



AGENDA OF THE GREEN BAY PUBLIC ARTS COMMISSION

WEDNESDAY, SEPTEMBER 2, 2026, 8:30 AM

City Hall, Room 207.

Virtual attendance is also available via Zoom.

A. Zoom Meeting Information.

I. Join Zoom Meeting Online:

<https://us02web.zoom.us/j/83031018985?pwd=sAdzHHwzDujbZV94colrC39wfahqHq.I>

Or call in by phone: +1 312 626 6799

Meeting ID: 830 3101 8985

Passcode: 070994

If you wish to leave a comment for this public meeting, please fill out the online [Comment Form](#) prior to the meeting. More detailed [Zoom Instructions](#) can be found online.

B. Roll Call.

- I. Members: Michelle Winter, Melanie Bradshaw Motiff, Chuck Yang, and Ald. Alyssa Proffitt.
Liaison Representatives: Rissel Peguero Almonte - Independent Music Instructor, Sophie Bebeau - Independent Poet, and Devyn Mcilraith – Neville Museum.

C. Approval of the Agenda.

- I. Approval of the agenda for the Wednesday, September 2, 2026, meeting of the Green Bay Public Arts Commission.

D. Approval of Minutes.

- I. Approval of the minutes from the Wednesday, July 8, 2026, meeting of the Green Bay Public Arts Commission.

E. Regular Business.

- I. For consideration with possible action to approve artists for the Path for Pause Project.

F. Informational.

1. Coordinator's report and project updates.
2. Next Meeting: September 23, 2026

G. Adjournment.

1. Adjournment of the Wednesday, September 2, 2026, meeting of the Green Bay Public Arts Commission.

- 1) THIS MEETING IS RECORDED: THE VIDEO OF THIS MEETING AND MINUTES ARE AVAILABLE ONLINE AT www.greenbaywi.gov
- 2) ACCESSIBILITY: Any person wishing to attend who requires special accommodation because of a disability, should contact the City Safety Manager at 920-448-3125 at least 48 hours before the scheduled meeting time so that arrangements can be made.
- 3) QUORUM: Please take notice that a majority or quorum of the Common Council will attend this Green Bay Public Arts Commission meeting and will constitute a meeting of the Common Council for purposes of discussion and information gathering relative to this agenda.
- 4) REPRESENTATION: The party requesting the communication, or their representative, should be present at this meeting.



Report to the
Public Arts Commission
of the City of Green Bay

MEETING DATE

September 2, 2026

PREPARED BY

AGENDA ITEM # D.I

Approval of the minutes from the Wednesday, July 8, 2026, meeting of the Green Bay Public Arts Commission.

BACKGROUND

RECOMMENDATION

FISCAL IMPACT

ATTACHMENTS

- I. GBPAC Minutes 07.08.2026



MINUTES OF THE GREEN BAY PUBLIC ARTS COMMISSION

WEDNESDAY, JULY 8, 2026, 8:30 AM
City Hall, Room 604 - The Harry Maier Room.
Virtual attendance is also available via Zoom.

A. ZOOM MEETING INFORMATION.

- I. Join Zoom Meeting Online:

<https://us02web.zoom.us/j/83031018985?pwd=sAdzHHwzDujbZV94colrC39wfahqHq.I>

Or call in by phone: +1 312 626 6799

Meeting ID: 830 3101 8985

Passcode: 070994

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B. ROLL CALL.

- I. Members: Michelle Winter, Melanie Bradshaw Motiff, Chuck Yang, Alex Zacarias, and Ald. Alyssa Proffitt.

Liaison Representatives: Rissel Peguero Almonte - Independent Music Instructor, Sophie Bebeau - Independent Poet, and Devyn McIlraith – Neville Museum.

Voting: Michelle Winter, Melanie Bradshaw Motiff, Chuck Yang, Alex Zacarias, Alyssa Proffitt

Not Voting: Rissel Peguero (8:34am)

Excused:

Absent: Sophie Bebeau, Devyn McIlraith

C. APPROVAL OF THE AGENDA.

- I. Approval of the agenda for the Wednesday, July 8, 2026, meeting of the Green Bay Public Arts Commission.

Moved by Ald. Alyssa Proffitt, seconded by Melanie Bradshaw Motiff to approve the agenda.
Motion Passed.

Yes-Michelle Winter, Melanie Bradshaw Motiff, Chuck Yang, Alex Zacarias, Alyssa Proffitt,
No-None, Abstain-None.

D. APPROVAL OF MINUTES.

- I. Approval of the minutes from the Wednesday, May 27, 2026, meeting of the Green Bay Public Arts Commission.

Moved by Ald. Alyssa Proffitt, seconded by Commissioner Alex Zacarias to approve the minutes.

Motion Passed.

Yes-Michelle Winter, Melanie Bradshaw Motiff, Chuck Yang, Alex Zacarias, Alyssa Proffitt,
No-None, Abstain-None.

E. REGULAR BUSINESS.

- I. Consideration with possible action to select and approve 10 sculptures for the Rotating Arts Program.

Moved by Commissioner Alex Zacarias, seconded by Ald. Alyssa Proffitt to approve 5 selected art pieces.

Motion Passed.

Yes-Michelle Winter, Melanie Bradshaw Motiff, Chuck Yang, Alex Zacarias, Alyssa Proffitt,
No-None, Abstain-None.

Moved by Ald. Alyssa Proffitt, seconded by Melanie Bradshaw Motiff to refer to staff to work with neighborhood associations for placement of the 5 approved art pieces for installation at the Rotating Arts Program art pads and for staff to pick locations if neighborhood association do not provide input.

Motion Passed.

Yes-Michelle Winter, Melanie Bradshaw Motiff, Chuck Yang, Alex Zacarias, Alyssa Proffitt,
No-None, Abstain-None.

F. INFORMATIONAL.

- I. Coordinator's report and project updates.

2. Next Meeting: July 22, 2026

G. ADJOURNMENT.

- I. Adjournment of the Wednesday, July 8, 2026, meeting of the Green Bay Public Arts Commission.

Moved by Chuck Yang, seconded by Ald. Alyssa Proffitt to adjourn.

Motion Passed.

Yes-Michelle Winter, Melanie Bradshaw Motiff, Chuck Yang, Alex Zacarias, Alyssa Proffitt,
No-None, Abstain-None.



Report to the
Public Arts Commission
of the City of Green Bay

MEETING DATE

September 2, 2026

PREPARED BY

Chelle Diederich, Staff

AGENDA ITEM # E.I

For consideration with possible action to approve artists for the Path for Pause Project.

BACKGROUND

The Path for Pause project is an AARP funded project that revitalizes Harvey St. Park/Olde North Crossing. The GBPAC received a \$15,000 grant through the AARP Community Challenge program. The project is larger than the \$15,000 grant and will be supplemented by Community Development Blocks Grant (CDBG) funding. This project builds on the existing work that has been done on Harvey St. Park and the artwork already there. In addition to this project, one of the new sculpture bases for the Rotating Arts Program will be located within the park.

This is for the Request for Qualifications (RFQ) for the artwork, and there are two portions to it: the sidewalk mural and the interactive sculptures.

The sidewalk mural will be painted on the existing circular portion of sidewalk in the center of Harvey St park. In the center of that circle is where the new Rotating Arts Program base will be installed. The sculptures for this project will be located on the outside of the circle in each of the four sections.

