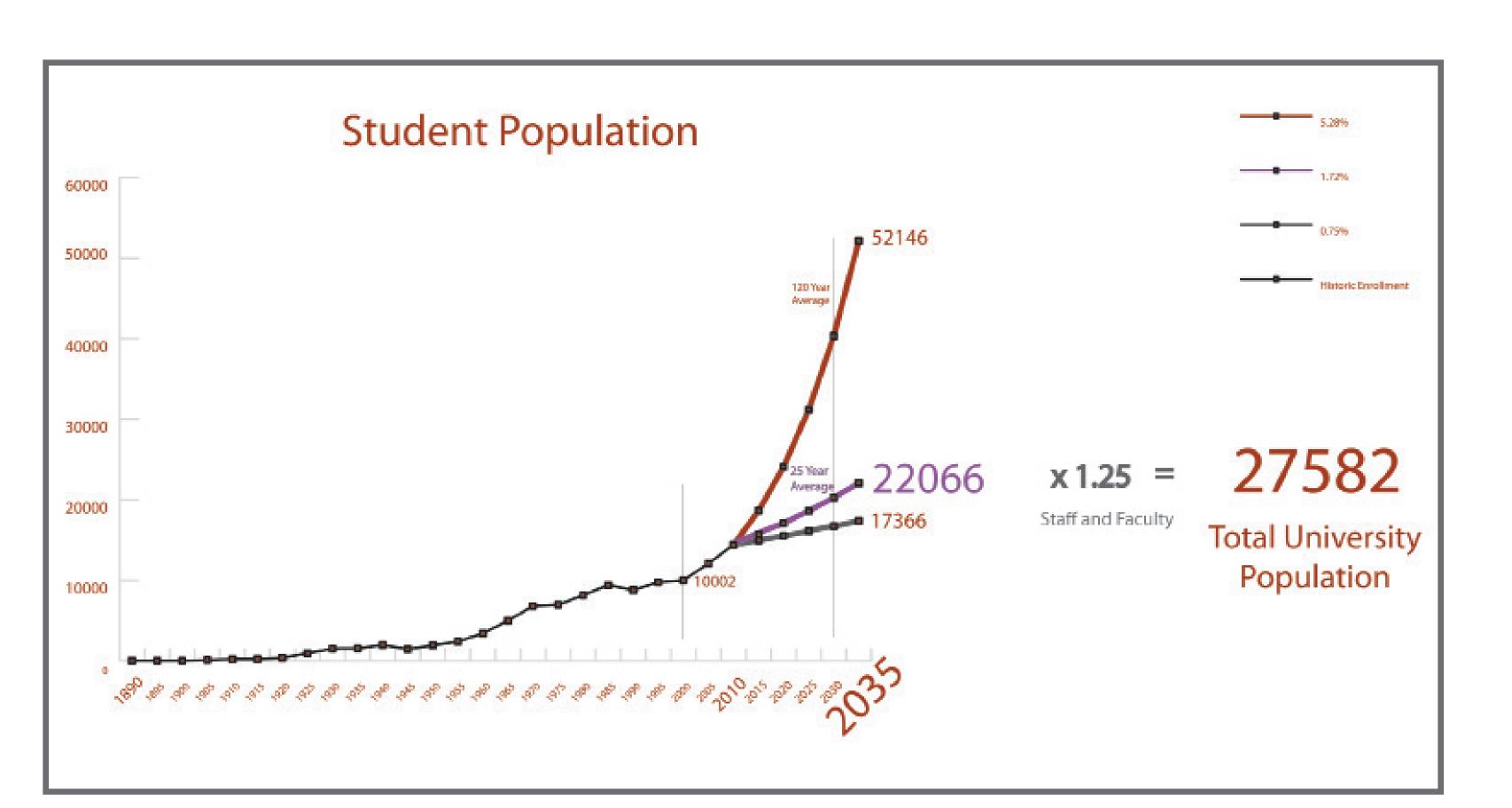
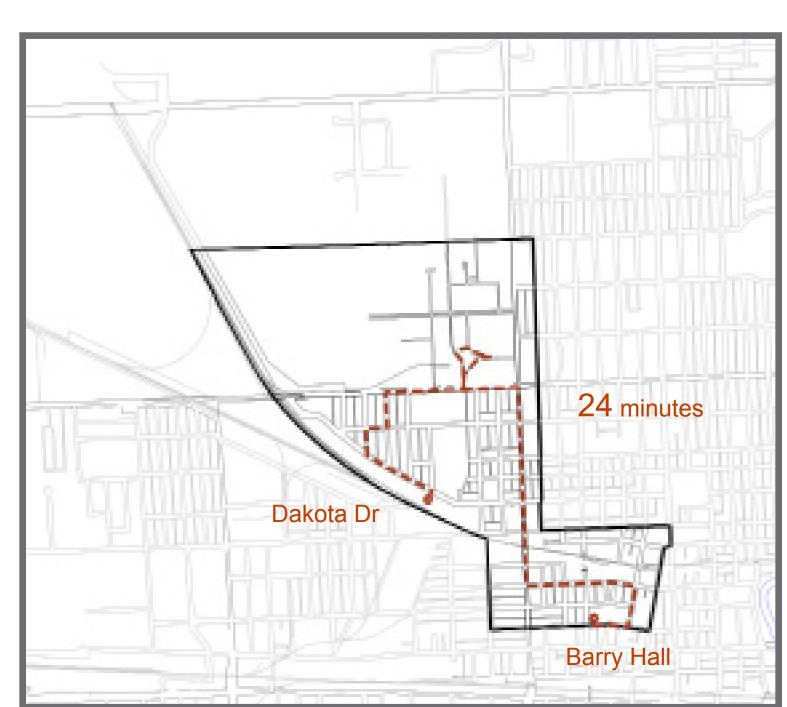
Community - - - Connections



