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Demonstration Projects

Seven local areas were chosen by the TVF Team as sites for Demonstration Design Projects out of 16 proposals submitted by community groups, business associations, neighborhood associations, and cities. University of Idaho Architecture students and faculty were joined by other TVF team members, local professionals, BSU students and faculty (Public Policy, Economics, Art), elected officials, community members, business and property owners in a 2-4 month design process. Community issues and goals were discussed and incorporated with the goals of the TCSP Program to then explore local solutions. One to three day long design workshops were held mid-way through each project where hands-on activities allowed complex issues to be examined. Flexible solutions were proposed and reviewed and then presented for Public comment at the end of each design project. Follow-up activities by the TVF team and communities have included Comprehensive Plan reviews, ordinance language proposals, developer contact, and action committee formation among others.

Project 1: Old Townsite of Ustick, Boise - Fall 1999

Creation of a neighborhood "heart" at the original historic Townsite of Ustick including civic, retail, and residential elements in a pedestrian-supportive environment on a major transit route.

Project 2: Kuna Downtown - Spring 2000

Reinvigoration of Kuna's Central Business District with civic additions such as a new high school, city hall complex, and museum. A visitors center for the National Birds of Prey Conservation area would be located just over a proposed thematic bridge to the south side, keeping activity close to the center of town and allowing balanced growth. Commuter bus service is designed to connect Kuna to other communities.

Project 3: Downtown Nampa - Spring 2000

Revitalization of Downtown with a multi-level parking garage, development of alternative modes of transportation, future transit station at the rail yard, future City Hall on the North side, mixed use implementation for downtown businesses (introduction of housing on upper levels of downtown buildings), and neighborhood center at the Old Stampede site.

Project 4: Meridian Old Town - Spring 2000

Redevelopment of Old Town Meridian, as well as areas south of the rail tracks, including provision for a transit station, new City Hall complex, convention center, close-in housing choices to support a vital city center and future rail corridor transportation.

Project 5: Star - Fall 2000

City-wide envisioning for Star's future with historic Star at the center and neighborhood centers at the periphery to support community life as well as future transit choices (primarily pedestrian and bicycling). Downtown Star design project included a public plaza/commuter transit stop fronted by a future City Hall and surrounded by mixed-use retail/residential.

Project 6: Orchard and Emerald Revitalization, Boise - Fall 2000

Revitalization of this inner-ring suburban shopping area with pedestrian oriented buildings, continuous sidewalks, public plazas, additional housing choices. A new rail-oriented village was located on the old rail spur to Downtown.

Project 7: Idaho Center / BSU West Campus, North Nampa - Fall 2000
Rail-oriented transit village on the site of the Idaho Center parking lots and immediate surrounding area, designed to add in entertainment, retail, office, housing, and civic amenities that could support the Idaho Center and BSU's West Campus in a long term sustainable pattern.
