

Civic Design

Tourism and Economic Development

Create innovative artistic experience that attract visitors, enhance the desirability of McKinney as a place to live and do business, elevate the image of McKinney as a cultural destination.



Vision

Create innovative artistic experiences that strengthen gathering places for McKinney residents, reinforce the high quality and uniqueness of the City's built and natural environment, and set McKinney apart as a place to visit, live and do business.



Alleyscapes

Towne Lake Recreation Area Sculpture Trail

NEAR-TERM PROJECTS



Alleyscapes

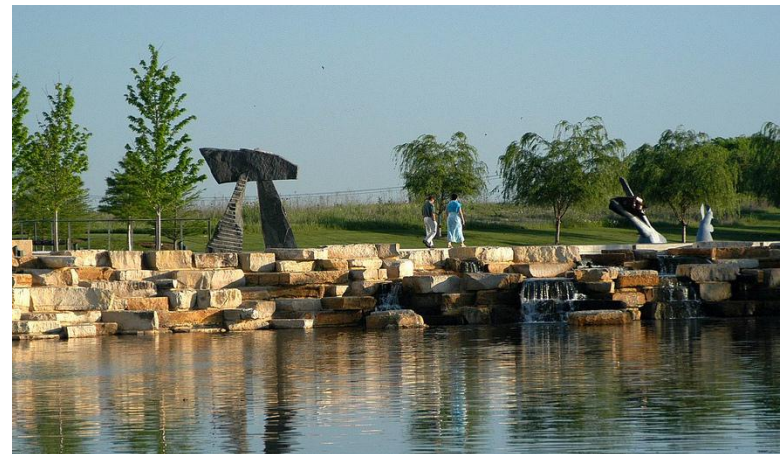
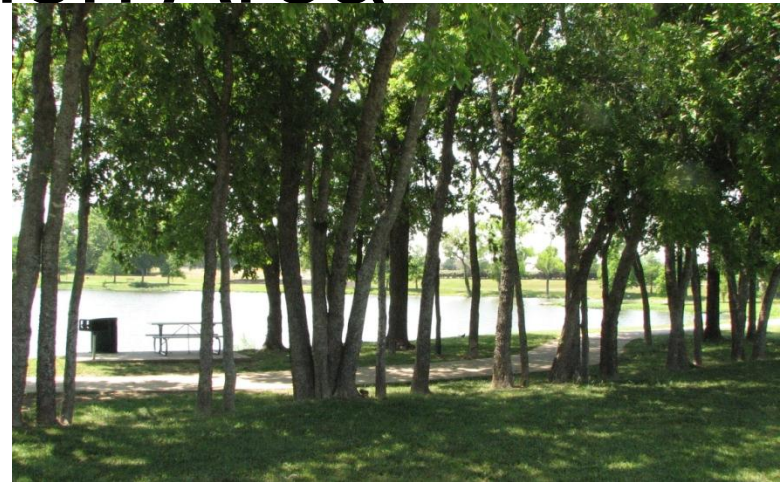
- Enhance the experience of using the alleys, making them feel more intentional and inviting.
- Create better connections between parking areas and downtown retail blocks.
- Create visual surprises for people who are visiting downtown McKinney.





Towne Lake Recreation Area Sculpture Trail

- Create an amenity for people who currently use Towne Lake Park and its trails, as well as a new reason for people to visit the park.
- Create visual reference points that draw people along the trail and through the park.





Highway 5 Gateway

Gabe Nesbitt Gathering Place

Bonnie Wenk Gathering Place

MID-TERM PROJECTS



Highway 5 Gateway

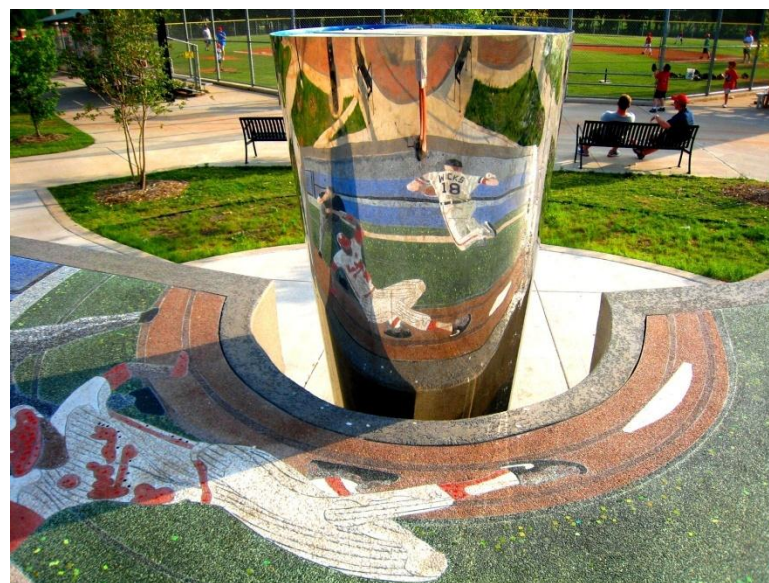
- Create a memorable visual enhancement for the intersection.
- Reflect the City's "unique by nature" motto through natural forms and materials.





