

Guildhouse Professional Services

# Expression of Interest (EOI) PROJECT BRIEF

## Multiple Opportunities for Flinders Medical Centre, Adelaide Aboriginal and Torres Strait Islander Artists Only

Artists of all experience levels and practice types are encouraged to apply - **no previous public art experience required**. Guildhouse will offer artists 1:1 support throughout the process.

There are **up to SEVEN** artwork opportunities available within this EOI.

- One opportunity is specific to Kurna artists
- Up to six opportunities are for all Aboriginal and Torres Strait Islander artists

All opportunities are open to Guildhouse Members and Non-Members Australia wide.

### Key Details

**EOI Closes:** Tuesday 17 March 2026, 9am ACDT

**Concept Design to Completion:** April-August 2026 (opportunity dependent)

**Budget Range:** Concept Design fee of \$2,000 - \$3,000 for each artist (opportunity dependent)

Commission fee of \$10,000-\$30,000 for each selected artist (opportunity dependent)



Cedric Varcoe (Ngarrindjeri/Narangga), *Kurna Wirrtu Tida*, 2022, University of Adelaide, delivered by Guildhouse



**guildhouse**

## Acknowledgement of Country

We acknowledge the Kurna people as the Traditional Owners of the land upon which we work.  
We recognise that sovereignty was never ceded and pay our respects to Elders past and present.

<b>Contents</b>	Introduction	2
	Background and Building Design	4
	The Works of Art	7
	Important Note	7
	Budget	8
	Proposed Timeline	9
	How to Apply	9
	What happens after I submit my EOI application?	10
	Contact	11
	Guildhouse – who we are	11

## Introduction

Guildhouse, working with the Southern Adelaide Local Health Network (SALHN), ARM Architecture, Studio STH and Built Environs, invites Aboriginal and Torres Strait Islander visual artists to submit an Expression of Interest (EOI) for artwork designs to be commissioned for the Flinders Medical Centre (FMC) new Acute Services Building. The artworks will be integrated into the design of the new seven-storey medical facility in Bedford Park, South Australia.

There are up to seven artwork opportunities in total:

1. **Entrance and lobby ceiling design and Lift lobbies 1 & 2** – One artwork to be integrated into main entrance and lobby ceiling. One artwork integrated into lift lobbies 1+2 (Karna artists only)
2. **Level 1 + Level 3** - one artwork integrated into staff stations, corridors and key junctions across the two levels (Open to all First Nations artists)
3. **Level 2**- one artwork integrated into staff stations, corridors and key junctions (Open to all First Nations artists)
4. **Level 4**- one artwork integrated into staff stations, corridors and key junctions (Open to all First Nations artists)
5. **Level 5**- one artwork integrated into staff stations, corridors and key junctions (Open to all First Nations artists)
6. **Level 6**- one artwork integrated into staff stations, corridors and key junctions (Open to all First Nations artists)
7. **Level 7**- one artwork integrated into staff stations, corridors and key junctions (Open to all First Nations artists)



