Split Rock Studios for Camas National Wildlife Refuge

Call for Shoshone-Bannock Artist / Graphics Artist Proposals

Eligibility: Shoshone-Bannock Tribal Members **Total Image Samples:** Minimum 3, Maximum 6

Entry Deadline: Friday, February 23rd

Budget: \$2,100

Timeline: Artwork / graphics completed and provided to Split Rock Studios by Friday.

March 22nd

Application Requirements:

Please label attachments with your name: for example Smith.Tom CamasNWR.pdf

- 1. One-page Letter of Interest that articulates your interest in this project in particular. Describe your work and how your past experience relates to this project. Please limit the letter to 500 words or one page, whichever is less.
- 2. Resume: A current list of professional and related experience, if applicable.
- **3. Images Samples of Work:** Please provide up to 6 images of previously created art that relates to this opportunity, one per page.

Submission Process: Email all documents and attachments to Mike Otis, project manager with Split Rock Studios. His email address is motis@splitrockstudios.com

Project Background

Camas National Wildlife Refuge covers 16 square miles in the high desert of eastern Idaho. Most of the refuge contains seasonal wetlands that offer critical habitat for migrating and nesting birds in an otherwise very dry region.

Existing interpretive signage is now quite old. Many of the signs are faded, outdated, and/or soiled. USFWS has hired Split Rock Studios to develop a series of new signs that bring the interpretive content up to date, improve wayfinding, and provide visitors with a more well-rounded experience. The signage will include new information drawn from and approved by the Shoshone-Bannock Tribes as well as revised content that better reflects current hydrological and ecological conditions on the refuge.

Audience

The refuge occupies the homeland of the Shoshone and Bannock people. When Shoshone and Bannock tribal members visit, they should see some of their experiences reflected in the panels—whether through the subtle addition of Shoshone and Bannock terminology and design patterns or through explanations of the way they view Camas as part of a larger, interconnected landscape. All visitors will benefit from an exhibit that presents multiple ways of seeing the world.

Camas National Wildlife Refuge is best known for its birds, especially during migration season. Unsurprisingly, the most common and consistent visitors are birders who come to view and

photograph the animals. Located along I-15, the refuge also draws tourists. Some make the refuge a destination in itself. Many are eco-tourists on their way to or from nearby national parks who are looking for another interesting stop along the way.

Artwork Location/Context

The artwork will be placed on signs along the drivable routes at Camas National Wildlife Refuge. Currently, placeholder graphics are shown on the wayside signs. These placeholder graphics will be replaced by the art or graphics from a Shoshone-Bannock artist or graphics artist.

Artwork / Graphics Design Media

The selected artist or graphic artist's artwork / graphics will be used to complete the interpretive and wayfinding signs. The final artwork to be created will be:

- Either ten unique or one repeating header design for the wayfinding signs. (FWS can decide which way they want to go based on aesthetics and cost.)
- Artwork (perhaps a cottonwood tree or leaf) or a pattern to be featured on the A.1.a Welcome to Sohodai graphic.
- Three or four artistic patterns to fill the mountain-relief-shaped headers on each of the roadside interpretive graphics. (One pattern for each of the four directions the various signs face; namely, west, north, and east.)
- Art or design pattern for the sidebar background on A.3. The theme is the importance of trees, especially cottonwoods. Associated text (provided and approved by the tribes) reads:

In the past, Shoshone and Bannock people making their seasonal movements would stop here at Sohod<u>ai</u>, "Cottonwood Hole," and camp near the flowing water of Camas Creek. Cottonwoods serve practical purposes, such as firewood, shade, shelter, and ceremonial purposes. Cottonwood is central to Shoshone-Bannock spiritual practices that continue today. The relationships between indigenous people, places, and plants are dynamic and deep.

• Art or design pattern for the sidebar background on A.8. The theme is riparian habitats, with a focus on coyote willow and other natural resources harvested from riparian areas. Associated text (provided and approved by the Tribes) reads:

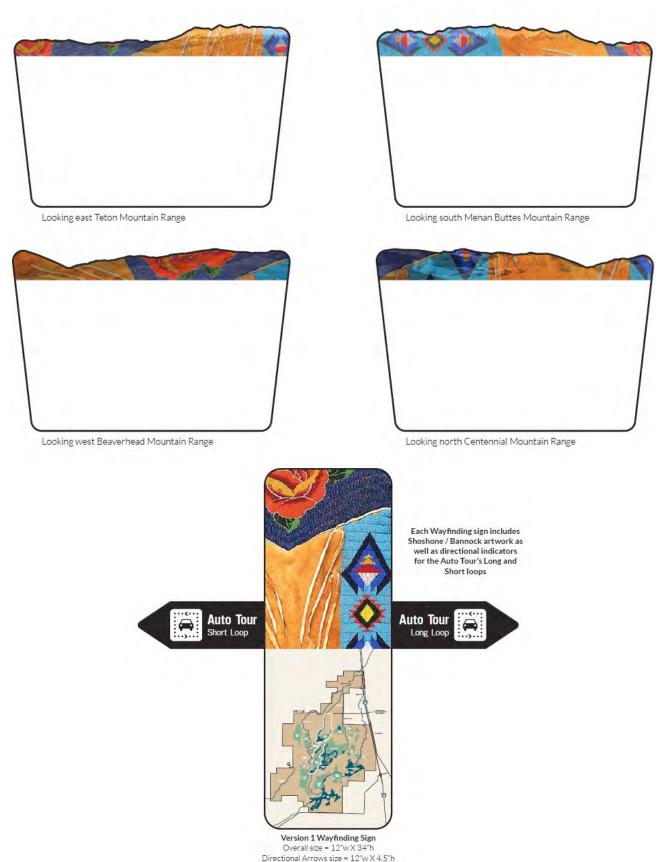
Riparian zones in eastern Idaho provide Shoshone and Bannock people with valuable materials. Coyote willow is an especially versatile plant. It can be used to make baskets, cradleboards, traps, and backrests, among other things.