There are three submissions per portion of the RFQ.

RECOMMENDATION

To select and approve artists for the Path for Pause Project.

FISCAL IMPACT

Proposed funding sources are the American Association of Retired Persons (AARP) Community Challenges Grant that was awarded for this project and the Community Development Block Grant (CDBG).

ATTACHMENTS

1. Path for Pause Submission Review - full
2. Path for Pause Rubric
3. Labyrinth design

Path for Pause

Overview

The *Path for Pause* project revitalizes Harvey St. Park/Olde North Crossing in Green Bay by adding an artist-designed meditation labyrinth, seating, and low-impact outdoor fitness equipment to promote wellness and community engagement. The project builds on the park's evolution to create an inclusive public space—particularly supporting residents over age 50—through art, nature, reflection, and movement. The project seeks artwork that encourages reflection, mindfulness, healing, and connection through the simple act of walking. The inspiration for the artwork is a meditation on the seasons and the passage of time.

The City of Green Bay is seeking qualifications from artists or collaborative artist teams for two parts of this project:

- design and create a sidewalk mural, transforming the existing sidewalk into an immersive public art experience that blends creativity, contemplation, and community
- design and create interactive sculptures – one artistic bench that encourages rest and relaxation and three interactive sculptures that encourage low-impact movement

Artists exploring themes of balance, nature, transformation, resilience, and collective care are encouraged to apply. This grant program is made possible by an award from AARP to make communities more livable for people of all ages with tangible improvements that jump-start long-term change. Artists aged 50 and older are encouraged to apply.

Sidewalk Murals

Richard Blumenstein

Artist Statement

I enjoy being creative, I work as an instructor and often give my ideas away to the students to help improve their work and I want to use my own ideas more in my own work. I have worked with several mediums over the years, from spray paint to oil paint, from digital art to chalk. Medium doesn't matter, skill, and knowledge does. I approach each piece with the idea and flesh out variations the base idea, and follow through as I work towards the end.

Resume/CV

RICHARD BLUMENSTEIN

ART DIRECTOR | CONCEPT ARTIST | GAME DEVELOPMENT EDUCATOR

Multidisciplinary Art Director with 20+ years of experience leading visual development for games, interactive media, illustration, and 3D production. Experienced in concept art, environment design, character development, art pipelines, team leadership, and Unity-based production. Proven record of shipping projects, mentoring artists, and building visual systems from concept through final implementation. Combines traditional fine art expertise with modern game development workflows to create compelling player experiences.

EDUCATION

MFA in Game Design/
Conceptual Art
Academy of Art University

MAE Curriculum Design
University of Phoenix

BFA in Computer Animation
and Multimedia
Arts Institute of Chicago

ADOBE

- Photoshop
- Illustrator
- Animate,
- Premiere Pro,
- After Effects,

SKILLS & ABILITIES

- Produced fantasy, science fiction, mythology, and figurative artwork for commissions and private collectors.
- Designed promotional artwork, merchandise graphics, and marketing imagery.
- Developed visual concepts from written descriptions and client briefs.
- Managed projects from concept sketches through final production.

PROFESSIONAL EXPERIENCE

Art Director Honor Games 4/24 - Present

- Lead visual development and artistic direction across multiple projects.
- Create concept art, illustrations, visual development materials, and game assets.
- Establish visual standards and maintain artistic consistency throughout production.
- Collaborate with writers, designers, and developers to create engaging visual experiences.
- Released Vultures

Freelance Illustrator 1/21 - Present

- Created original artwork for merchandise, commissions, and independent projects
- Managed full business pipeline: marketing, client relations, pricing, and fulfillment
- Integrated photography, 3D, and traditional techniques into hybrid workflows

NON ADOBE

- Chat GPT
- Affinity
- Clip Paint Studio
- Procreate
- Davinci Resolve
- Kdenlive

3D

- Substance
- Autodesk 3DS Max
- Autodesk Maya
- Zbrush
- Autodesk CAD
- Instamat
- 3d Coat

GAME DEVELOPMENT

- Unity
- Unreal
- Art Asset Pipeline
- Asset Production
- Team Leadership
- Jira

ACCOMPLISHMENTS

- YouTube Channel
<https://youtube.com/@RichardBlumenstein>
- Completed Spring2020, Fall2020 and Spring2021 Smarter Art School
- Completed Illustration Intensive 2022, 2024, 2025
- Attended GDC & Siggraph and Gencon

EXHIBITIONS

- Robert Ray Gallery
- Rivers Edge Gallery
- Richeson Art Gallery
- Art Connective: First place members exhibition
- One of One Gallery

- Built and maintained online storefront and digital presence

Lead Designer (Arch Viz) | MODS International 5/19 – 8/20

- Directed architectural visualization projects using 3ds Max and Arnold
- Led team of draftsmen, managing deadlines and production workflow
- Delivered high-quality rendered environments for client presentations

Lead Artist | Digital Asylum Games 9/11 - 12/15

- Produced concept art, character designs, environment artwork, and promotional illustrations.
- Developed visual identities for multiple game projects from concept through release.
- Collaborated closely with design and development teams to support storytelling and player engagement.
- Shipped Cubnik, Developed Godsiege (Tower Defense), RollerBlock games

Owner | Fine Art and Technology | 1/01 - 12/15

- Conceptualize and Create Illustrations and artwork for Clients
- Utilize preproduction using Photography, 3d graphics and fine art based on client projects which include, website development, package design and Illustration
- Manage projects based on deadlines and customer needs
- Create Websites which included database driven and sales backend,

HIGHER EDUCATION EXPERIENCE

Adjunct Faculty 2011-Present Positions at the following: Universities

Taught Game Design, Graphic Design, Illustration, Media Arts and Concept Art at multiple Universities Including

- | | | |
|---------------------------------------|------------------------|----------------|
| • Southern New Hampshire Uni, | Game Design | 1/15 - Present |
| • Grand Canyon University | Graphic Design | 8/18 - Present |
| • National University | Media Arts | 1/23 -Present |
| • Rize University | Game Design | 1/23 - Present |
| • West Virginia University | Ma Game Design | 1/23 – Present |
| • University of Green Bay | Media and Fine Arts | 1/25- 5/25 |
| • Rasmussen College | Graphic Arts | 7/20- 5/24 |
| • Ferris University | Game Design | 8/20- 12/21 |
| • Sanford Brown | Game Design | 1/14 - 12/17 |
| • Herzing University Online | Graphic Design | 6/13 - 3/17 |
| • Arts Institute of Pittsburgh Online | Game Design Multimedia | 9/11 - 9/17 |
- Teach game design, illustration, and digital media across multiple institutions
 - Deliver industry-focused instruction in concept art, 3D, and design pipelines
 - Mentor students in portfolio development and professional readiness
 - Teaching portfolio available <https://www.richardblumenstein.com/teaching>

Lead faculty | Arts Institute of Pittsburgh Online | 9/17 – 3/19

- Oversaw Game Art & Design and Media Arts programs (70+ faculty)
- Improved curriculum structure and student outcomes
- Developed mentorship programs and online learning systems
- Resolved faculty/student performance issues and guided portfolio development

Subject Matter Expert (SME):