Above: Concept render by ARM Architecture of the new building

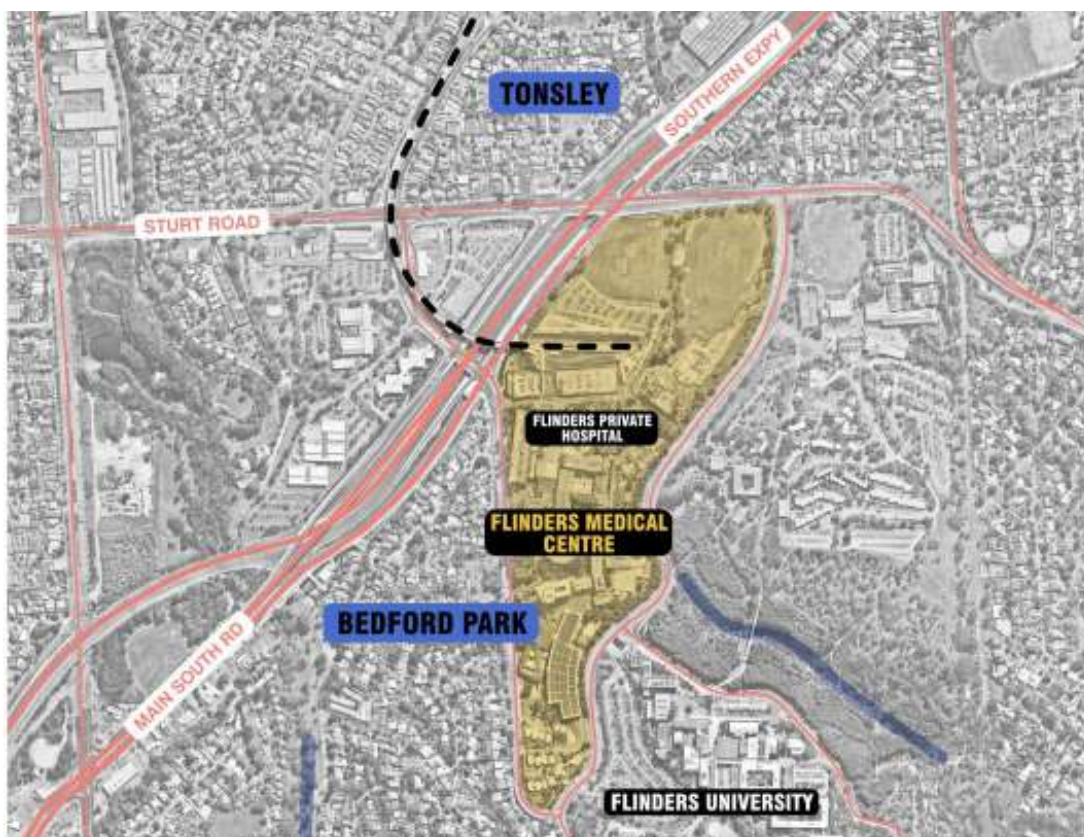


All artwork mediums are welcome, including (but not limited to) paint, pencil, printmaking, digital design, photography, and weaving. For each of the artwork opportunities, two/three artists will be shortlisted and paid to create designs during a Concept Design period. The chosen designs, whether originally digital or digitised from physical works, will be enlarged, manipulated to fit within the intended areas (with input and approval from the artists) and integrated throughout the building in locations such as ceiling panels, staff stations, corridors and lift foyers.

This EOI aims to create a diverse pool of interested artists. The exact artwork locations are still being finalised, and further details will be shared in an Artist Brief for each opportunity. This project brief aims to give an overview to help artists decide if they would like to apply to be a part of this project.

This is a unique opportunity for artists to gain valuable experience in public art, including developing a Concept Design and, if selected, progressing to a Detail Design. It offers emerging and mid-career artists a chance to build new skills while providing established artists an opportunity to explore new directions in their practice.

If you have any questions at all, please contact Guildhouse for support.



Left: Location Map of Flinders Medical Centre

## Background and Building Design

### Hospital Context

Located in front of the existing Flinders Medical Centre (FMC) main entrance, the redevelopment forms part of the Southern Adelaide Local Health Network (SALHN). Opened in 1976, FMC is the largest hospital in southern Adelaide, providing services to the southern metropolitan area and people from regional areas including Fleurieu Peninsula, Limestone Coast, the Northern Territory and beyond.

The hospital is located on the same precinct as the Flinders University SA and Flinders Private Hospital. FMC is one of South Australia's two major trauma centres, supported by a 24/7 emergency retrieval service by road and helicopter.

The Flinders Medical Centre Redevelopment involves the construction of a new seven-storey Acute Services Building at the existing FMC campus and is proposed to open in 2028. The new building will accommodate:

- Two inpatient wards (64 beds)
- Medical Day Unit (18 beds)
- Intensive and Critical Care Unit (16 beds) inclusive of a CT scanner suite
- Four operating and procedural theatres, including emergency and hybrid theatres
- Eye surgery procedural spaces and associated consultation rooms



Above: Concept render by ARM Architecture of the new building

### Cultural Context

The Flinders Medical Centre Redevelopment is situated close to Warriparinga, a Kurna ceremonial meeting place and environmentally important site on the Sturt River.

