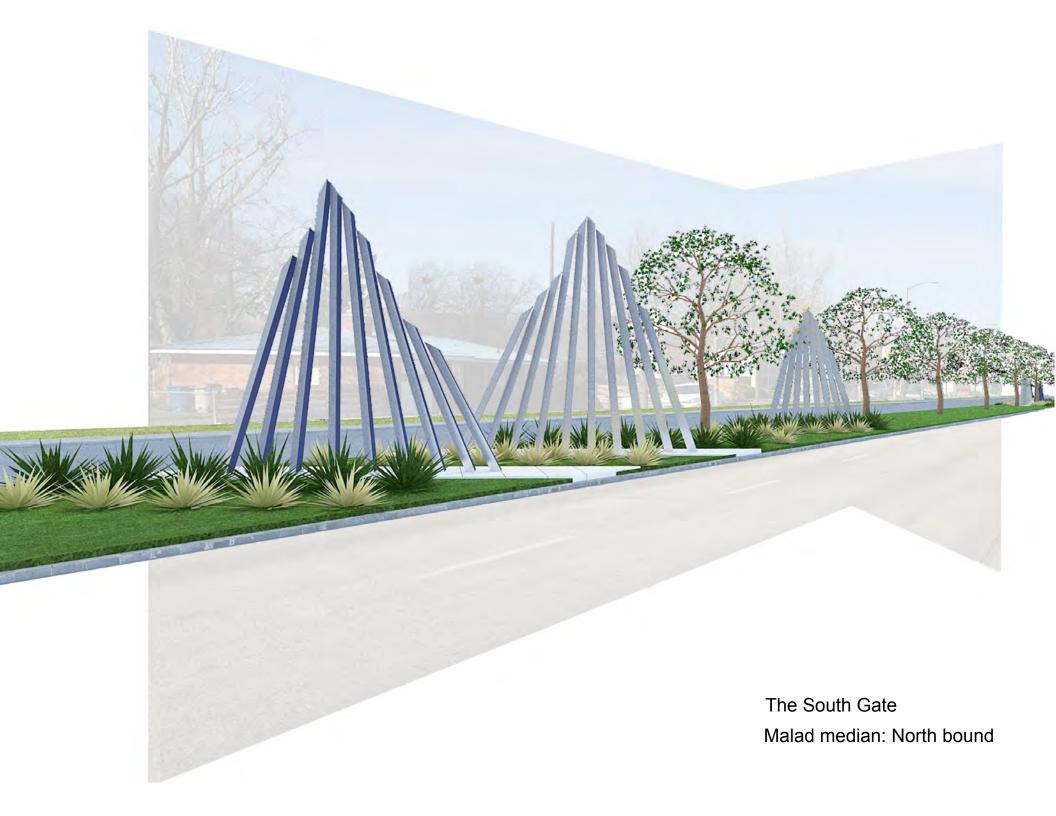


Valley Gates establishes a gateway presence into the City of Boise, the Treasure Valley, and the State of Idaho through a series of sculptures that follows the topography of the land descending into the heart of downtown Boise. When visitors or residents of Idaho drive from the airport and Interstate 84 to downtown, the first road they use is Vista Avenue which offers panoramic views of the city of Boise nestled in a valley surrounded by the immensity of the foothills and mountains beyond. It is this experience—the transition from elevated land formations to the valley floor—that serves as inspiration for the art piece.

Sculptural mountain peaks, plateaus and foothill formations are placed through the medians mirroring how the landscape transitions in the Treasure Valley and throughout Idaho. Mountain ranges and valleys are like waves that cross the state. A sense of geometry emerges from the movement through mountain landscapes and valley basins; a peak and a trough giving way to another peak.





A visual translation of this movement through the landscape is represented by the triangle shapes that repeat throughout the sculpture. Triangular steel tubes, powder coated metallic silver on two sides and a deep purple-grey on the third side are used in groups angling either towards or away from each other creating formations similar to mountains, plateaus and foothills. The varying heights of the steel tubes recreate contours similar to what is seen in the natural world.

Utilizing both medians on Vista Avenue the sculpture creates a "valley" by anchoring the northern-most and southern-most entrance points with a series of "mountains." The highest triangle tubes or "peaks" being seen first at Malad Street and Targee Street and gradually stepping down to plateaus, foothills and eventually a valley where both medians meet at Cherry Lane.

This extended triangle shape of the layout provides a symbiosis between both medians.