• Sage Art Group • Manage, schedule and attend local figure drawing meetings at GB Life Drawing, including participation and implementation of Artfest Live exhibition in 2023-24 • Attend Local Plein Air Painting groups • Attendee at Mineral Point 2025	• National University 2022=25 MUL203 Introduction to Visual Storytelling, MUL375 Intro to 3d Modeling, MUL371 Foundations of digital Game Development • Western Virginia University 8/22 ART503 Game Design Masters Level • National University 2024, Media Design • Rasmussen College 6/22 GRA2260C Section 02 Graphics in Motion • Arts Institute of Pittsburgh 1/19 GADA205 Digital Illustration MAA242 Digital Sculpting • Herzing University Online 5/16 GA225 Advanced Illustration Techniques ○ Developed course curriculum for online content including conceptual and factual elements. ○ Created video tutorials for conceptual art, 3d modeling, Illustration, game design and other classes. ○ Developed course outlines and educational structure. ○ Create imagery and video used in course content Game Design/Multimedia Instructor ITT Technical 3/05-9/11 • Student instruction of Photoshop, Illustrator, InDesign, Dreamweaver, 3ds Max, Maya and Unity3d on subjects related to visual communications, game design, game art • Work with career services and Admissions to promote program • Provide approved curriculum instruction • Professional Development
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Previous Mural Work







Amanda Stout

Artist Statement

For the past five years, I have been deeply involved in public art, finding immense joy in creating pieces that resonate with the communities I am a part of. Public art has given me the opportunity to engage directly with diverse audiences, and I find it incredibly rewarding to see my work become a part of the everyday lives of people. I draw inspiration from the intricate patterns of the environment, infusing elements of surrealism into my depictions of wildlife and nature. My use of vibrant colors and playful artistic styles makes my work accessible and enjoyable for families and communities alike. I am driven by a profound desire to work in diverse communities, believing that art has the power to bridge cultural gaps and foster understanding. I am passionate about sharing my artwork and culture, aiming to celebrate the unique stories and traditions of each community I engage with.

Resume/CV

EDUCATION

MASTER OF SCIENCE IN EDUCATION
Drake University, Des Moines, IA
KDP, Premier Honor Society in Education

BACHELOR OF ARTS IN ARTS MANAGEMENT, STUDIO ARTS, MUSIC
University of Iowa, Iowa City, IA
Minor: Art History
President's List, Dean's List, Honors Program, Phi Beta Kappa Honors Organization

RELATED WORK EXPERIENCE

COMMUNICATIONS COORDINATOR

University of Iowa • IA

4

years

- Creating digital graphics, logos, website content, social media graphics and posts
- Creating print materials including environmental displays, posters, brochures, flyers, digital wall/window clings

TEACHING EXPERIENCE

ARTS INSTRUCTOR

Grinnell Art Center, United Action for Youth • IA

4

years

- Courses Taught: Printmaking, painting, illustration, mural demos

Lead Teaching Artist

3 years

AFTER SCHOOL ARTS PROGRAM • Des Moines, IA 50263

- Taught visual arts classes in multiple schools throughout the Des Moines Metro community
- Assisted teaching artists with materials, classroom, curriculum, professional development, and support needs, gathered all supplies and materials, supervised and did classroom check-ins
- Assisted with outreach and fundraising through events and planning

ART TEACHER

Iowa Christian Academy • West Des Moines, IA
years

3

- Teaching visual arts to grades PK-12
- Developing visual arts curriculum, creating a ceramics program by acquiring a kiln, clay, and materials to offer more 3D art to the program, entering students in regional and state art shows, creating art gallery shows and events for parents and schools to attend

SERVICE, AWARDS AND CERTIFICATES

KWRC, Artist Interview on TV Network
2024

Young Professional Leaders Board, Eastern Iowa Arts Academy
Present 2023-

Volunteer Committee, Quad City Arts
Present 2023-

Leading Innovation in Arts & Culture (8-week course)
2024

Arts & Culture Strategy Certificate (8-week course)
2023

Social Media for Business Certificate (12-week course) 2023

Non-Profit Management Certificate (12-week course) 2022

Effectiveness in Teaching Award Spring 2021

PUBLIC ART COMMISSIONS

Invited Chalk Artist at MOWA Chalk Fest
Summer 2026

- 1 10x10' chalk square

Street Art Society NAPA Mural
Summer 2026

- 1 14x79' mural

Quad City Arts Metro Program Mural
Summer 2026

- 1 14x68' mural
- Mentored a group of teens to paint a mural

Cedar Rapids Garbage Truck Mural
Summer 2026

- 1 12x18' digital mural

Caro Michigan Mural

Summer 2026

- 1 18x114' mural wrapped around 3 walls of a shed

Maquoketa Art Experience Mural

Spring 2026

- 2 8x10' murals

Neighborhood Center

Spring 2026

- 1 10x6' mural

Greenwood Utility Box

Spring 2026

- 1 3x9 foot utility box

Rondo Mural

Winter 2026

- 1 10x9' mural

Las Vegas Arts District Mural

Winter 2026

- 1 20x16' mural

Deerfield Mural

Fall 2025

- 1 44x16' mural

Eau Claire Dog Jam

Summer 2025

- 6x6' mural acrylic paint
- Commission: \$600

Eau Claire Color Block Festival

Summer 2025

- 6x6' mural acrylic paint
- Commission: \$600

Chicago Bronzeville Murals

Fall 2026

- 1 24x14' mural, 1 56x30' mural
- Commission: \$18,000

Altoona Mural on First

Spring 2025

- 40x14' mural, exterior house paint and acrylic paint
- Commission: \$30,000

Iowa City Banners Competition

Winter 2025

- 18'x6', vinyl banners posted around construction site, winner of 3 artworks

Utility Boxes of Stillwater

Fall 2024

- 6'x24', exterior house paint and anti-graffiti paint

School of Music Mural

Summer 2024

- 16x24', exterior house paint and acrylic paint

Oak Park Mural

Summer 2024

- 12x6', exterior house paint and acrylic paint

Floatzilla Rain Barrel Painting

Summer 2024

- 3.5x2.5', acrylic paint

Iowa Corn Statue

Summer 2024

- 3x1' corn statue, acrylic paint

West Des Moines Art on the Trail Mural

2025, 2026

- 3 murals: 14'x 36'

Des Moines City Sounds Painting Project

2024, 2025

- Upright piano, acrylic paint

Herky on Parade

Spring 2024

- 2 Herky mascot statues, 6x4', acrylic paint

Panther on Parade

Spring 2024

- Panther mascot statue, 6x4', acrylic paint

Mini Murals at the Mall

Winter 2024

- 3rd Place Winner

- 3x5', acrylic paint

Deck the Downtown Window Murals

2024, 2025

- 36x10', acrylic paint, 8 window murals

Iowa City Doors RQF Public Art Project

Summer 2023

- 3.5x9', acrylic paint

Common Chord Piano Public Art Project

Summer 2023

- Upright piano, acrylic paint

Benchmarks Public Art Project

2024, 2025

- City park benches, acrylic paint

Summer 2024,

Spring

Fall 2023,

2022, 2023,

Previous Mural Work







Heather Peterman

Artist Statement

I paint to promote good energy and joy through color and swirls. My art has a fun abstract style that reflects conscious and sub-conscious energies of people enjoying life. Positive energy is an ever present theme.