Warriparinga is a significant site in the complex and multi-layered Dreaming of the Kurna ancestor, Tjilbruke. For the Kurna nation, Tjilbruke was a keeper of the fire and a peace maker/law maker. Tjilbruke is part of the living culture and traditions of the Kurna people. His spirit lives in the Land and Waters, in the Kurna people and in the glossy ibis (known as Tjilbruke for the Kurna). Through Tjilbruke, the Kurna people continue their creative relationship with their Country, its spirituality and its stories.<sup>1</sup>

<sup>1</sup> <https://www.flinders.edu.au/reconciliation-action-plan> - :~:text=Flinders University

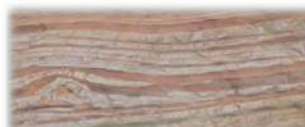
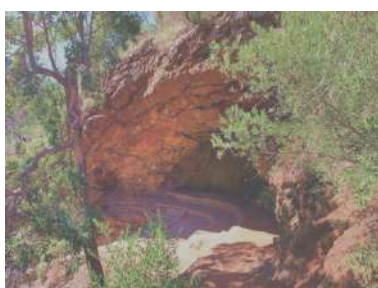
### Building Design Influences

The design of the Flinders Medical Centre Redevelopment is informed by the cultural and environmental context of Warriparinga, developed in consultation with the Kaurna Yerta Aboriginal Corporation and the project's Aboriginal Stakeholder Reference Group.

The building façade aims to echo layered forms, patterns and colours of Adelaide's geological landscape. Designed to look like a rock face, the architecture creates a bold and welcoming entrance to the FMC.

Internally, the colour palette is guided by Warriparinga, the Sturt River and its surrounding landscape. Each floor references the elements of the landscape including rock, sand, creeks, grassland, trees, and sky. This approach creates a layered spatial and wayfinding experience that remains connected to the natural environment. The aim of this design is to focus on people (patients, families and healthcare staff) to offer an interior that is intuitive and comforting, evoking warmth and familiarity of home to inspire healing and hope.

Kaurna artists should note that soffit and ceiling artworks are intended to be bold and provide strong contrast to the creek bed and sand-inspired colour palette used on the ground floor.






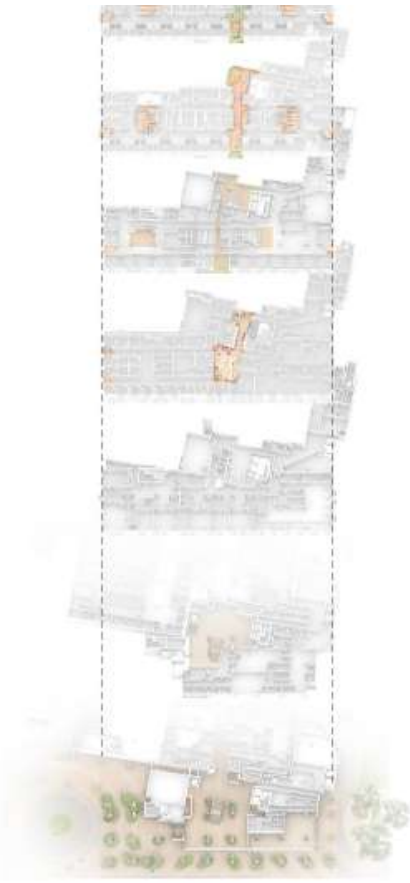
Above: Geological forms and colours of Adelaide used across the building. Render by ARM Architecture





Above: Themes and corresponding colours used up the building on the various levels. Render by ARM Architecture

THEME	COLOUR PALETTE		
SKY		LIGHT BLUE	
ROCK		OCHRE	
CANOPY		DARK GREEN	
GRASSLANDS		AMBER	
CREEK		DARK BLUE	
'TILLITE' GLACIAL ROCK		GOLD	
CREEK BED		SAND	



Above: Interior themes and colours beginning with the creek bed at ground level. Render by ARM Architecture

## The Works of Art

Further information relating to the themes for each level will be available in individual ARTIST BRIEFS for each of the opportunities, these will be issued to the artists shortlisted from this Expression of Interest stage.

