

ART IN PUBLIC PLACES BOARD

WEDNESDAY, FEBRUARY 15, 2012 9:00 A.M.

BUILDING, ZONING, AND PLANNING DEPARTMENT CONFERENCE ROOM, 2ND FLOOR ROOM 250 88 W. MCINTYRE STREET KEY BISCAYNE, FL 33149

AGENDA

- 1. Attendance
- 2. Approval of Minutes: January 10, 2012
- 3. Status Reports:
 - a. Bedia Plaza Dedication: Feb 29, 2012, 4:45 p.m. Northeast Corner of the Village Green
 - b Discussion and Selection of Potential Artimork Sites for the Next Project:
 - 1. Circle in Front of the Community Center
 - 2. Village Entrance Median
 - 3. Lake Park
 - 4. Turtle Fountain at Village Hall
 - 5. Fire Station Tower
 - c. Call to Artists for the Next Project
 - d. Educational and Cultural Programs
- 4. Public comment
- 5. Next Meeting Date:
 - a. Agenda liems Recommended by Committee
- 6. Adjournment

Minutes: January 10, 2012

- 1. The meeting was called to order at 9:12 a.m.
- 2. Attendance was recorded by Staff.
- 3. The minutes of the October 25, 2011 meeting were approved.
- 4. There was a consensus that the Bedia plagues would measure 8" x 24", be cast aluminum and installed in the sidewalk with no change in elevation. Those funded with the Knight Foundation grant would be so indicated. There was a consensus that the Bedia Dedication would occur on February 29, 2012, at 4:45 p.m. in the northeast corner of the Village Green. The Board reviewed the potential locations and removed the following sites from further consideration: Beach Park entrance and inside the park. There was discussion regarding an art presence at Winterfest that would have costumes and artwork at a cost of \$ 5800.00. The Board declined to pursue that opportunity. There was discussion regarding the "Call to Artisis" procedures and notification requirements. The Board requested that Art Consultant Trasobares contact the Village Attorney to determine what was required. The next meeting was set for February 15, 2012.
- 5. The meeting adjourned at 10:23 a.m.
- 6. Respectfully Submitted
 Jud Kurlancheek, AICP, Director
 Building, Zoning, and Planning