

“Dragonfly Sculpture,” KIDS COVE PLAYGROUND ARTWORK- Marquette, MI

Letter of Interest

Brian Wignall

10/26/2023

Website: www.biodynamicsinc.net

Art has the ability to tell stories, cultivate connections, give a sense of time and place, and build community. When the subject is nature, it provides a sense of wonder while encouraging playfulness among visitors.

I offer 30 years of experience telling stories through art. As a life-long natural history enthusiast, my specialization is nature-themed art and outdoor structures that are created to withstand weather conditions, safely designed for all ages, and provide interactive experiences whenever possible. I have worked on projects both larger and smaller than the Kids Cove Dragonfly Project. Every project has received my full attention and has been completed on time and on budget.

It would be an honor to work with the Marquette Public Arts Commission members to create a Dragonfly public art that brings joy to everyone visiting the park. I enjoy working collaboratively to create art that collectively represents the vision of all involved. I put a great deal of emphasis on communication to make sure everyone is an integral part of the process from conception to installation. The final installation should be a reflection of this collaborative effort, serving as a continual source of pride for all involved.

I would welcome the opportunity to work with the Marquette Public Arts Commission to create an art installation that is meaningful and special to this community.

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Appendix “A”

ACKNOWLEDGEMENT OF RFQ REQUIREMENTS AND CERTIFICATION

I, Brian Wignall, of Brian Wignall,
Name and Title Vendor/Business (if applicable)

hereby acknowledge that I fully understand the terms, conditions, and requirements contained within the *Request for Qualifications* for **“Kids Cove Playground: DRAGONFLY ARTWORK FOR MARQUETTE PUBLIC ARTS COMMISSION (MPAC).”**

The undersigned certifies under penalties of perjury that this application has been made and submitted in good faith and without collusion or fraud with any other person. As used in this certification, the word “person” shall mean any natural person, business, partnership, corporation, union, committee, club, or other organization, entity, or group of individuals.

I further certify under the penalties of perjury that to the best of my knowledge and belief I am in compliance with all laws of the State of Michigan relating to taxes, reporting of employees and contractors, and withholding and remitting child support.

Brian Wignall 10/26/2023
Authorized Signatory Date

Authorized Signatory Date

CURRICULUM VITAE
BRIAN WIGNALL

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ph: (702) 595-2262
Las Vegas, NV 89117
email: bwignall@cox.net

BIODYNAMICS, INC.
Las Vegas, NV

PUBLIC ART & SPECIAL PROJECTS
2016 – Present
DIRECTOR 1993 – 2016

As Director of Public Art & Special Projects, I have developed a reputation for the recreation of nature in all mediums, from giant whimsical sculptures and larger-than-life murals to anatomically correct models and technical illustration. Working with zoos, aquariums, museums, botanical gardens and nature centers has provided the opportunity to develop techniques to create sturdy and durable pieces for both indoor and outdoor placement. In addition to design and fabrication of public art installations, I work with clients on the creation of associated marketing materials and video production as needed. My work has been displayed at facilities ranging from the Smithsonian Institution, Peabody Museum at Harvard, and Osaka Aquarium in Japan to outdoor facilities including the Green Bay Wisconsin Botanical Gardens and Albuquerque BioPark in New Mexico. Art installations for corporations has included work for major hotels/casinos in Las Vegas, NV and DisneyWorld in Orlando, FL.

Special Projects have included working with indigenous cultures of South America and Africa for international non-profit organizations, projects with the Cochiti Pueblo of New Mexico, and work with the National Museum of the American Indian in Washington, DC, as well as creating and producing television series for PBS television highlighting all aspects of nature.

To learn more, visit: www.biodynamicsinc.net

Notable Skills: Collaboration with a multitude of diverse cultures, institutions, businesses, agencies, and organizations to develop unique exhibit installations. Award-winning skills as a storytelling exhibit developer and videographer/producer. Project management skills in budgeting and meeting all deadlines. Award-winning illustrator/visual artist, and content developer.

THE VALLEY HEALTH SYSTEM

Las Vegas, NV

DIRECTOR, MARKETING & ADVERTISING

2016 – Present

Director of marketing, advertising, and public relations for multiple facilities including branding and promoting hospitals, their programs, and service lines. Corporate representative providing guidance and support for advertising campaigns through print media, television commercials, radio spots, social media, and community events. Company liaison to local government and city officials. Responsible for multimillion dollar budget.

Notable Skills: Planning and implementing results-driven marketing campaigns. Development of positive relationships with external marketing partners, government officials, and advertising agencies.

LAS VEGAS NATURAL HISTORY MUSEUM

Las Vegas, NV

ART DIRECTOR

1991 - 1993

Design and development of new educational exhibits including layout, fabrication, signage, and special effects. Created and prepared marketing materials, newspaper, and outdoor billboard advertising campaigns.

Notable Skills: Design layout and creation of exhibits with attention to detail, durability, safety, and public use. Value-engineering to provide the highest quality exhibits at the best cost.

