



City of Tualatin

Tualatin Arts Advisory Committee Regular Meeting Minutes June 18, 2018

PRESENT: Art Barry, Mason Hall, Brett Hamilton, Janet Steiger Carr, Dawn Upton
ABSENT: Buck Braden, Kristin Erickson, Councilor Nancy Grimes
STAFF: Sou Souvanny, Rich Mueller
PUBLIC: Cindy Mendoza, MIG, Inc.

A. CALL TO ORDER

Committee member, Art Barry, called the meeting to order at 6:35 pm.

B. APPROVAL OF MINUTES

Dawn Upton MOTIONED to approve the May 24 meeting minutes and Brett Hamilton SECONDED. Minutes were APPROVED by vote (5-0-0).

C. COMMUNICATIONS

1. Chair

None.

2. Council Liaison

None.

3. Staff

Staff, Sou Souvanny, provided an update on the planning of this year's ArtSplash. She invited the committee to volunteer and attend the Artist Reception, this year taking place at the Tualatin Public Library's Community Room.

4. Public

None.

D. OLD BUSINESS

1. Parks & Recreation Master Plan

Project Manager for the consulting group, Cindy Mendoza, facilitated a discussion with the committee on the Parks & Recreation Master Plan's Values, Vision, Mission, Goals and Objectives, and Recommendations.

Members of the committee were in general agreement that the presented materials were consistent with the impacts and benefits of arts in the community. There was some discussion regarding the addition of language that spoke to how the interconnectedness of different forms of arts with a sense of place can contribute to increased creativity and enjoyment in the community. Staff spoke to the intention to create a separate Public Arts Plan where details such as that can be refined.

For specific recommendations committee members wanted to emphasize the need for a multi-purpose community center and the need for recommendations that advocate for quality places and arts and culture programming across all generations.

E. NEW BUSINESS

None.

F. COMMUNICATIONS FROM COMMITTEE MEMBERS

None.

G. ADJOURNMENT

Committee member, Art Barry, adjourned the meeting by CONSENSUS at 8:15 pm.


Sou Souvanny, Recorder

DRAFT