Heather is a professional artist living in Green Bay . She has exhibited her work in a variety of venues including the Dirty show in Detroit, the Brown County Public Library, the ARTgarage, Neville Public Museum ,Mulva Cultural Center , Good Energy Art by Heather Peterman Gallery in the KI Convention Center ,Picasso Moon , Loin's Mouth Book Store in Egg Harbor , The Hardy Gallery , A 'Bravo, Her murals are featured on the White Dog , Cheesesteak Rebellion and Koko Sushi. She has created images for fabric, shoes, pins, mugs, drumheads, buildings, and yard art as well as canvases.

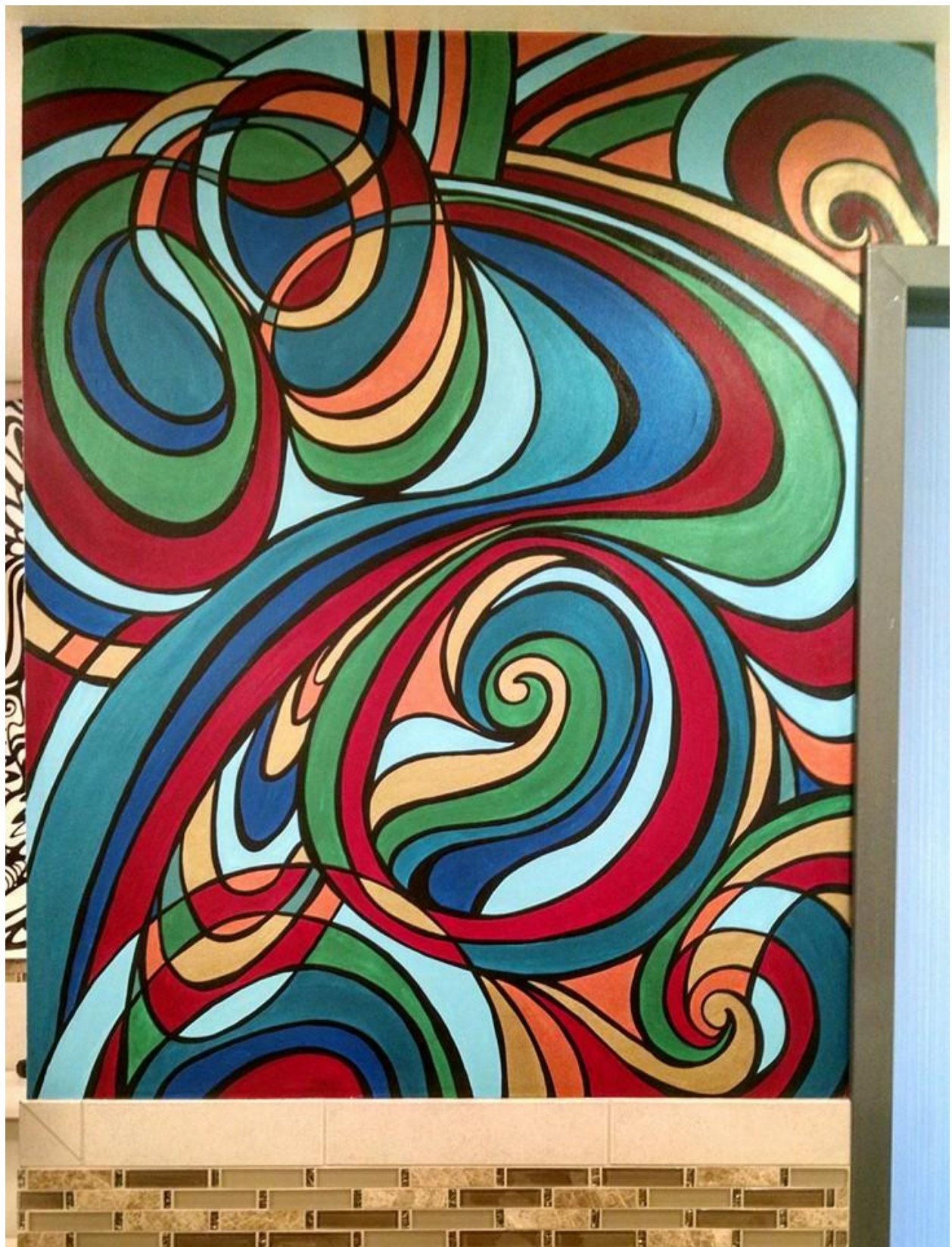
Whether she is creating paintings to be printed on fabric to adorn clothes and accessories, her aim is to make holistic art that brings balance, sanity, and positive energy to the world.

Resume/CV

Previous Mural Work







Sculptures

Cody Cottrell - Tekayanalow^náse`

Artist Statement

I am Cody Cottrell, Tekayanalow^náse, a multidisciplinary Oneida artist and a member of the Wolf clan. I reside on the East side of Green Bay and see this proposed area often. Green Bay is where my wife and I raise our kids, and this is where I have been making artwork — this weather, this light, this ground. Nature is where I begin. I take traditional ways of making and bring them into places people can walk up to. Wood, natural stone, and mosaic feel honest to me. I want a piece to sit on the land as if it already belonged there. I have been building in public for nearly five years, and my hope is for my art to let someone feel, connect them back to nature, and to feel less alone, and to inspire them. For Path for Pause I would make one bench for rest and three sculptures for low-impact movement. I do not want them to feel like equipment. I want them to feel minimalist and in a natural state — quiet places to sit, to lean, and to come back to yourself before you return to the path.

Resume/CV

Cody Cottrell

Green Bay, WI 54301 | (920) 609 - 5581

hummingbirdartdesign@gmail.com

WWW: www.hummingbirdartdesign.com

Experienced Oneida visual artist with a strong foundation in public art and sculpture, inspired by nature and Indigenous traditions. Proficient in various artistic techniques, including molding and carving, to create impactful works in earth-based mediums. Over 5 years of experience collaborating with individuals and organizations to enhance community through art. Actively involved in youth advocacy and education through arts initiatives and community boards.

Skills

- Stained glass and mosaics
- Painting and murals
- Welding and metalwork
- Architectural surface design
- Colossal Puppetry
- Drawing and illustration
- Carving and sculpting
- Logo design
- Photography
- Conceptual design

Work History

River of Souls - Sculpture

Nicolet College, Rhineland, WI

March 2024 - June 2024

- Northern Lights sculpture concept was accepted and commissioned by Nicolet College located on their campus in Rhineland, WI, to fabricate and install large sculpture - Installed in June, 2024.

Designer

Native American Community Clinic, Minneapolis, MN

June 2025 - September 2026

Designed multiple architectural surfaces for new Native American community clinic in Minneapolis, Minnesota. Created culturally appropriate designs on large perforated metal panels and awnings for building exterior. Developed a prominent sculpture for installation in clinic courtyard.

Earth Grasper - Sculpture

Baird Creek Preservation Foundation, Green Bay, WI

January 2023 - July 2023

- Designed and fabricated a commissioned sculpture of an over eight foot long common snapping turtle, green tree frog, and crayfish. This sculpture depicts the Oneida moon calendar, consisting educational information the significant cultural ceremonies that align astronomically with the moon phases.

Artist

Wisconsin Historical Society, Madison, WI

May 2025 - September 2028

Designed and fabricated large stained glass turtle featuring geometric star quilt pattern. Utilized dichroic glass to represent significance of Turtle Island for Indigenous peoples. Selected for creation of artwork prominently displayed in new Wisconsin Historical Society building.