SPECIAL ACCOMPLISHMENTS:

- 2018 Achievement Award – DMAAC Extraordinary Alumni
- 2012 Pinnacle Award- Public Relations Society of America
- 1998 Emmy Award for Outstanding Achievement in an Informational/Educational Program
- 1996 Conservation Communicator of the Year Award - Nevada Wildlife Federation
- 1996 Interpretive Excellence Award - The National Park Service

BOOK PUBLICATIONS:

American Indian: Celebrating the Voices, Traditions, & Wisdom of Native Americans, Weldon Owen Publishing, 2008. Illustrations.

A Natural History of the Sonoran Desert, University of California Press, 2000. Illustrations.

Flowers and Shrubs of the Mojave Desert, Southwest Parks and Monuments Association, 1999. Illustrator.

101 Questions About Desert Life. Southwest Parks and Monuments Association, 1993. Illustrator.

101 Questions About Volcanoes. Southwest Parks and Monuments Association, 1993. Illustrator.

Shrubs and Trees of the Southwest Deserts, Southwest Parks and Monuments Association, 1993. Illustrator.

My Nature Notebook. The Regents of the University of California, 2007. Illustrator.

EDUCATION: Commercial Art Degree, Des Moines, Iowa

CONTINUING EDUCATION: Corporate Management Systems Development, 2016 – Present

LILY PAD SPLASH



Client: Green Bay Botanical Garden

Location: Green Bay, WI

Artwork Budget: \$160,000

Project Team: Brian Wignall & Green Bay Botanical Garden

Overview

This project, called The Lily Pad Splash Area, was designed as a splash and play area with the concept of oversized pond life to give children a sense of wonder play around flora and fauna bigger than they are.

This project was installed in Oct. 2022 and will open to the public in Spring of 2023. Staff at the garden were key in helping with installation.

Materials

Styrofoam interiors with styroplast shells were used to withstand temperature fluctuations and the weight of kids crawling all over them. The 12' tall cattail islands were made of heat treated aluminum and powder coated for a smooth finish. All ADA guidelines were implemented for this project.





Client: Albuquerque Zoo

Location: Albuquerque, NM, United States

Completion date: 2003

Artwork budget: \$500,000

Project Team

Artist

Brian Wignall

Client

Ray Darnell
City of Albuquerque

Overview

Children's Fantasy Garden at the Albuquerque BioPark. When I was approached to design and fabricate an Alice in Wonderland-style oversized garden for the Albuquerque BioPark in New Mexico, I worked closely with the Director of the BioPark and his team to design and create an art installation that would hold up to outdoor elements and be sturdy enough to provide hands-on experiences for young visitors. Upon entry, visitors are greeted by nine-foot tall potted plants, an eleven-foot tall watering can that actually pours water, a giant bird nest with kid-sized eggs, a vegetable garden with potatoes, onions and carrots that only a superhero could lift, as well as giant ants and a dragonfly. The focal point of the installation is a carved out two-story tall pumpkin that visitors can walk through to touch the soft interior and see giant seeds and tendrils hanging from above. This installation has become a main feature of the BioPark.

Goals

As the chasm between the public and nature grows wider and wider, Botanical Gardens, Zoos, Aquariums, and Museums continually look for creative ways to re-engage and re-connect visitors with the wonders of the natural world. The goal of this project was to inspire fun and appreciation of nature among visitors by changing their perspective of simple garden items. My goal was to encourage the most educational interaction of all: play. All art elements were designed to withstand climbing and touching by inquiring young visitors as well as hold up to the heat of the desert summer, monsoon rains, and the freezing cold temperatures of New Mexico in winter.

Process

Albuquerque BioPark is operated by the City of Albuquerque, which had very strict requirements for design and architectural drawings of every element. I provided value-engineering whenever possible to help meet the \$500,000 budget for this project. There was very close collaboration with the Director of the BioPark, his team, and city officials to provide construction drawings and layouts. In addition, I created and provided Project Management Calendars to allow everyone involved to track all phases of the project including completion of items, delivery, and installation deadlines.

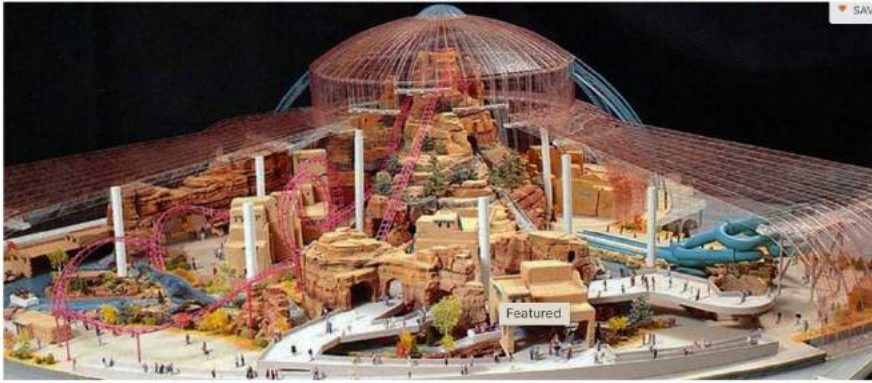
Additional Information

This project is still the main feature at the zoo and the pumpkin can be seen when flying into Albuquerque Airport from the air as planes land.