- All of the opportunities will be for small to medium sized artworks supplied in digital format. Each artwork will be scaled up by ARM Architecture/ Studio STH and integrated into various aspects of the interior which may include ceilings, lift lobbies, clinical areas, staff stations.
- The artwork design can be created in mediums such as (but not limited to) paint, pencil, printmaking, digital design, photography, etc.
- Other mediums could also be considered such as weaving, providing the item can be photographed/scanned to create a high-resolution digital file for up-scaling and printing onto surfaces such as acoustic panels or wall vinyl.

## Important Note...

Part of the requirements of this opportunity is that the artwork designs may be modified by ARM Architecture and Studio STH (in discussion with the artists to ensure respectful cropping or changes) to comply with clinical settings and the building design requirements. This will likely be a combination of tonal and colour adjustments (making the artwork lighter/darker or half tone, lining up colours with the theme/ colour narrative for each floor), and specific sections of the final design being cropped/used.



Above: Concept render by ARM Architecture of the new building.



## Budgets

Artwork Opportunity	Description	Concept Design Budget	Commission Budget for the Selected Artist
<b>Entrance and lobby ceiling design and Lift lobbies 1 &amp; 2 –</b> (Kurna artist only)	One Kurna artwork to be integrated into main entrance and lobby ceiling. One Kurna artwork integrated into lift lobbies 1+2.	Three artists engaged for Concept Design - <b>\$3,000</b> per artist.	<b>\$30,000</b> , includes licencing, artist fees and flatbed photography if required
<b>Level 1 artwork – Day Surgery Admission and Level 3 artwork - Theatres</b> (Open to all First Nations artists)	Artwork integrated into staff stations, corridors and key junctions across the two levels	Two artists engaged for Concept Design - <b>\$2,000</b> per artist.	<b>\$10,000</b> , includes licencing, artist fees and flatbed photography if required
<b>Level 2 – Medical Day Unit</b> (Open to all First Nations artists)	Artwork integrated into staff stations, corridors and key junctions	Two artists engaged for Concept Design - <b>\$2,000</b> per artist.	<b>\$10,000</b> , includes licencing, artist fees and flatbed photography if required
<b>Level 4 artwork – Ophthalmology</b> (Open to all First Nations artists)	Artwork integrated into staff stations, corridors and key junctions	Two artists engaged for Concept Design - <b>\$2,000</b> per artist.	<b>\$10,000</b> , includes licencing, artist fees and flatbed photography if required
<b>Level 5 artwork – Intensive Care Unit</b> (Open to all First Nations artists)	Artwork integrated into staff stations, corridors and key junctions	Two artists engaged for Concept Design - <b>\$2,000</b> per artist.	<b>\$10,000</b> , includes licencing, artist fees and flatbed photography if required
<b>Level 6 artwork – Inpatient Unit</b> (Open to all First Nations artists)	Artwork integrated into staff stations, corridors and key junctions	Two artists engaged for Concept Design - <b>\$2,000</b> per artist.	<b>\$10,000</b> , includes licencing, artist fees and flatbed photography if required
<b>Level 7 artwork - Inpatient Unit</b> (Open to all First Nations artists)	Artwork integrated into staff stations, corridors and key junctions	Two artists engaged for Concept Design - <b>\$2,000</b> per artist.	<b>\$10,000</b> , includes licencing, artist fees and flatbed photography if required

The exact number of artworks and locations are still being finalised, and further details will be shared in an Artist Brief for each opportunity.

Fees associated with the following will be covered by an additional budget managed by the design team:

- Vinyl, printing and installation
- Any other fees associated with the printing/integration of artworks on the ceiling

## Timeline

Deliverable	From	To
<b>EOI Call Out (current)</b>	12 Feb	17 Mar
Assessment of all EOI submissions, artist selection for Concept Design	18 Mar	28 Apr
Guildhouse contracts artists for Concept Design phase	Apr	Apr
<b>Concept Design phase (8 weeks)</b>	Mid/ Late Apr	Early/ Late Jun
Site visits, briefings and Q&A; 1:1 support (throughout)	May	Jun
Consultation	May	Jun
Artists Concept Design Presentations	Early Jun	Mid Jul
Concept Selected and feedback provided	Mid Jun	Late Jul
<b>Detailed Design</b>		
Further edits to Concept Design based on feedback; if required	Mid Jun	Late Aug
<b>Final Artwork Selection</b>	Mid Jun	Late Aug

Each opportunity will be issued with an individual delivery timeline that falls within the above dates.