GLITCEC Illustrations

*Great Lakes Inter-Tribal Council Epidemiology Cent,
Green Bay, WI*

May 2024 - September 2024

- I was commissioned by GLITCEC to design and illustrate various depictions of clan animals that are connected to the indigenous tribes in the great lakes region.

Onatah

Unhinged Art Exhibition, Green Bay, WI

October 2022 - October 2022

- Designed, fabricated, and carried an eleven foot tall cornhusk doll colossal puppet to promote the Unhinged Exhibition , through several local events and markets.

Artist

Habitat for Humanity, Green Bay, WI

June 2025 - July 2026

Commissioned to create stainless steel hummingbird sculpture for new affordable housing neighborhood developed by Habitat for Humanity.

Education

Associate in Electronics Engineering Technology in Electrical Apprenticeship May 2026
Fox Valley Technical College, Appleton, WI

References

Kent Hutchinson - Fabricating Artist Fellow artist and mentor June 2021
Email - hutchinsonartdesign@gmail.com
Phone - (920) 791 - 1237

Alex Zacarias - Artist, Owner, and Video Producer Former co-worker August 2019
Email - alex@3nvideopro.com Phone - (920) 265 - 0011

Cainen Shooter - Artist and Instructor Former Co-worker August 2019
Email - cainen.shooter@gmail.com
Phone - (715) 584 - 7102

Boards & Committees

2022-2024 - Oneida Nation Arts Board - Member

2023 - Elected as Chair of ONAB

2023 - 2024 - Oneida National Treasure Award - Member of selection committee

2023 - Present - Cornhusk Collective - Founding Member

Awards

2024 - Mtakuye Oyasín - Chosen as one of the ten midwest American Indian artists to receive the Mitakuye Oyasín 2024 awards. Artists chosen exemplify the Dakota value of "all my relations" in their art and community. This award recognizes the roles artists serve to create a vision for a better future for our generations. In the Dakota language, Mitakuye Oyasín translates to "all my relations".

2024 - The Art Garage - November Invitational - Illustration titled "Unity" won the People's Choice Award

2023 - Woodland Indian Art Show & Market - Illustration titled "Healing Hummingbird" won first place in the 2D category

Previous Sculpture Work











Virginia Janssen

Artist Statement

I am a Green Bay-based artist working in a variety of mediums. This work is sometimes driven by a potential material: a piece of wood, a fabric remnant, a specific color, a textured paper. I often recycle everyday materials and collected objects in my work. I am trained as a bas-relief sculptor, and have created bronze sculptures, plaques, and medallions.

Mosaic elements are often present in my ceramic work. This variety of materials hold histories and tell stories that I believe are important. Recent work presents and preserves the personal stories, sometimes lost to time, of the people in my family and of this midwestern landscape that made them. The idea of Home, where we keep our memories and our treasures, is central to my work. I also frequently reference the natural world and all of the tiny beneficial creatures that inhabit it. I have recently begun to practice plein air sketching, which is evident in recent nature-inspired collages, landscapes, and ceramic reliefs.

Resume/CV

EDUCATION

Master Gardener Certification, University of Wisconsin Extension **2026**

Teaching Certification License 550, CESA 7, Green Bay, Wisconsin **2016**

Certificate of Completion : *Istituto Poligrafico e Zecca Dello Stato (Italian Mint)* **1990**

BFA, University of Colorado, Boulder **1985**

PROFESSIONAL EXPERIENCE

Adjunct Instructor, Student Advisor, Saint Norbert College **2023-2025**

Art Teacher

- Notre Dame of De Pere, De Pere, WI **2015-2018; 2019-2024**
- Franklin Middle School, an IB World School - Green Bay, WI **2018-2019**
- St. John Nepomucene School, Little Chute, Wisconsin **2014-2015**
- Wisconsin International School, De Pere, Wisconsin **2012 - 2014**
- **Fine Arts Institute**, Green Bay Public Schools, Artist in Residence **2014- 2015**

Caffe Mario, Green Bay, Wisconsin Co-Owner/Manager 2003-2012

Small Reliefs Sculpture Studio, Green Bay, Wisconsin 1996 - 2005

The Medalcraft Mint, Sculptor-Engraver, Green Bay, Wisconsin 1992-1996

SELECTED EXHIBITIONS AND AWARDS

● **Sandy Zapffe Creative Whimsy Award-** Hardy Gallery 64th Annual Show, for “Mirror for a Monday Morning” 2026

● **Honorable Mention,** 111th Green Bay Art Colony Exhibit, for “Sweetheart” 2026

● **“Award for Excellence in Medalllic Sculpture” Lifetime Achievement Award** American Numismatic Association, New York, New York 1997

● **111th Green Bay Art Colony Exhibit, Neville Public Museum, Green Bay WI (2026)**

● **64th, 63rd, 62nd Annual Juried Exhibit, Hardy Gallery, Ephraim, WI (2023-2026)**

● **72nd-76th Annual Juried Art Exhibition, Neville Public Museum, Green Bay, WI (2021-2025)**

● **Art of the Aviary, Schlitz Audubon Center, Bayside, WI (2025)**

● **The Art of Resistance, Parkview Playhouse, Manitowoc, WI (2025)**

● **The Art of Virginia Janssen, Robert Ray Gallery, Algoma, WI (2025)**

● **49th Juried Annual Exhibition, Miller Art Museum, Sturgeon Bay, WI (2024)**

● **Warm and Fuzzy, Var Gallery, Milwaukee, WI (2024)**

● **WVA Annual Juried Show, Miller Art Museum, Sturgeon Bay, WI (2024)**

SELECTED COMMISSIONS

● **Stations of the Cross; Saint Matthew Catholic Church, Green Bay, Wisconsin (2006)**

● **Signature Plaque for Air Force One, Washington, D.C. (2001)**

● **Portrait of Ray Nitschke, (bronze) Ray Nitschke Memorial Bridge, Green Bay, Wisconsin (1998)**

● **Portrait of Mr. and Mrs. Shade, (bronze) Bellin Hospital, Green Bay, Wisconsin (1997)**