Gabe Nesbitt Gathering Place

- Create amenities or focal points that strengthen gathering places in the park.
- Appeal to a broad group of users.
- Reflect the child and family-friendly nature of the park.



Bonnie Wenk Gathering Place

- Create an amenity or focal point that strengthens this area of the park as a gathering place.
- Mark a transition between the parking and park destination.





Mitchell Park

Virginia/Louisiana Gateway

Finch Park

Old Settler's Park

LONG-TERM PROJECTS



Mitchell Park

- Create a strong and memorable moment of arrival for downtown (gateway approach).
- Provide a place in which people can immerse themselves in a space of creativity (functional element approach).
- Capture the spirit of McKinney in an iconic way.





Virginia/Louisiana Gateway

- Welcome visitors to McKinney.
- Mark the transition to downtown.
- Reflect the City's "unique by nature" motto through natural forms.



Finch Park

- Add artistry to the design of new park elements.
- Tell the history of McKinney and the park.
- Create interactive experiences that appeal to all park users, especially children.





Old Settler's Park and Recreation Center

- Enhance gathering spaces.
- Foster community pride, ownership and a sense of belonging.



Near-Term Projects

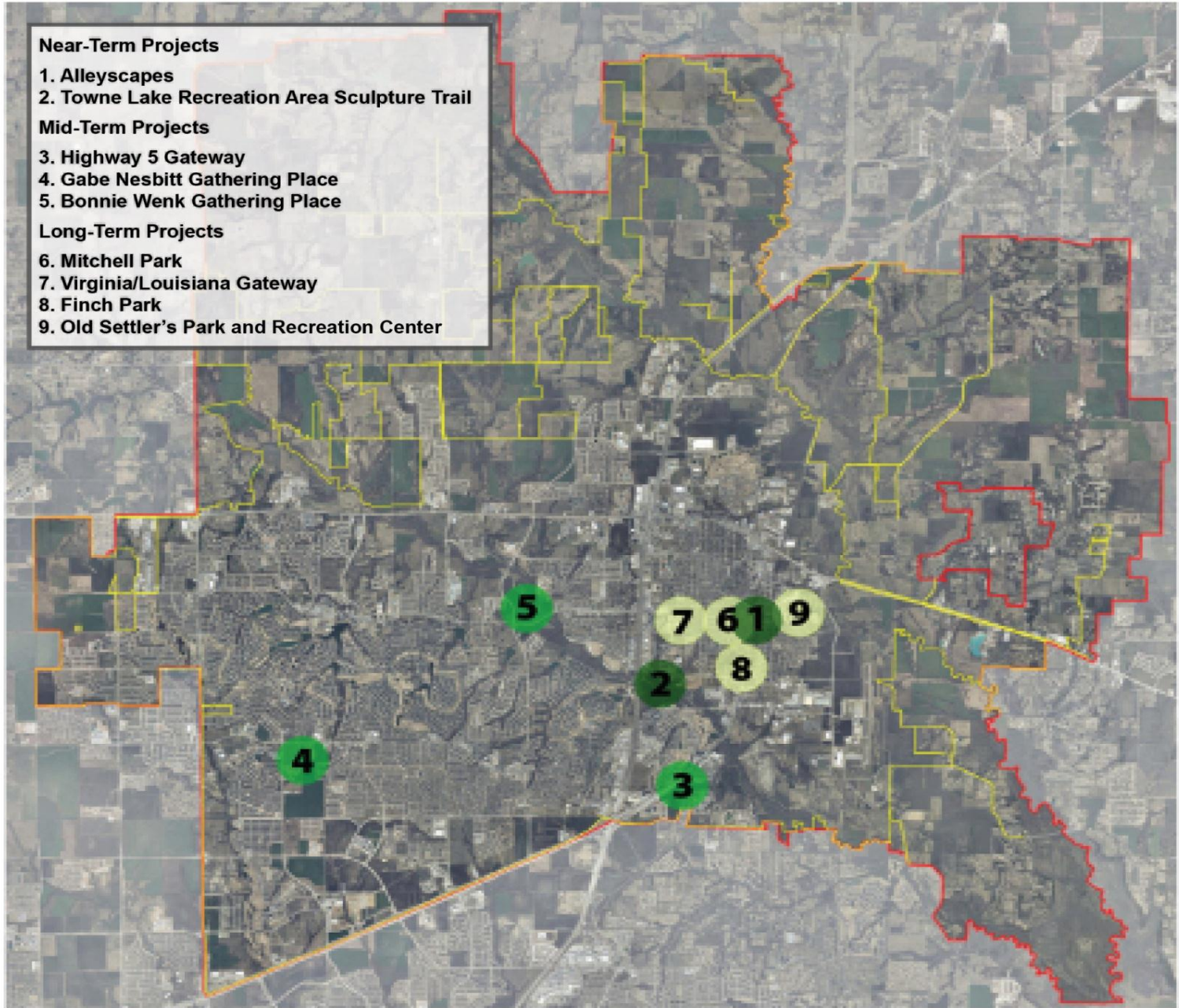
- 1. Alleyscapes
- 2. Towne Lake Recreation Area Sculpture Trail