Client: Albuquerque Zoo





Client: Circus Circus Hotel Casino

Location: Las Vegas, NV, United States
Completion date: 1993
Artwork budget: \$10,000,000

Project Team

Art Director /Project Manager
Brian Wignall
Owner
Circus Circus

Overview

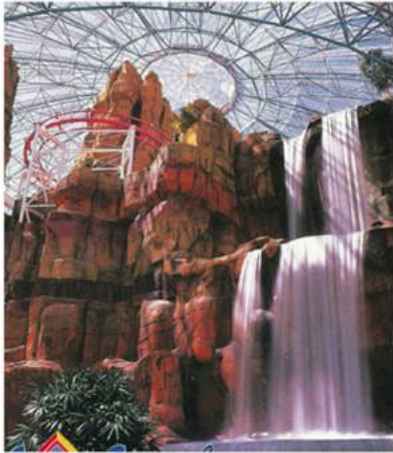
Jurassic Park theming for Grand Slam Canyon Adventuredome. When Circus-Circus hotel and casino created a 5-acre (2.0 ha) indoor amusement park in Las Vegas, Nevada, they wanted a dinosaur-themed environment to attract visitors. Animatronic dinosaurs were placed throughout the park to provide interactive experiences for guests as they moved throughout the facility. A T-Rex was placed next to a roller coaster to snap at the trains as they passed by. Using the Grand Canyon as inspiration, I created environments that would bridge the natural history of this ancient area with roller coaster rides. My rockwork design and fabrication included building the largest indoor artificial mountain in the United States that contained a 3-story waterfall. Adjacent rockwork included smaller mountains with vegetation, smoking tar pits, and lagoon pools.

Goals

Las Vegas is a city known for themed casinos and hotels. To create a high caliber amusement park experience, theming was of major importance. The goal of this project was to create a sensory environment of discovery and adventure that would be more than just another "roller coaster ride" experience. The intention was to create a time and place that would create memories that would last a lifetime. Meandering pathways provided surprises around every corner that were interactive whenever possible and durable for round-the-clock usage and wear and tear. Artistic design elements were integrated into the functionality of the park, enhancing the architecture of dome while incorporating structural engineering needs and insuring ease of public flow during crowded times.

Process

The entirety of Grand Slam Canyon Adventuredome was a \$76 million project with a \$10 million budget for artistic theming. To incorporate an internal environment that would artistically represent an ancient time and place required a great deal of collaboration with casino management, architects, structural engineers, and amusement ride engineers. Once construction fabrication began, this also required training and strong collaboration with a team of workers who helped to accurately re-create the design while maintaining construction deadlines and budget guidelines. As the project came to a close, there was also a great deal of collaboration with the public relations and advertising departments within the corporation to provide the company with everything necessary to introduce the project to the public.



Client: Circus Circus Hotel Casino



Client: Disney Beach Club Resort

Location: Lake Buena Vista, FL, United States
Completion date: 1991
Artwork budget: \$2,000,000

Project Team

Brian Wignall
Disney Beach Club Resort

Overview

Life-sized Pirate Shipwreck with a built-in water slide. Disney Beach Club is a deluxe resort known for its amenities and walking distance to the Disney World park in Orlando, Florida. As one of the more expensive hotels offered at Disney, company executives wanted to add to their array of featured amenities and wonderments for guests. With a general theme that incorporated Buccaneers Pirates, the idea of a large Pirate Ship with a built-in water slide was proposed. A great amount of research was conducted on ship design as well as theming that could be incorporated into the resort. The completed project was an outdoor, full-size, detailed Pirate Shipwreck that starts at a sandy beach and contains a massive 230-foot water slide ending in a splashdown zone in the swimming pool for the enjoyment of hotel guests.

Goals

Disney is known for exceptional theming and providing interactive experiences whenever possible for guests. The goal of this project was to create an adventurous family-style sensory experience for hotel guests with a Pirate theme. My intention was to create a usable art installation that would inspire fun, engage users, and create memories that would last a lifetime.

Process

The Pirate Shipwreck with a built-in water slide was a \$2 million project that required extensive research and collaboration with architects and engineers. Creating a scaled model of the structure towards the beginning of the project allowed everyone to view the ship from all angles and perspectives. It also allowed me to work with engineers to make sure that water flows could be strong enough to move visitors along the slide at the given degree of slant. The final art installation was hand-sculpted and built for outdoor usage and durability.



Client: Disney Beach Club Resort

References:

Susan Garot – Executive Director – Green Bay Botanical Garden - Green Bay,
Wisconsin
(920) 491-3691 Email: Sgarot@gbbg.org

Doug Nielsen – Nevada Dept. of Wildlife – Conservation /Education Supervisor
Las Vegas, NV
(702) 468-3298 Email: dnielsen@ndow.org