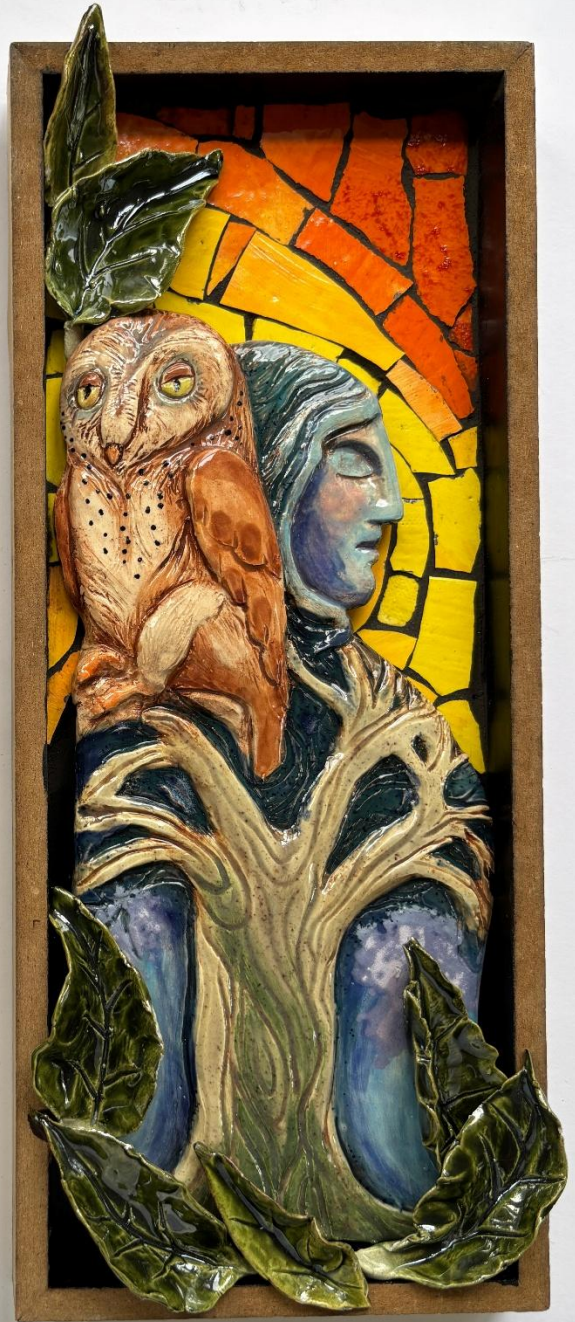
Gallery Representation :

Robert Ray Gallery, Algoma, WI

Previous Sculpture Work











Additional information submitted

Sculpture Concept:

I propose to place large boulders along the path of the “Meditation Labyrinth.” Each boulder would have a bronze plaque attached to it, with images representing the four seasons. Design elements may include plants, creatures, and local elements. Each plaque would address the passing of time and hopefully invite reflection.

Each plaque would be sculpted in relief and cast in bronze. I have attached a quick sketch of my idea, although the actual sculpture could be quite different.

Somewhere along the path would also be a box for supplies. The public would be invited to use paper and crayons to make their own “rubblings” from the plaques.

Rubblings are created by placing a paper over the relief and literally rubbing a crayon back and forth over it until an image appears. In this way, visitors could not only experience the sculptures, but also take the moment home with them.

New plantings could be added around the base of the rocks, with plantings designed to show off the respective seasons.

BOX TO HOLD
SUPPLIES FOR
CRAYON RUBBINGS



BIG ROCK WITH
BRONZE RELIEF
SCULPTURE



← SEASONAL PLANTINGS

Tamara McClean

Artist Statement

Primary Collaborator

A creative leader with over 20 years of experience managing complex enterprises, driving institutional growth through high-level brand strategy, visual identity, and strategic storytelling within higher education.

Katja Marquart

Katja Marquart is a Professor and Program Chair of Interior Architecture at the University of Wisconsin–Stevens Point. Her creative practice and research focus on labyrinths as transformative, sacred-space environmental installations—an area of study she has pursued since the late 1990s. Katja holds an MFA in Design Studies from UW–Madison and has served on the Board of Directors for The Labyrinth Society, where she is currently Treasurer.

Resume/CV

TAMARA MCLEAN

(920) 621-3405 | connect@tamaramclean.com
www.tamaramclean.com | IG: tamaramclean.art

EDUCATION

- 2025 University of Wisconsin-Madison, Madison, WI, Master of Fine Arts
- 2022 Minneapolis College of Art and Design, Minneapolis, MN, Master of Arts
- 1993 University of Wisconsin-Stevens Point, Stevens Point, WI, Bachelor of Fine Arts

ACADEMIC APPOINTMENTS

- 2025- Assistant Professor, University of Wisconsin-Stevens Point, Stevens Point, WI
- 2024-2025 MFA Fellow, University of Wisconsin-Madison, Madison, WI
- 2022-2024 Teaching Assistant, Instructor of Record, University of Wisconsin-Madison, Madison, WI
- 2018-2022 Lecturer, Instructor of Record, University of Wisconsin-Green Bay, Green Bay, WI
- 2019 Assistant Professor, Instructor of Record Temp. Appt., St. Norbert College, De Pere, WI

CREATIVE RESEARCH & PROFESSIONAL PRACTICE

- 2018- Creative Director and Owner, De Pere Art Center, Green Bay, WI
- 2025 Logo Design, Stoke RGA, Green Bay, WI
- 2025 Advertising and Design, Autism Society Greater Wisconsin, Green Bay, WI
- 2025 Women's Soccer Team EGD, University of Wisconsin Athletics, Madison, WI
- 2025 Brand Design, Leslie Smith III, Madison, WI
- 2025 "The Distance Within Us" Michael Velliquette, UMLAF, Austin, TX
- 2025 Historic Figure Plinth, Public Art installation in the Wisconsin State Capitol, Madison, WI
- 2025 "Family Ties" Faisal Abdu' Allah, The Promega Fall Art Showcase, Fitchburg, WI
- 2025 Rebrand and Public Art Installation, Warner Park, Madison, WI
- 2024 Branded Interior Design and Graphics, Martor USA Corporate Headquarters, Green Bay, WI
- 2024 "VOTE" Art Commission, School of Education at the University of Wisconsin Athletics, Madison, WI
- 2022 Web Designer-Temp Appointment, University of Wisconsin-Green Bay, Green Bay, WI
- 2001-2018 Creative Director and Owner, Icon Group Inc., Green Bay, WI
- 1997-2001 Art Director, Goltz Seering Agency, Green Bay, WI
- 1995-1997 Graphic Designer, Brand Directions Inc., Neenah, WI
- 1993-1995 Graphic Designer, Curwood Inc., New London, WI

EXHIBITIONS

- 2026 "Meet Your Mentors" annual show, University of Wisconsin-Stevens Point, Stevens Point, WI
- 2025 "Art in Science" John D. Wiley Gallery, Madison, WI
- 2025 "Meet Your Mentors" annual show, University of Wisconsin-Stevens Point, Stevens Point, WI
- 2025 "Resilient Threads Solo Show" University of Wisconsin-Madison, Madison, WI
- 2024 "A Grey Area" University of Wisconsin-Madison, Madison, WI
- 2024 "They Said Solo Show" University of Wisconsin -Madison, Madison, WI

- 2023 "Wind Ensemble Performance" Mead Witter School of Music Collaboration, Madison, WI
- 2023 "Thirteenth Annual National Juried Exhibition" Marshall University, School of Art & Design, Huntington, WV
- 2023 "78th Art Annual" Neville Public Museum, Green Bay, WI
- 2023 "Total Tolerance" University of Wisconsin-Madison, Madison, WI
- 2023 "Two Week Notice" University of Wisconsin-Madison, Madison, WI
- 2023 "Untitled" University of Wisconsin-Madison, Madison, WI
- 2022 "Evolving Graphic Design Symposium" University of Wisconsin-Madison, Madison, WI
- 2022 "77th Art Annual" Neville Public Museum, Green Bay, WI
- 2020 "75th Art Annual" Neville Public Museum, Green Bay, WI, accessioned to the museum's permanent collection
- 2020 "Amplified" The Art Connective Gallery, De Pere, WI
- 2020 "In Bloom" The Art Connective Gallery, De Pere, WI
- 2020 "Go Figure" The Art Connective Gallery, De Pere, WI
- 2020 "Steel and Wheels" The Art Connective Gallery, De Pere, WI
- 2020 "Pencils and Pens" The Art Garage, Green Bay, WI
- 2020 "Underwater" The Art Garage, Green Bay, WI