Mid-Term Projects

- 3. Highway 5 Gateway
- 4. Gabe Nesbitt Gathering Place
- 5. Bonnie Wenk Gathering Place

Long-Term Projects

- 6. Mitchell Park
- 7. Virginia/Louisiana Gateway
- 8. Finch Park
- 9. Old Settler's Park and Recreation Center



RECOMMENDED PUBLIC ART PROJECTS

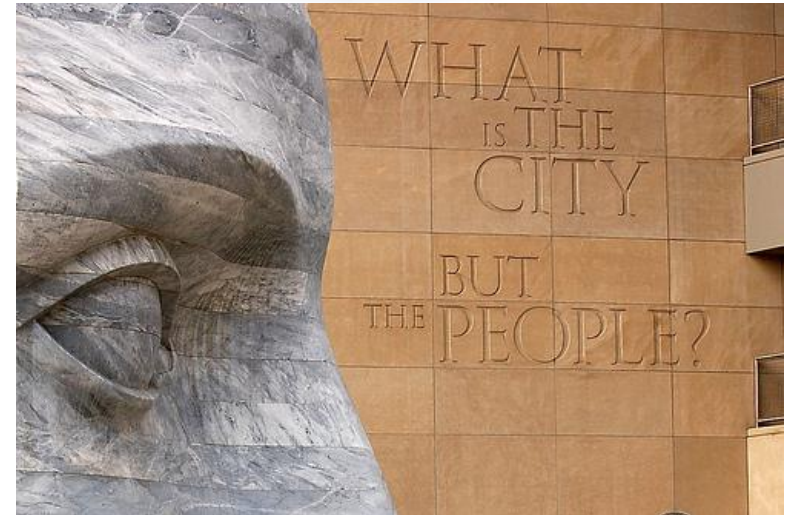
McKinney Public Art Master Plan
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Watch List Projects

- City Hall
- Collin County Regional Airport Terminal
- Aquatic and Recreation Center (s)
- Erwin Park





Collaborative Projects

- Downtown Temporary Exhibitions
- Towne Lake Temporary Exhibitions
- U.S. 75 Gateway
- Downtown Infill





Project	Budget Estimate
NEAR-TERM PROJECTS	
Alleyscapes	Up to \$20,000 per mural
Towne Lake Recreation Area Sculpture Trail	\$50,000 to \$100,000 per artwork
MID-TERM PROJECTS	
Highway 5 Gateway	\$150,000 to \$250,000
Gabe Nesbitt Gathering Place	\$75,000 to \$125,000
Bonnie Wenk Gathering Place	\$75,000 to \$125,000
LONG-TERM PROJECTS	
Mitchell Park	\$100,000 to \$200,000
Virginia/Louisiana Gateway	\$150,000 to \$250,000
Finch Park	\$75,000 to \$125,000
Old Settler's Park and Recreation Center	\$75,000 to \$125,000



ADMINISTRATIVE GUIDELINES



Purpose of Guidelines

- Build upon the “Public Art Program” document approved by City Council in December 2011.
- Provide a “how-to” manual for staff and the Arts Commission that outlines processes and procedures related to project planning, artist selection, review of gifts and loans, de-accession and collection management.
- Provide clarification, when needed, regarding roles and responsibilities and definitions.

