

PRELIMINARY
PUBLIC ART PLAN

GREEN SQUARE INTEGRATED
COMMUNITY FACILITY + SCHOOL
(GSICFS)

17.02.2022, REVISION 01

BVNI



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PRECINCT ANALYSIS

Green Square

Located 4 km south of the Sydney Central Business District and 5 km from Sydney Airport (SYD), Green Square is part of the Sydney Local Government Area (LGA) and has a rich industrial heritage. Accessible by light rail, bus and train, the inner city area is currently being transformed into a vibrant new town centre that sustains both workers and residents under an urban renewal plan by the City of Sydney. Works are being undertaken to install garden beds, cycleways, street furniture, new parks; improve footpaths and increase connectivity between Green Square and its surrounding areas. A bridge connecting Ashmore to Green Square and a new stormwater system (Joynton Avenue) to mitigate flooding are also being planned.

The proposed new Green Square Integrated Community Facility and School (GSICFS) sits at the old Royal South Sydney Hospital site on the intersection of Portman Street and Zetland Avenue in Green Square. The integrated school and facility will be the latest addition to a suite of public buildings within an emerging civic precinct that has been subject to rigorous design excellence processes. Buildings include the Joynton Avenue Creative Centre, Green Square Library, Gunyama Park Aquatic and Recreational Centre.

The multi-storey primary school will provide facilities for 600 students and is part of a joint venture by the City of Sydney and the NSW Department of Education that will be delivered by School Infrastructure NSW. It is a unique and exciting opportunity to create an exemplary Public School that genuinely supports the functions of both school and the local community.

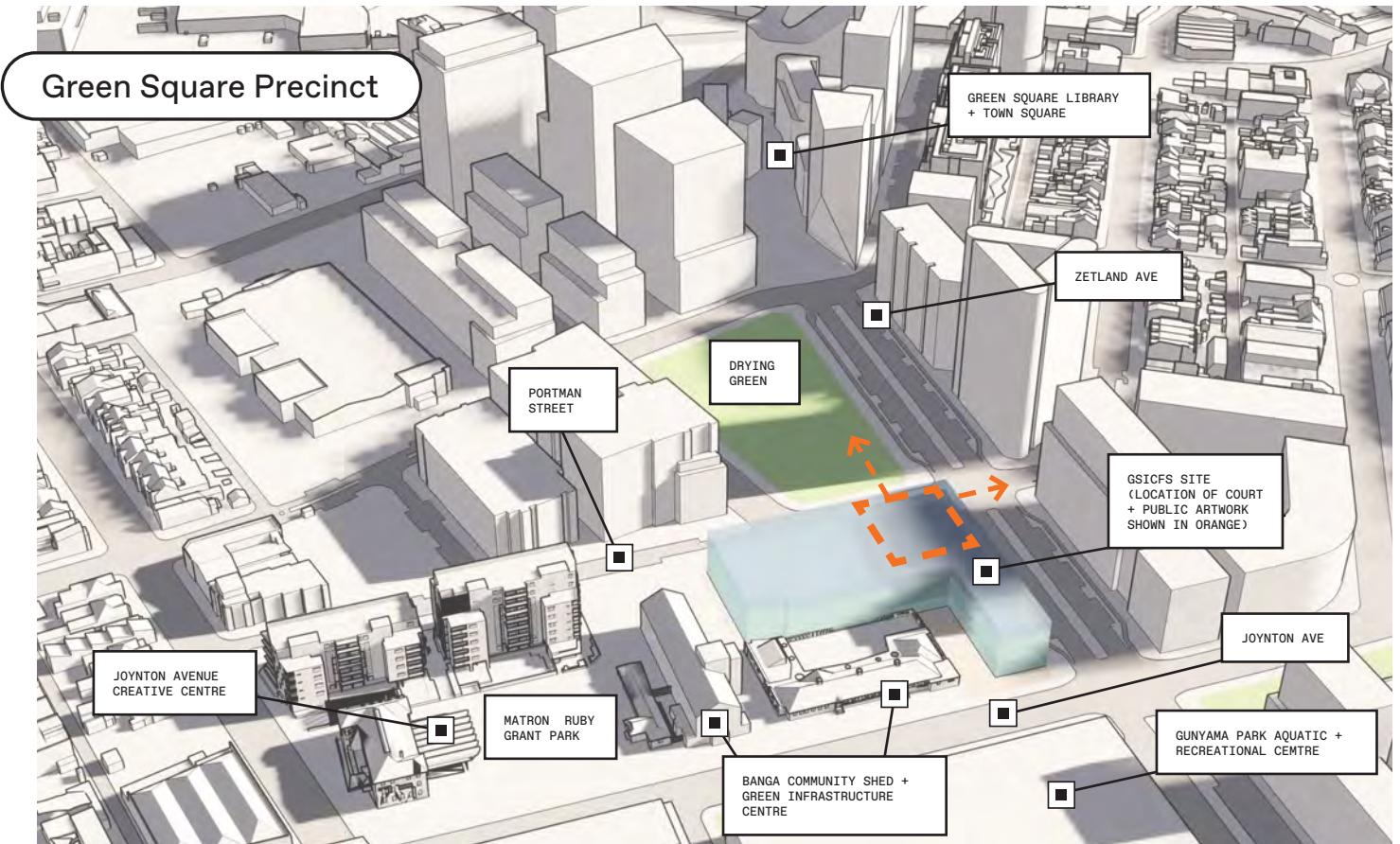
The developing civic quality of the precinct was a key factor in the decision to include public artwork with the games court at the corner of Zetland Avenue and Portman Street. This significant



