

Residency Description

**Overview:** The Arkansas Tech University Department of Art is accepting applications for one full-time, 5-month, position as a Windgate Artists in Residenc during the Spring 2022 semester. The resident will have the use of a large personal studio space, the assistance of an internship student, and a living space in student housing.

The selected artist will complete a public sculpture that will be placed on the ATU campus. While part of the residency program, the selected artists will teach one course in the Department of Art at ATU. The AIR program at ATU is an immersive experience within an art and educational community. AIR is a program intended to advance the careers of practicing artists, present the residents as role models for the ATU community, and to strengthen the public’s awareness toward the significance of making art and its effect on the surrounding community. The AIR programs welcome both emerging and established artists and creatives from a variety of disciplines. *The A-I-R program is supported by a generous grant from the Windgate Charitable Foundation.*

**Expectations:** Residents must be artists with significant exhibition records, strong communication skills, sustained studio practice, and a desire to engage with the larger campus community. This involvement includes guest lecturing in a class, giving public talks, providing mentorship to students, participating in open studios and/or collaborating with faculty and students. The residents will also teach one course for the Department of Art in their specialized area during the semester. (Degrees and programs at Department of Art: <https://www.atu.edu/art/index.php#artdegrees>) Artists are expected to commit as a full-time resident for the specific term of the residency.

**Spring 2022 Term Project:** The resident artist will create a permanent public sculpture to be installed on the ATU campus. Possible location images are available upon request. The artist will work with the ATU facility department for foundation planning and building. The final project must be completed and installed on campus by the end of the residency period.

**Qualifications:** Practicing visual artists with experience producing large-scale sculptures. Proven record of consistent professional achievements and exhibitions. Creative practice of three or more years in the professional field. MFA, MA degree in Visual Arts or equivalent degree

*Open Call* deadline ends July 5, 2021. *Finalists announced* end of July 16, 2021. *Interviews* between July 19-23 . *Artist Announced* by July 30, 2021.

**Application:** Submit a single PDF document that includes:

A one-page written description of the project proposal outlining the theme and creation process .

A drawing/diagram showing the proposed design for a *public outdoor sculpture*.

A general budget for materials and costs.

Resume, including courses taught.

Artist statement relative to community outreach.

15-20 images of your work or 3 video/media projects.\*

The selection will be made based on the quality of the artwork, the project proposal and potential for working with the community.

Residency Term:

**Spring 2022 term:** January 3 - May 30, 2021

**Budget Spring 2022 term:**

Stipend: \$20,000

Supplies: \$10,000

*Additional compensation will be awarded for teaching the one course in the Department of Art.*

**Housing:** a two-bedroom apartment in student housing will be provided

**Studio space:** a large and dedicated studio space off-campus will be provided for studio practice.

*Artists must have their own transportation; meals will not be provided but there are on-campus dining options.*

**Facilities:** Artist will have access to the ATU facilities (*see below*) necessary to complete their project as well as the personal studio space.

Wood Shop—miller saw, table saw, band saw, planer, sander, etc.

Sculpture Workspace—MIG, Arc, furnace for aluminum and bronze, some equipment for glass fusing and stone & wood carving

Kilns—Gas, electric

Graphic Design Studio—Mac lab

Gaming Studio—Windows PC lab, 3-D printers, gaming equipment

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- A one-page written description of the project proposal outlining the theme and creation process .
- A drawing/diagram showing the proposed design.
- A general budget for materials and costs.
- Resume, including courses taught.
- Artist statement relative to community outreach.
- 15-20 images of your work or 3 video/media projects.

*\* A portfolio consisting of no more than 20 images and or media samples with brief descriptions inserted below each image. The images should have a resolution of 72 dpi and a maximum measurement of 1024px on the longest side. Please organize your documents, images including descriptions in PowerPoint, Keynote or Google slides and export the portfolio into a single PDF file that is not more than 15 MB. Before submitting, please review the images for consistency of image size and legibility. To include video and audio files use YouTube and Vimeo links, please limit videos to under three minutes in duration.*

The selection will be made based on the quality of the artwork, the project proposal and potential for working with the community.

Applications or questions should be emailed to: Ms. Lyn Brands, [lbrands@atu.edu](mailto:lbrands@atu.edu), by July 5, 2021.