

Design Narrative from Julia Hunkler

The Wilsonville Library concept

This mural spans all four wall sections of the children's library, beginning on the left side as you face the doors leading back into the main library. It starts with the library itself, an opening book, and a story unfolding with a dog and a cat at home. From there, they move through a series of imaginative worlds that evoke wonder, playfulness, learning, and curiosity.

The scenes, in order, are:

Library, home, Pacific Northwest woods and Mt. Hood, Oregon coast, deep sea, kitchen and baking, Jurassic, art supplies, jungle, knitting, farm, Legos, medieval, space, the microscopic body, a train, and finally the dog and cat dreaming back in the doghouse.

This creates both a forward and backward storytelling effect, whether the journey begins with a book or is revealed to have all been a dream, with seamless and playful transitions between each scene.

Why I chose this direction

Inspired by the library's community polling, this concept allows many different stories to live within one continuous visual narrative. It invites curiosity at every turn while reflecting the wide range of worlds children explore through reading.

As the design is executed, the dog and cat will continue to appear throughout the scenes in delightful and surprising ways such as an astronaut dog or a dinosaur enthralled cat encouraging kids to look closely in "I-spy" fashion and follow their journey around the room.

Design, Color, and Style Inspiration:

It can be hard to visualize how a graphic design translates into a finished painted mural. The final wall will be informed by the visual references below, reflecting color palette, line quality, and illustrative styles.