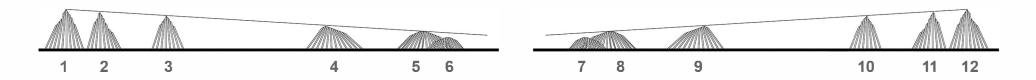
Valley Gates: Elevations

Sculpture and Landscape Elevation



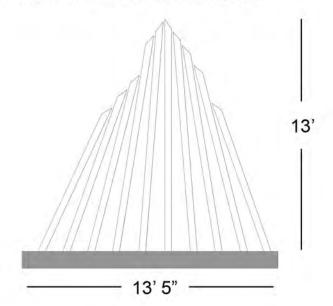
Sculpture Elevation

Note: The overall design creates a valley-like shape between both medians

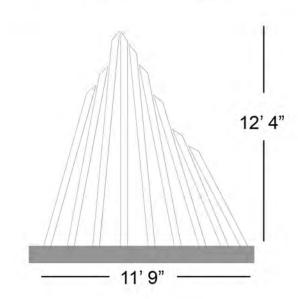


Individual Formation Elevations

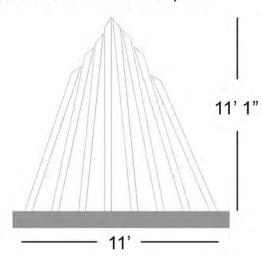
Formations 1 and 12: mountain peaks



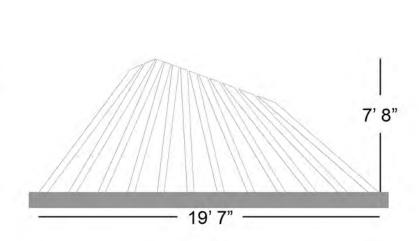
Formations 2 and 11: mountain peaks



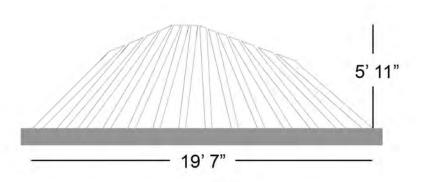
Formations 3 and 10: mountain peaks



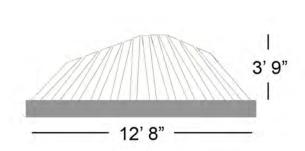
Formations 4 and 9: plateaus



Formations 5 and 8: foothills



Formations 6 and 7: foothills



Triangle shapes repeat throughout the sculpture; in the overall layout, land formation groupings and individual steel tubes.

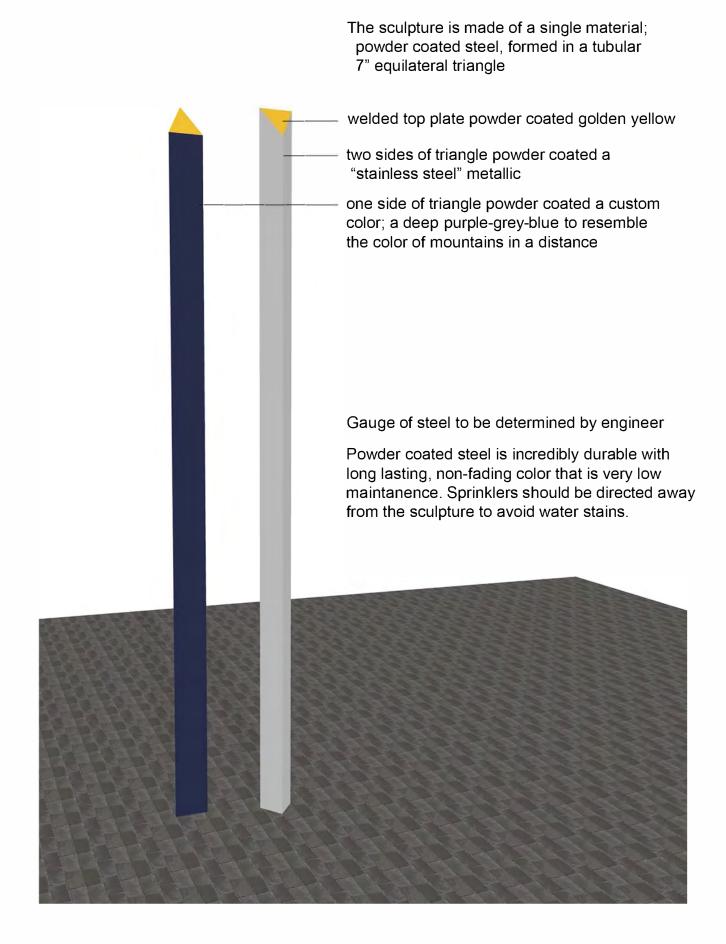
The triangle is an abstraction, a fractal representation of nature that can be found in the local and regional geography. Triangle forms are created by sunlight and shadows falling on the layered topography of the foothills or as sunlight hits the mountain peaks at sunrise and sunset. The faces of a mountain or the mountain in it's entirety are triangles. A triangle can be the stylized form of a valley.



The steel tubes are cut at an angle at the top creating another visible triangle. The tops are powder coated in a contrasting color, a golden hue, reinforcing the idea of mountain and landscape "faces" being illuminated by the sun or reflected light from snowcapped peaks.



Valley Gates: Materials List



The tubes are arranged in a manner that allows the viewer's movement to create the activation of the sculpture, referencing similar scenarios on drives through the Treasure Valley and Idaho. Trees, fences, rows of crops, railroad tracks, all create a similar visual effect as they clip by in a moving vehicle.



The multiple tubes and the angled placements were carefully considered in order to create an animation-like motion as they are passed by. One side of the triangle is finished in a contrasting color of deep purple/gray. The color shift reinforces this experience of motion.