gesture at a prominent intersection frames the view and connects the immediate site to the Drying Green (new public park). The building form above the court holds and further connects the 2 street edges, creating an urban node that provides a gathering place for the whole school and broader Green Square community.

As a focal point of the precinct, the games court is seen as an opportunity for wayfinding, authentically integrating public art to complement the public art strategy throughout the broader precinct.

The double-height opening of the multi-court provides a direct visual connection from the Drying Green path through to the Gunyama Park Aquatic Centre and marks the corner with a room for the whole school community to gather undercover. This creates an integrated and accessible pedestrian public realm that is woven through the site and into the shared fabric of the surrounding parks and community facilities.



PLANNING REQUIREMENTS

City of Sydney Public Art in Private Developments Guideline

Guidelines apply to:

- All urban renewal areas requiring a Master Plan or Stage 1 DA; and
- All privately initiated multiple residential, commercial or industrial projects which include a significant amount of public (or publicly accessible) space or which have a construction value exceeding \$10 million.

The purpose of these guidelines is:

- To ensure that high-quality public art is included in accessible public spaces in all large scale developments;
- To assist owners and developers in the commissioning, procurement and display of public art;
- To ensure works of public art are constructed and installed in accordance with Development Consent.

The preliminary Public Art Plan (PAP) is part of the Masterplan/ Stage 1 DA process and is the first of three plans to be submitted at each of the following phases:

1. Masterplan/ Stage 1 DA - Preliminary PAP (this document)
2. Stage 2 DA - Detailed PAP
3. Condition of Occupation Certificate - Final PAP

City Art Public Art Strategy 2011

Eight guiding principles have been established:

1. Align significant City Art projects with major Sustainable Sydney 2030 urban design projects
2. Recognise and celebrate Aboriginal stories and heritage in public spaces
3. Support local artists and activate city sites with temporary art projects
4. Support vibrant places in village centres with community art and City Art projects
5. Promote high quality public art in new development
6. Support stakeholder and government partners to facilitate public art opportunities
7. Manage and maintain the City's collection of permanent art works, monuments and memorials
8. Initiate and implement programs to communicate, educate and engage the public about City Art projects

Green Square is identified as one of three areas in which there are future opportunities for Public Art:

"Opportunities for sustainable public art have been identified and need to be further developed in the medium to long term as the Green Square Town Centre and Green Square Health and Recreation Centre take shape...Green Square offers, through the large-scale redevelopment that is under way and masterplans that are being developed, significant opportunities to work with the private sector to deliver public art. A connecting Green Square project will be developed as part of the Liveable Green Network to reinforce walking and cycling connections to the city."