AWARDS & GRANTS

- 2025 Teaching Professional Development Grant, CITL, University of Wisconsin-Stevens Point
- 2025 Culture, History, Environment (CHE) Art and Environment the Award Scholarship
- 2025 Blair H. and Leah D. Temkin Exhibition Award Scholarship
- 2024 University of Wisconsin-Madison, Master of Fine Arts Fellowship Award Scholarship
- 2023 University of Wisconsin-Madison campus wide "Advanced Achievement in Teaching Award," Nomination
- 2023 University of Wisconsin, School of Education-Art Department, Grant Proposal Award: Augmented Reality for Graphic Design Course
- 2023 University of Wisconsin-Madison, Ernie Knoll Tuition Grant Award
- 2022 Minneapolis College of Art and Design Master of Arts Graphic & Web Design Merit Scholarship
- 2021 University of Wisconsin-Green Bay Student Nominated Teaching Recognition Recipient
- 2020 AAF American Advertising Award Gold
- 2020 AAF American Advertising Award Judge's Choice Award Winner
- 2011 IIDA Showroom and Large Booth Design Competition Winner at NeoCon
- 2009 AAF American Advertising Award Silver
- 2004 AAF American Advertising Award Silver
- 2003 AAF American Advertising Award Silver
- 2002 AAF American Advertising Award Silver
- 2001 AAF American Advertising Award Gold

SELECT MEDIA COVERAGE & PUBLIC OUTREACH

- 2026 "UWSP Design Students Create Functioning Apps Using AI-Powered Coding," WAOW News (ABC Affiliate). Featured television broadcast and press coverage highlighting pedagogical frameworks for AI-driven software development in undergraduate graphic design courses.

PRESENTATIONS

- 2026 Presenter, American Association of Colleges and Universities, Conference on AI and Higher Education, Hilton, Atlanta, GA
- 2026 Presenter, Artificial Realities Talk and AR Workshop, University of Wisconsin-Madison Library Digital Hub, Madison, WI

- 2026 Presenter, Source Code of the Soil—Semiotics & Heritage in Digital Design, UWSP Spring Symposium, Stevens Point, WI
- 2025 Presenter, American Institute of Graphic Artists Design Educators Conference, Illinois State University, Normal, IL
- 2025 Presenter, University of Wisconsin-Stevens Point, The Future of Graphic Design Education Talk, Stevens Point, WI
- 2025 Presenter, Savannah College of Art and Design, Graphic Design Program Guest Speaker, Savannah, GA
- 2024 Presenter, 80th Annual Southeastern College Arts Conference (SECAC), Atlanta, GA
- 2023 Presenter, Journal Publication at Society of Experiential Graphic Design (SEGD), Virtual Conference
- 2022 Presenter, 78th Annual Southeastern College Arts Conference (SECAC), Baltimore, MD
- 2022 Presenter, Evolving Graphic Design Symposium, Madison, WI

CONFERENCES

- 2025 Attendee, AIGA Annual Conference, Los Angeles, CA
- 2024 Discussant, CAA Annual Conference, Virtual Conference
- 2023 Discussant, CAA Annual Conference, New York, NY
- 2023 Attendee, AIGA Annual Conference, New York, NY

COURSES TAUGHT

University of Wisconsin-Stevens Point

- SP2026 GD 202: Professional Practice II: Processes and Systems
Designed and piloted an advanced product architecture curriculum where students successfully engineered the functional mobile career applications, [Personal Vision Quest](#), using AI-powered coding frameworks.
Classroom innovations featured in regional broadcast media ([WAOW News, 2026](#)), highlighting UWSP design students as pioneers in leveraging generative technology for software engineering.
- SP2026 GD 220: Visual Culture II: Narrative
Designed and prototyped a family website as the course capstone project.
- SP2026 GD 302: Professional Practice IV: Industry and Identity
Coordinated and invited weekly international, national and local design professionals into the classroom to share their experience and connect with students in a Q&A format. Featured Guest: [Mike Dempsey, RDInsights Podcast](#)
Coordinated on site tours of print, and professional practice businesses at all levels of the design industry. Students enjoyed networking with professionals while touring and asking questions to learn more about the graphic design ecosystem.
- SP2026 GD 430: Professional Practice VII: Graphic Design Portfolio
As the faculty advisor for the Senior Portfolio Show Capstone Event, I met with students, coordinated mock interviews and advised on the planning and promotion of the event.
Results included 30% of the students receiving job offers before graduating. Graphic Design students were awarded leadership honors including the Chancellors Award, The Laird Award and Athletic Leadership Honors.
- FA2025 GD 210: Visual Culture I: Representation
- FA2025 GD 301: Professional Practice III: Type and Image
- FA2025 GD 310: Visual Culture IV: Motion and Space
- FA2025 GD 401: Professional Practice V: Design Research Methods

University of Wisconsin-Madison

- SU2024 Art 346: Basic Graphic Design
- SU2024 Art 448: Augmented Reality for Graphic Designers, Course Designer
- SP2024 Art 346: Basic Graphic Design, two sections
- FA2023 Art 346: Basic Graphic Design, two sections
- SU2023 Art 575: UX/UI Design

SP2023 Art 102: Two-Dimensional Design, two sections
SP2023 Art 356: Creative Coding, interim TA
FA2022 Art 102: Two-Dimensional Design, two sections

University of Wisconsin-Green Bay

FA2021 Art 433: Web Design
FA2021 Art 431: Advanced Brand Design
FA2021 Art 332: Design Studio II
FA2020 Art 431: Advanced Brand Design
FA2018 Art 231: Design Studio I

St. Norbert College

SP2019 Art 130: Introduction to Design

BOARD MEMBERSHIPS

2020-2022 Emeritus President of AAF Fox River Ad Club and Principal Conversation Podcast Executive Producer, Green Bay, WI
2020-2022 Emeritus Neville Public Museum Foundation Executive Board Member, Green Bay, WI
2015-2018 Emeritus Golden House Domestic Violence Executive Board Member, Green Bay, WI

COMMITTEES

Pedagogical Leadership & Industry Integration

2025-2026 AIGA Student Organization, Faculty Co-Advisor | UW-Stevens Point
Leveraged executive design networks and former AAF Fox River Ad Club presidency to establish a recurring professional mentorship pipeline, pairing senior undergraduates directly with regional creative directors and agency leads.
Orchestrated student agency tours, professional portfolio vetting nights, and community outreach initiatives that directly led to a measurable increase in student engagement and internship placements within regional design ecosystems.

2025-2026 Graphic Design Portfolio Advisor | UW-Stevens Point
Designed an industry-vetted capstone curriculum requiring external professional review panels to assess final portfolios.
Aligned student output with current agency expectations, fostering a launchpad that transitioned senior designers directly into specialized roles in branding, UX/UI, and interactive design.
UWSP Graphic Design students nearly swept the 2026 AAF Wisconsin Addy Award Student Competition winning all but one category.