## How to Apply

Artists are required to submit the following to register their interest in this project:

1. Complete the application form online.
2. Upload an artist CV (max 2 pages)  
**OR**  
an artistic biography (max 1 page).
3. Upload Images – no more than 10 images of previous artworks that reflect your practice.  
Please format into one PDF (max 10MB).

If you have not previously written a CV or Bio, please check out [Guildhouse's Artist Toolkits](#) to see what to include.

Please be aware that our application form does not save your progress. Be ready with your documents to upload and hit submit.

**[APPLY NOW VIA THE ONLINE FORM](#)**

## What happens after I submit an EOI?

### Artist Selection, Artist Brief and Concept Design

Artists will be longlisted by Guildhouse from the Expression of Interest submissions. Longlisting will be based on whether the EOI submissions meet the requirements laid out in this Project Brief (refer p. 9). A shortlisting process will then be carried out, based on artistic merit and project alignment. In this stage, 2-3 artists per artwork opportunity will be invited to Concept Design stage.

Individual Artist Briefs will be shared with shortlisted artists who will be briefed and contracted to go on to Concept Design stage (paid opportunity).

The artists will each develop their ideas (Concept Design) based on the requirements of the Artist Briefs. Guildhouse will be available to support artists throughout the Concept Design process. The artists will then present their Concept Designs to the Art Selection Panel, with **one** Concept Design/artist being selected for **each** of the artwork opportunities.

### Detailed Design

Following the Concept Design selection process, the successful artists will go on to Detail Design stage. Detail Design is where the artists further develop and finalise their Concept Designs to outline exactly what the artwork is/will look like. The artists will work with Guildhouse and ARM Architecture/ Studio STH in preparing the designs for file handover.

The process of putting together a Concept and Detailed Design for public art may be unfamiliar. With Guildhouse's support, the artists will be guided through the process where they need it e.g. research, reading site plans and drawings, an introduction to how an artwork goes from paper/paint/a digital design etc to being integrated into the building, timelines and budgets, and how to then combine it all into a professional Concept Design package. Guildhouse will provide 1:1 support and skills development for every artist involved in this project.

**If you have any questions about this Expression of Interest or the public art commissioning process, please reach out to the Guildhouse team.**



## Contact

**Tracy Le Cornu**, Curator, Guildhouse Project Lead  
0434 460 613  
[tracy.lecornu@guildhouse.org.au](mailto:tracy.lecornu@guildhouse.org.au)

**Sian Watson**, Producer, Guildhouse Project Assistant  
(08) 8410 1822  
[sian.watson@guildhouse.org.au](mailto:sian.watson@guildhouse.org.au)

## Guildhouse: who we are

Guildhouse is a not-for-profit peak industry body for the visual arts sector in South Australia that has contributed to a vibrant artistic community for sixty years. Trusted for its in-depth understanding of visual arts practice, sector knowledge, professional networks and its experienced team, and with a directory of 1,200+ members from diverse artistic practices, Guildhouse is uniquely qualified to connect South Australian artists, designers and craftspeople with private, public, and commercial opportunities.

In addition to working with established artists, Guildhouse provides skills development and hands on experience for emerging creative practitioners with little or no experience in public art, enabling artists to navigate the often-complex public art journey in a supported, informed and safe way. In turn, our partners play a pivotal part in a broad creative ecosystem that supports skills development and the growth of a diverse and experienced pool of artists, leading to the enrichment of public art across South Australia.

*All Flinders Medical Centre Redevelopment artwork opportunities for this EOI are open to Guildhouse Members and Non-Members Australia-wide. Stay informed about upcoming opportunities by joining as a Guildhouse member.*

*Guildhouse membership offers access to professional support, services and discounted specialist insurance for artists, craft practitioners and designers. By becoming a member, you help us continue our advocacy and support for Australian creative practitioners.*

## Ngaityalya