Green Square Public Art Strategy 2012

Three strands have been proposed for consideration:

1. Art + Ecology
2. Art + Site
3. Art + Community



'Untitled (maraong manaówi)'; Jonathan Jones, Hyde Park Barracks, Photo: Pedro Greig

References:

- City of Sydney Public Art Policy, 1994
- City of Sydney Draft Public Art Guidelines, 2006
- City of Sydney Draft Public Art Policy 2007
- Green Square Public Art and Water Features Strategy 2001, prepared for South Sydney Council by Pamille Berg, MGT Architects
- GSTC Social Impact Assessment 2003, Environmetrics November 2003
- GSTC Social Considerations March 2003, P/P/M Consultants
- GSTC Development Control Plan City of Sydney 1997
- GSTC Infrastructure Report and strategy, City of Sydney, May 2006
- Public Art Interpretive Plan Green Square Town Centre 2003, prepared for Landcom and South Sydney Council by Wendy Carlson
- Public Domain Tender 2007-08-03 EOI014-16 Green Square Town Centre prepared for the City of Sydney by Macgregor + Partners, Bolles Wilson Architects
- South Sydney Local Environmental Plan 1998 (Amendment No 17)—Green Square Town Centre (2006) City of Sydney
- Sustainable Sydney 2030: The Vision, 2009 City of Sydney
- City Art: Public Art Strategy, 2011 City of Sydney
- City of Sydney website, cityofsydney.nsw.gov.au

PUBLIC ART OBJECTIVES

Precedent Studies

The following case studies look at public artworks that are connected to and/or respond to their immediate sites, promote learning opportunities, foster diverse communities, are places of gathering and in some cases nurture sportsmanship.

'While I live, I will Grow', Maria Fernanda Cardoso with Sydney Design Collective and Bates Landscapes, 2018

Location: 118-128 Portman St, Zetland NSW 2017
Green Square Community and Cultural Precinct

"While I Live I will Grow connects strongly with the site, which was once part of a series of wetlands that were drained to make way for development and industry, leading to drought and flooding. The bottle trees signify this local history and the water management strategies that are a key aspect of the Green Square renewal project."

-Maria Fernanda Cardoso
<https://mariafernandacardoso.com/documentaries/public-artworks/while-i-live-i-will-grow/>



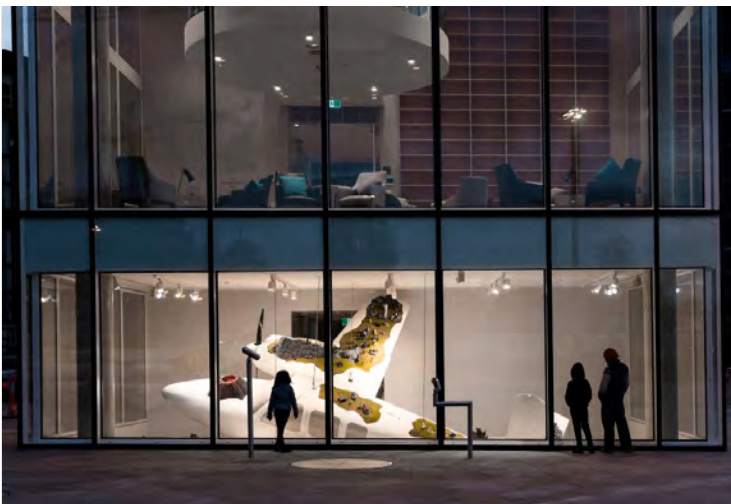
'Cloud Nation', Claire Healy and Sean Cordeiro, 2018

Location: Green Square Public Library

"Cloud Nation is a playful, enchanting and imaginative artwork referencing multiple themes including fictional narratives, migration and the cultural exchange made possible by air travel. It takes the notion of the inner homeland people carry within, turning it into a fantastic vision."

... People will be able to engage with the artwork from different points, including monoculers provided in the plaza to view the plane in close detail from outside the library."

- City of Sydney
<https://www.cityartsydney.com.au/artwork/cloud-nation/>



2K Foundations Community Art Program

Various artists and locations across the USA

"With the support of local advocacy groups and communities, 2K Foundations plans to refurbish 12 basketball courts in multiple cities throughout the United States, including Cincinnati, Baltimore, Los Angeles, Chicago and Cleveland within its first year. The court refurbishments will feature environmentally-safe upgrades and offer resources to create local basketball tournaments and other positive endeavors that promote diversity, sportsmanship, learning and the positive power of community."

- 2K Foundations
<https://foundations.2k.com/>



PUBLIC ART OPPORTUNITY



A major objective for the City of Sydney has been to achieve a sense of place and the integration of new and old communities at Green Square. This creation of a civic domain for varied uses and a diverse demographic has seen the reintegration of previously fragmented industrial areas and the introduction of new public facilities to foster a sense of community and gathering. These new spaces include the library, artists' studios, rehearsal spaces, community gardens and public art.