2025-2026 Dean's Interdisciplinary Program Development Team, University of Wisconsin-Stevens Point, Stevens Point, WI
2025-2026 DSN Design Area Committee Member, University of Wisconsin-Stevens Point, Stevens Point, WI
2025-2026 Assistant Professor, Graphic Design Search Committee Member, University of Wisconsin-Stevens Point, Stevens Point, WI
2023 Inaugural Vice Chancellor Strategic Communications Search Committee Member, University of Wisconsin, Madison, WI
2019-2021 De Pere Public Art Committee, Definitely De Pere, De Pere, WI
2017-2021 Communications Committee, Women's Fund of Greater Green Bay Community Foundation, Green Bay, WI

PROFESSIONAL MEMBERSHIPS

2025-2026 Wisconsin Visual Artists
2023-2025 Schreiber Institute for Women's Leadership at University of Wisconsin-Green Bay
2023-2026 ACM Sigraph
2023-2026 Southeastern College Arts Conference (SECAC)

2022-2026 Society for Experiential Graphic Design (SEGD)
2020-2026 American Institute of Graphic Arts (AIGA)
2022-2026 College Art Association (CAA)
2022-2026 University & College Designers Association (UCDA)
2022-2023 Association Typographique Internationale (ATypI)
2020-2022 American Advertising Federation (AAF)

Previous Sculpture Work





Path for Pause – Submission Review Rubric

Jurors should evaluate all submissions using the following criteria.

Each category should be scored on a scale of **1–5**, with **5** representing exceptional quality and **1** representing a submission that does not meet the artistic expectations. Keeping in mind that all artists are not at the same level of expertise and that assistance can be provided by staff to develop a strong and feasible final product.

A. Strength and Clarity of the Artistic Concept

Evaluate the overall artistic vision and conceptual strength of the previous work.

5 – Excellent: The previous work presents a compelling, well-developed concept with a clear artistic vision. The intent is evident and thoughtfully communicated.

4 – Good: The concept is strong and clearly expressed, with only minor opportunities for further development.

3 – Satisfactory: The concept is understandable but lacks focus or a fully developed vision.

2 – Needs Improvement: The concept is underdeveloped, unclear, or difficult to interpret.

1 – Unsatisfactory: The previous work lacks a coherent artistic concept or clear creative direction.

B. Cohesion with the project

Evaluate the artist's approach and their previous work and its alignment with the project.

5 – Excellent: Their approach and previous work demonstrate exceptional alignment to the theme and ideas of the project.

4 – Good: Their approach and previous work demonstrate strong alignment to the theme and ideas of the project.

3 – Satisfactory: Their approach and previous work demonstrate adequate alignment to the project and could better integrate the ideas and themes to strengthen its overall impact.

2 – Needs Improvement: Their approach and previous work demonstrate limited alignment to the project. The body of work presented could fit with the theme of the project.

1 – Unsatisfactory: Their approach and previous work lack alignment to the project. The body of work presented does not fit with the theme of the project.

C. Originality, Creativity, and Innovation in Design

Evaluate the uniqueness of the previous work and the artist's creative approach.

5 – Excellent: The previous work is highly original and demonstrates exceptional creativity and innovation in both design and execution.

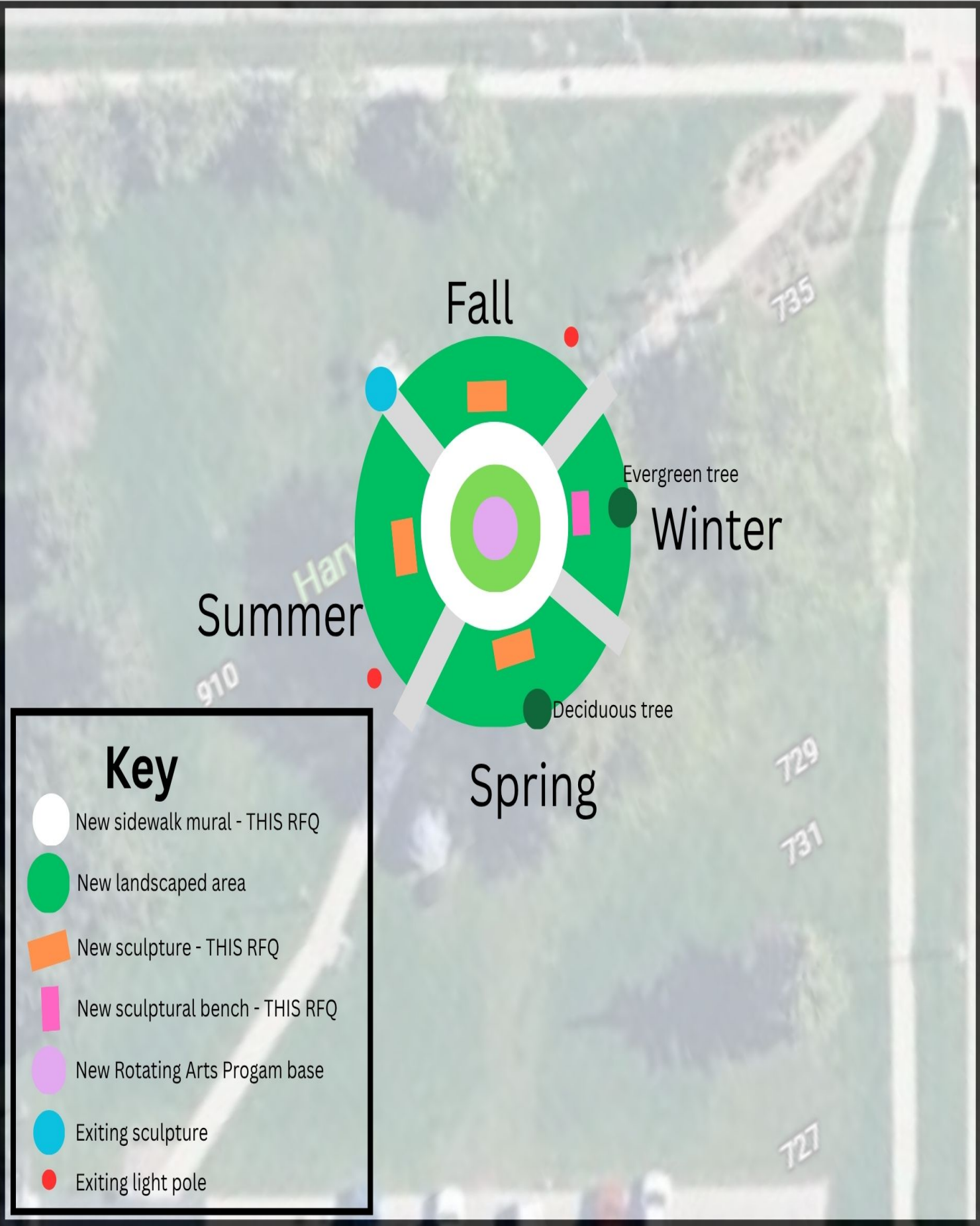
4 – Good: The previous work presents a creative and distinctive approach with thoughtful design solutions.

3 – Satisfactory: The previous work demonstrates some originality but relies on familiar concepts or approaches.

2 – Needs Improvement: The previous work demonstrates limited creativity or originality.

1 – Unsatisfactory: The previous work lacks originality and presents little evidence of creative or innovative thinking.

Harvey St Park - Path for Pause project





Report to the
Public Arts Commission
of the City of Green Bay

MEETING DATE

September 2, 2026

PREPARED BY

AGENDA ITEM # F.I

Coordinator's report and project updates.

BACKGROUND

RECOMMENDATION

FISCAL IMPACT

ATTACHMENTS

None