



Gus Garcia Recreation Center AIPP Project Final Design Proposal

ARTS COMMISSION

AUGUST 15, 2022



Gus Garcia Recreation Center – Project Site

District 4

Gus Garcia Recreation Center AIPP Project Goals



Serve as a **recognizable, visual landmark** for the Gustavo "Gus" L. Garcia Recreation Center;



Reflect the rich diversity of the Center and the surrounding community, highlighting its **welcoming spirit**;



Integrate into the natural environment of the park and recreation center, **drawing visitors to the site**;



Inspire curiosity and imagination in a visually appealing way;



Respect the life and legacy of Gustavo "Gus" L. Garcia and family;



Be safe, easily maintained, and vandal-resistant in an **exterior** environment; and



Contribute to the **depth/breadth** of the City of Austin's public art collection.



Artist: Lindsey Millikan

Budget: \$23,000

Focus:

Colorful

Active

Inspiring

Reverent

Figures highlighted:

Gus

Senior Dancing Classes

Youth Basketball

Rock Climbing Wall

Computer Lab

Gardeners

Volunteer Work

Garden- broccoli, spinach, hibiscus,
roselle, fenugreek, roses

Budget: \$23,000

- Total Materials: \$3480
 - \$450 Magnum X7 Airless Paint Sprayer
 - \$330 15 gallons Primer
 - \$400 Latex various colors
 - \$1500 Nova Acrylics
 - \$600 Aerosol
 - \$1000 Various Supplies (Brushes, Buckets, Drop Cloths, Rollers etc)
 - \$600 VandlGuard Clear Coat
- Equipment Rental: \$5800 Boom Lift Rental (1 month)
- Insurance: \$680
- Assistant/s: \$2800 (\$35/hr for 80 hours)
- Contingency: \$2300
- Lead Artist Transportation/Research/Design/Fabrication Fees: \$7,940

Timeline

February 17
- AIPP Kick-Off Meeting
Mid Feb-April
- Artist community engagement
April
- Community Meeting and Feedback
July 11
- Mid-Design review by AIPP Panel
July 20
- Final Review by Friends of Gus Garcia/ Community
August
- Final Design review by AIPP Panel and Austin Arts Commission
- Conservation review
- PARD review
October
- Artwork fabrication
- Installation
November
- Dedication/Propose including in Open Studios presentation to public