The same design ethos informs the rationale behind GSICFS which is positioned as a hybrid school model that houses mixed-use facilities accessible to the general public. The location of the sports court on Portman Road and Zetland Avenue celebrates both the physical intersection point and the school as a meeting place. The integration of public art on this corner reinforces the civic quality of the area and adds to the vibrancy of Green Square.

The integration of the artwork with the sports court was well received during the Design Excellence competition process:

"The Public Artwork that is integrated with the Games Court must be maintained, including on the eastern wall and soffit."

"This revolutionary design will provide much-needed community facilities and an important addition to the area's educational, social and cultural life"

- Lord Mayor Clover Moore MP

The Opportunity



METHODOLOGY

Selection + Commissioning of Artists



Brief

The brief calls for an immersive artwork that covers the ground plane, walls and soffit of the games court while still retaining the multi-court function.

Games Court Requirements + Finish

Line markings will be required as per the Education for School Guidelines (refer to the information pack on games court line markings in the Artist Brief).

The games court surface finish will be an acrylic resin. This product is available in a variety of colours and it is envisaged that successful candidates will develop the design + colour selection with BVN. The level of artist involvement in the games court surface installation can be determined based on artist preference.

Product Reference Images:

<https://www.mapei.com/au/en/projects/results?category=sport-facilities&excel=false>

Walls

To be a painted finish on concrete with a clear coat anti-graffiti sealer.

Soffit

The games court soffit will be an acoustic surface and needs to achieve a noise reduction coefficient of 0.9 (NRC). BVN will work with the chosen artist to meet this criterion.

It is anticipated that the soffit surface will be a printed or painted fabric.

Selection + Commissioning

Stage 1:

Stage 1 was concluded at the end of 2021 after the submission and review of Expressions of Interests (EOI). Artists have been shortlisted by the Evaluation Panel.

Stage 2:

Shortlisted artists are invited to develop and submit a concept proposal for the brief. A fee of \$5000 + GST will be paid to each selected artist. Artists will be asked to present their developed concept designs to the Evaluation Panel.

The Panel will consist of representatives from the Architect (BVN), School Infrastructure NSW, experts in the field of Games Courts, the City of Sydney and its Public Art and Design Advisory Panels.

Concepts are to be well resolved. The Evaluation Panel should be able to grasp concepts presented easily and be convinced of the artist/s ability to implement the project in Stage 3. The cost plan included in the Artist brief is to be completed to demonstrate the artist's ability to meet both budget and programme.

The selection criteria will be based on the following:

- Design Excellence
- Consideration of Games Court functionality
- Ability to meet program and budget

Stage 3:

The successful proposal will be developed and installed as part of the building works in Stage 3. The Artist will work with BVN to develop the artwork design to meet functional requirements.

Insurance

Successful applicants will be required to hold \$10 million in public liability insurance.

BUDGET + PROGRAMME

Budget

\$150,000 is available for the design and installation of the games court artwork.

Acoustic soffit treatments, and multi-court performance finishes, scaffolding & lifting requirements are excluded from this figure and will be provided from the existing building budget.

Artists are to complete and submit a cost plan to support their concept proposal in Stage 2.



Programme

STAGE 1

- ARTISTS SUBMIT EOIS + PROJECT REFERENCES
- PANEL REVIEWS SUBMISSIONS
- INITIAL SHORTLIST SELECTION.

STAGE 2

- SHORTLISTED ARTISTS PREPARE CONCEPT PROPOSAL + 500 WORD DESCRIPTION + COMPLETED COST PLAN
- PRESENTATION OF CONCEPT TO PANEL
- ANNOUNCEMENT OF SUCCESSFUL APPLICANT IN MAR 2022.

STAGE 3

- SELECTED ARTIST WORKS WITH BVN TO DEVELOP THE ARTWORK + MEET FUNCTIONAL REQUIREMENTS (MAR-MAY 2022)
- PREPARATION OF MOCK UP + DRAWINGS TO COMMUNICATE PROPOSED DESIGN FOR CONSTRUCTION
- ARTIST COORDINATES + ACTIVELY PARTICIPATES IN INSTALLATION.