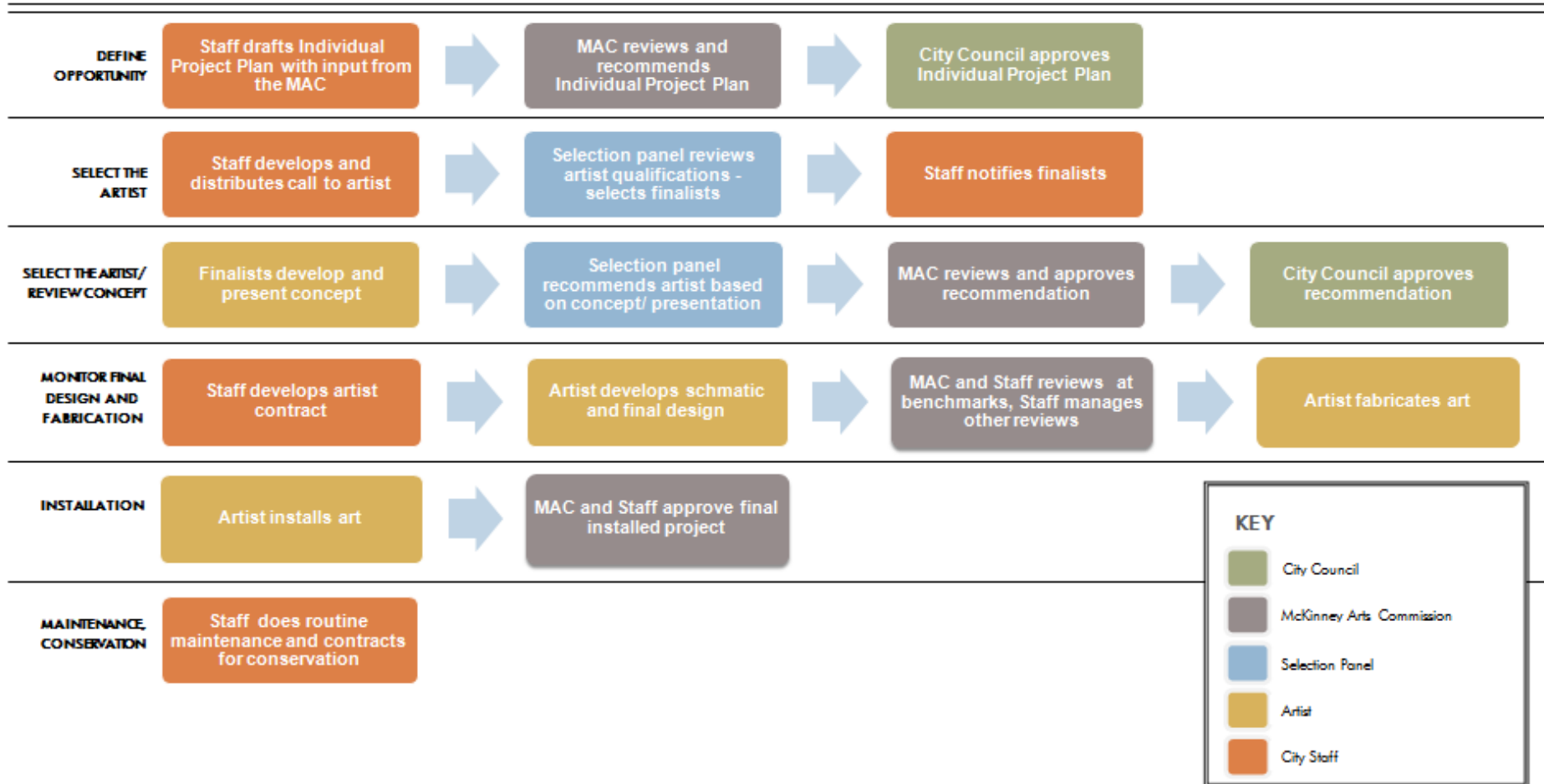


Administrative Guidelines

- Sources and Uses of Funds
- Roles and Responsibilities
- Planning Processes for Public Art
- Project Development Process for Public Art
- Gifts and Loans
- Collection Management



PUBLIC ART COMMISSIONING PROCESS



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