



Deadline to Apply: 5:00 PM, Sunday, June 20, 2021

Stipend: \$500 (may increase based on fundraising)

Community Event: August 28-29, 2021

Paint By Tunnels 2021 - The History of Maple Valley; A Mark In Time

Cedar to Green Rivers Trail and Witte Road, Maple Valley, WA

Nearest parking is at the Maple Valley Community Center

JURORS

Mary Jane Glaser, President, [Maple Valley Creative Arts Council](#)

Dick Peacock, President, [Maple Valley Historical Society](#)

Mark Pursley, Executive Director, [Maple Valley Community Center](#)

Dorothy Stickney, Staff Liaison, [Public Arts Commission, City of Maple Valley](#)

Roxann Harr, President, [Lake Wilderness Arboretum Foundation](#)

IMPORTANT DATES

Deadline to apply: 5:00 PM, Sunday, June 20, 2021

Notification of short-list: Tuesday, July 6, 2021

Notification of acceptance: Friday, July 23, 2021

Installation period: August 2-22, 2021

Community event: August 28-29, 2021

PROJECT LOCATION

Along the Cedar to Green Rivers Trail in Maple Valley under Witte Road near the Maple Valley Community Center, Maple Valley Historical Society, the Maple Valley Branch of the King County Library, and the Lake Wilderness Arboretum.

CALL FOR MURAL DESIGNS ABOUT THE HISTORY OF MAPLE VALLEY

The Maple Valley Creative Arts Council is pleased to present our SECOND site-specific community mural project. We are seeking design proposals from artists, designers, and non-artists alike to design and help fabricate a mural for this year's Paint By Tunnels project -- The History of Maple Valley: A Mark In Time. This site-specific outdoor community artwork will help inform the public about the history of Maple Valley while engaging members of the community in creating this public art piece and all who utilize the trail.

Because of the trail's unique location and the diversity of age, class, race, and ability among residents, visitors, priorities for the mural design are: inclusive, based on the history of Maple Valley, welcoming, peaceful, limited palette, and containing paint-by-numbers elements for members of the community to paint.

DESIGN REQUIREMENTS

- 1) Mural designs must be about the history of Maple Valley and original;
- 2) Designs must contain a majority (75%) of paint-by-numbers elements to be completed by members of the community, ages 5+ during the August 28-29 community event; and
- 3) Mural designs utilize no more than 5 exterior paint colors.

For a brief overview of the history of Maple Valley and expanded details about this opportunity project go to: <https://www.MapleValleyArts.com>. For a deeper dive into the history of Maple Valley, visit <https://www.MapleValleyHistorical.com>.

HOW TO APPLY

If you are interested in being considered for this project, please email a letter of interest, qualifications, and design(s) concepts and/or work samples to [Brenda Chrystie at mvcac@comcast.net](mailto:Brenda.Chrystie@mvcac@comcast.net) by 5 p.m. Sunday, June 20th.

ABOUT PAINT BY TUNNELS

Led by the [Maple Valley Creative Arts Council](#), Paint By Tunnels project seeks to create murals on all five tunnels along the Cedar to Green Rivers Trail in Maple Valley and further engage the community in the Arts. The Paint By Tunnels project team is a group of community volunteers and leaders who are committed to creating an inclusive, hands-on experience so that people of all ages and abilities can create a beautiful work of art together in the outdoors.

ABOUT THE MAPLE VALLEY CREATIVE ARTS COUNCIL

The Maple Valley Creative Arts Council, founded in 1998 and designated a 501(c)3 in 2000, is dedicated to the promotion and appreciation of the Arts in our community and schools as a source of inspiration and education to enhance the quality of life for everyone. We are committed to authentic community outreach and engagement. We believe that the more diverse our interactions, the more inclusive our world can become. The mural design will allow the simultaneous use of a wide range of visitors to enjoy the trail and nearby amenities together. Go to the Maple Valley Creative Arts Council's website for more information on the project, our progress so far, team members, and current design plans.

SCOPE OF WORK

The selected artist/artist team will develop a creative entryway element that engages the passerby and welcomes them to the space. Artistic elements and features should help define the space as a public park, increase the sense of welcoming and belonging for our diverse community and enhance the user experience around the park space. Chosen proposals will need to go through both a project design team and Parks Dept. review process, therefore applicants must be ready and willing to collaborate and re-iterate as necessary throughout the life of the project. Selected artist(s)/designer(s) should know and understand the strengths and challenges of people who live in and visit the community. Artists must be willing and able to approach the project through a lens of inclusion and should culminate in a design that includes the hopes and needs of the members of our community who this trail serves. The design must fit the long term maintenance goals of the Maple Valley Creative Arts Council. It is intended that the artist will carry this project through to its completion and participate in the community event.

SELECTION PROCESS

The selection will take place in two parts. During the first round of the selection process, a panel consisting of Eli's Park Project professionals, representatives from our landscape architect team, and select community members will review the applicants' images, qualifications, and other materials. The panelists will identify up to four finalists. During the second round of the selection process, finalists will be asked to develop a proposal for their vision of the entryway feature. This will include sketches and/or models, estimated budget, and a description of materials and maintenance requirements. Each finalist will be able to present their proposal virtually and answer questions from panelists.

BUDGET

MVCAC and artist(s)/designer(s) to settle on a budget. A small stipend of \$500 is currently available for the selected artist(s)/designer(s) and may increase dependent on overall fundraising for this project.

ELIGIBILITY

Artists, designers, non-artists, and teams living in King County, Washington ages 14+. We welcome applications from all artists who feel connected to Maple Valley and the tunnel location. We highly encourage artists representative of our diverse community including Black, Indigenous, artists of color, LGBTQ+, disabled and emerging artists, and youth to apply. We are committed to involving artists who have been historically marginalized from the public art landscape.

PROJECTED TIMELINE

Proposals Submitted by Friday, June 18, 2021 • Short-listed artist(s)/designer(s) to be notified Tuesday, July 6th • artist(s)/designer(s) Interviews scheduled TBD mid April • Final artist(s)/designer(s) to be notified July 23rd • Mural prep to start estimate – Early August • Community Event – August 28th & 29th

*All proposed mural design plans must meet King County Parks and Recreation requirements and be approved through a Review Process.

SELECTION CRITERIA

The artist/teams will be selected on the basis of the following criteria: • Quality of concept, design, and craftsmanship • Creativity of approach • Historical relevance to Maple Valley, WA • A proven ability to coordinate and collaborate with project managers, design professionals and community stakeholders

APPLICATION REQUIREMENTS

Email [Brenda Chrystie at mvcac@comcast.net](mailto:Brenda.Chrystie@mvcac.comcast.net) your intent to apply and materials, including: Letter of interest (no more than 1,000 words); Resume or Narrative Bio; Up to 10 concept images in JPG format (or link to Dropbox or Google drive). **Deadline to apply: Sunday, June 20, 2021 at 5pm (PST).**

WE'RE HERE TO HELP!

Please contact [Brenda Chrystie at mvcac@comcast.net](mailto:Brenda.Chrystie@mvcac.comcast.net) with questions related to this request. The Maple Valley Creative Arts Council is committed to amplifying the voices and creativity of our community and collaborators so don't hesitate to get in touch to discuss the project and any questions or stumbling blocks that you may have in the application process.