Wayside Interpretive and Wayfinding Signage

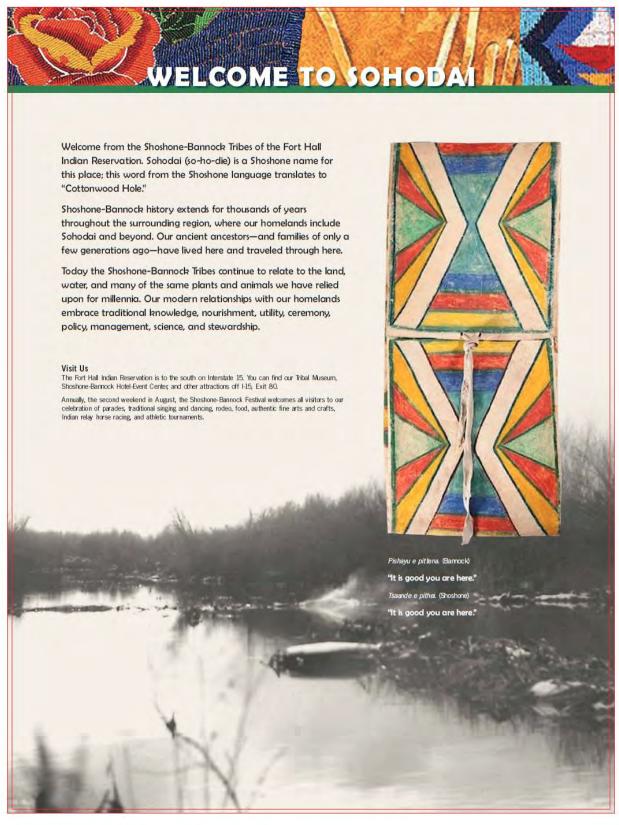
Signs will be produced as Pannier Gelcoat graphics. An aluminum plate will be mounted to back of the graphic, and the combined piece will then be secured to the existing mounting plate.

Wayside Interpretive and Wayfinding Signs and Shapes

NOTE: Interpretive and wayfinding header designs shown here will feature the Shoshone-Bannock art / graphics.

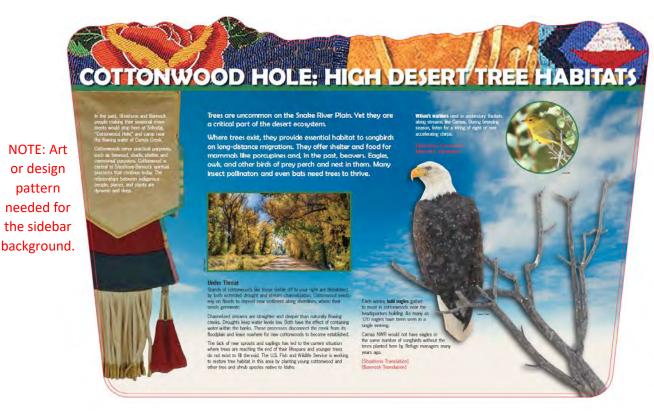


Wayside Interpretive Signage: Welcome Kiosk A.1.a Welcome to Sohodai



A.1.a Kiosk Quantity = 1 Size =36"w X 48"h NOTE: Artwork (perhaps a cottonwood tree or leaf) or a pattern to be featured on the A.1.a Welcome to Sohodai graphic.

Wayside Interpretive Signage: A.3.a Cottonwood Hole



A.3.a Cottonwood Hole Quantity = 1

Output = iZone .5" exterior grade phenolic resin graphic with matte finish Finish = iCut to shape

NOTE: This sign faces west

Wayside Interpretive Signage: A.8.a Riparian Habitats on Camas Creek

NOTE: Art or design pattern for the sidebar background on A.8. The theme is riparian habitats, with a focus on coyote willow and other natural resources harvested from riparian areas.



A.8.a Riparian Habitats

on Camas Creek Quantity = 1 Size =40"w X 26"h Output = iZone .5" exterior grade phenolic resin graphic vith matte finish Finish = iCut to shape

NOTE: This sign faces west