How can a community become a livable environment in spite of an increase in population density? By tying together development and transit in designed communities that support the needs of many people. This type of neighborhood will be oriented around a transit hub and mixeduse core. It will be maintain high accessibility to transit, green space and other amenities. This is the kind of neighborhood that Fargo, a growing university community, will need as it increases in population.









The coverage of bus service in the university areas is widespread. However, the routes do not necessarily travel efficiently between major destinations.

This is an example of the route that an individual who lives in a high-density student housing area could take to get to a large academic hall. Buses may be utilized for the entirety of the trip but at a large cost of time.

Any design must introduce usable green space. While the campus at the north of the site has many small passive park spaces the rest of the site contains only one facility with limited appeal and versatility.

The coverage of bus service in the university areas is widespread. However, the routes do not necessarily travel efficiently between major destinations.

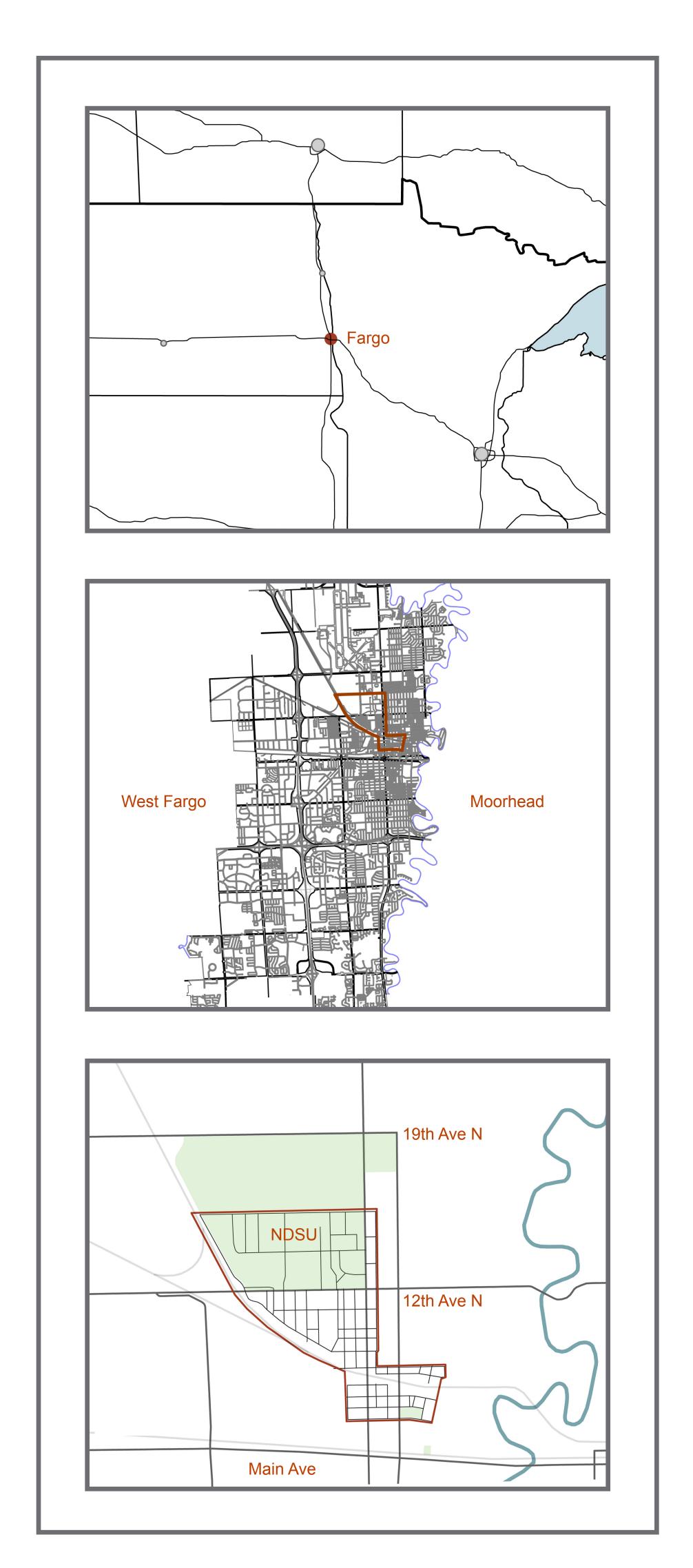


7th Ave N



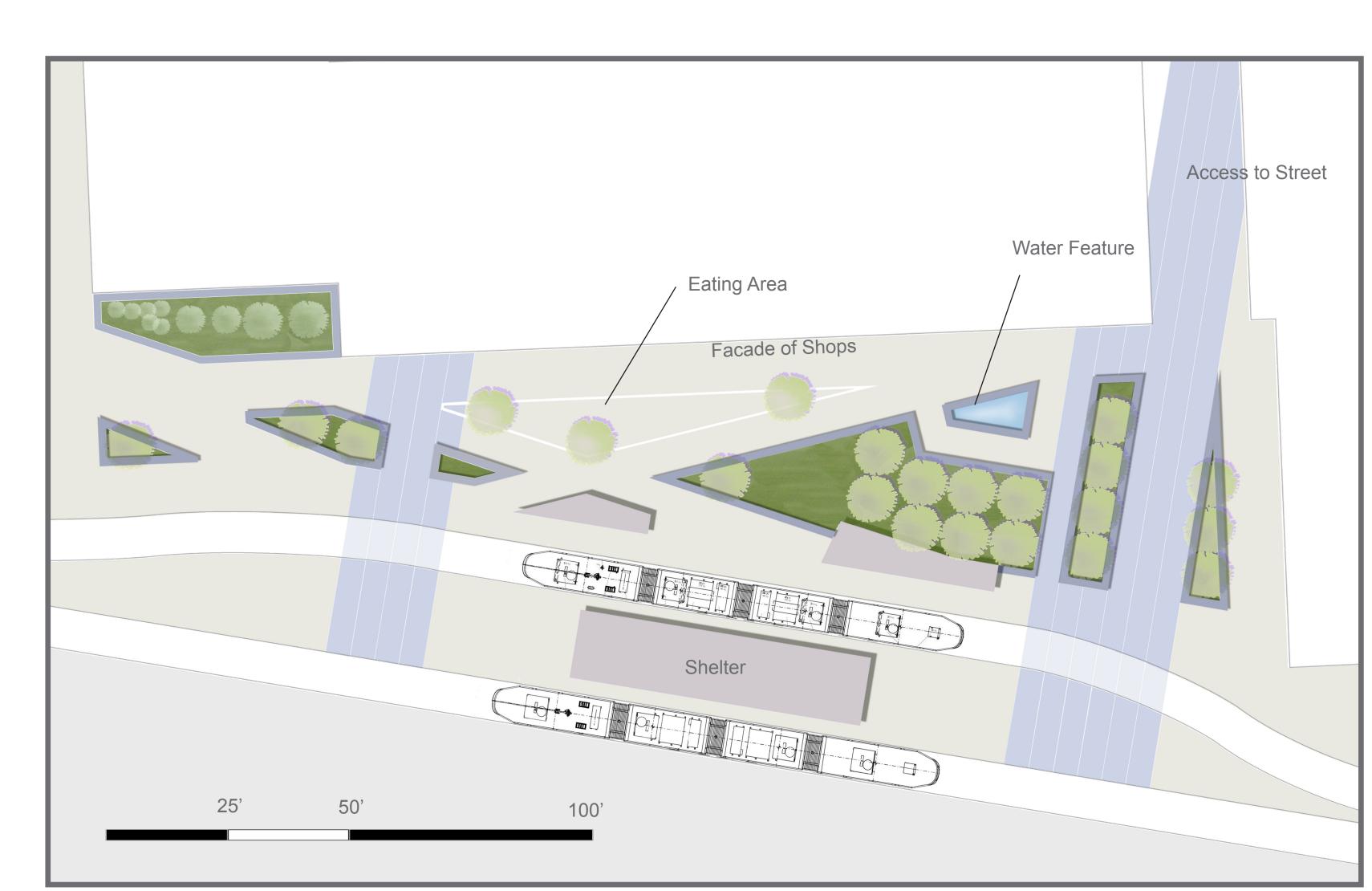
The greenway serves a pedestrian route with access to the downtown core from the rest of the neighborhood. It is positioned to provide a visual draw to the taller buildings of the core neighborhood blocks. It also serves the neighboring residences as a community park.











Transit Plaza

The plaza will serve as a functional and enjoyable space for those using the rail in the south side of the downtown core it is very transit and neighboring shops. Located on the south side of the downtown core it is very convenient to a significant population.



Nathan Hall LA 572 Design Thesis 2012 Advisor: Jay Kost

Programs Used: AutoCad Photoshop
InDesign
Adobe Illustrator
Google Sketchup
Maxwell Render