WAYFINDING STANDARDS

Sign Design Standards and Specifications

Wayfinding Standards for City of Gainesville Parks, Recreation, and Cultural Affairs Department

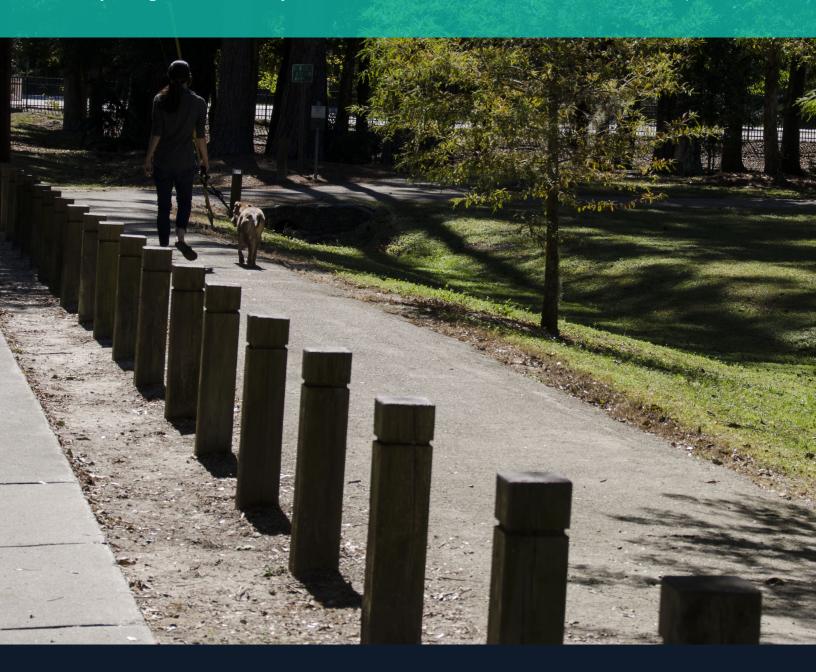










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Introduction

Introduction project overview

PROJECT OVERVIEW

The City of Gainesville has developed a unique and unified wayfinding park standards system for its parks and public spaces. This completed wayfinding system informs visitors of amenities and destinations within the parks; identifies the parking area; and provides guidance on locating amenities, features and destinations once within the parks.

Two parks were selected to serve as case studies for the wayfinding standards: Alfred A. Ring Park ("Ring Park"), and Albert Ray Massey Westside Park ("Westside Park"). By studying these two parks, a holistic wayfinding system that can be expanded to the rest of the City parks was created. This process resulted in the creation of a Design Intent Document that can be used by sign companies to prepare detailed construction shop drawings for the fabrication and installation of the signs.

This document sets out the principles, guidelines and specifications for implementing a comprehensive wayfinding system for the City of Gainesville parks. The document is intended as a tool for the planning and design of wayfinding information across the park network beyond the case study. It provides the basis for undertaking specific projects as part of a growing and coordinated approach towards parks information.

These guidelines and standards represent the work done to date in the development of new wayfinding information.

Through the process of implementation, the standards will be reviewed and refined to ensure that they are comprehensive, robust and longlasting.

While this document includes guidelines and standards for the majority of wayfinding elements within the parks, there are a number of components intentionally not covered by the document. It is understood that each park in Gainesville is unique. As a result, the signs allow for the incorporation of unique graphics for parks that require a unique treatment.

THE STRUCTURE OF THIS REPORT IS AS FOLLOWS

SECTION 1 INTRODUCTION

Introduces to the overall document and its structure

SECTION 2 SIGN DESIGN PALETTE

Displays the entire family of signs created for the City parks

SECTION 3 GRAPHIC STANDARDS

Outlines fonts, colors, and all graphic information displayed on signs

SECTION 4 MAPPING STANDARDS

Provides graphic recommendations and specifications for the creation of future park maps

SECTION 5 SIGN SPECIFICATIONS

Provides sign design intents for fabrication and shows how the information will be displayed by sign typologies.

Highlights sign placement based on sign types.

Introduction park types

HOW TO USE THIS DOCUMENT

This Wayfinding Standards document is intended as a set of principles, guidelines and specifications, based on work undertaken to date.

It describes wayfinding thinking, the needs of each park type and the methods used to develop a comprehensive wayfinding system. It is a technical document for use in the sign implementation or park update process.

This document is intended to be used in the sequence of the Analysis Report and the Park Design Standards. This is necessary to ensure that the implementation of the system be carried out in as logical and effective a way possible from first concepts to final installation.

WHO SHOULD USE THIS **DOCUMENT**

The document should be used as a constant reference for anyone considering customer information or circulation in park facilities, whether specifically for wayfinding or not. It is intended that the Park Design Standards and the Wayfinding Standards have a broad and growing influence on the physical environment and how information is applied to the parks.

The document is intended for professionals in park planning, wayfinding and information design who will be familiar with the terms and concepts used in this document, as applied to their area of expertise.

PARK TYPES

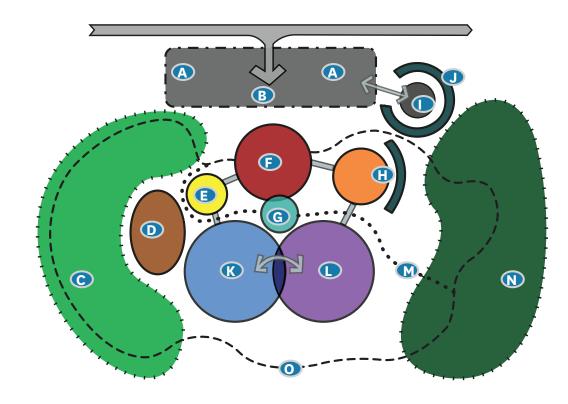
In order to unify parks and dictate what sign types are needed at which parks, all parks need to be categorized. The Park Design Standards reference three (3) types of parks - See pages 31-33

- Active Park
- Nature Based Park
- Neighborhood Park

For wayfinding purposes we would need to divide neighborhood park into two groups. Parks that are over 0.5 acres and smaller scale neighborhood parks that are 0.5 acres or under.

The next page shows the park type diagrams in order to get a sense of the amenities found at each park type. The diagrams were taken from the Design Standards and depict the relationship between park elements and activities in each park type.

Active Park

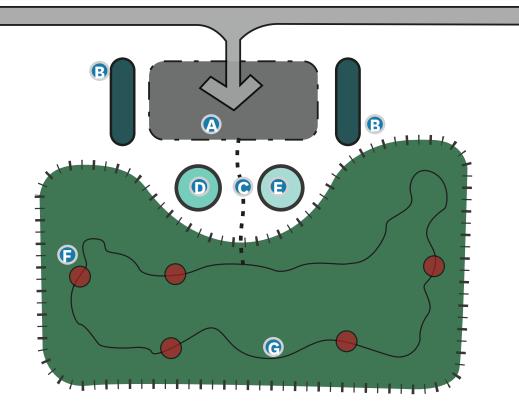


- A PARKING
- **B** ENTRY
- C FLEXIBLE OPEN SPACE
- PICNIC
- **E** PLAYGROUND
- © CONTROL BLDG/STAFF OFFICE
- **G** RESTROOM
- (II) COURT PLAY

- MAINTENANCE/STORAGE
- BUFFER
- **K** YOUTH SPORTS
- ADULT SPORTS
- M INTERNAL CIRCULATION
- NATURAL AREAS
- PERIMETER TRAIL

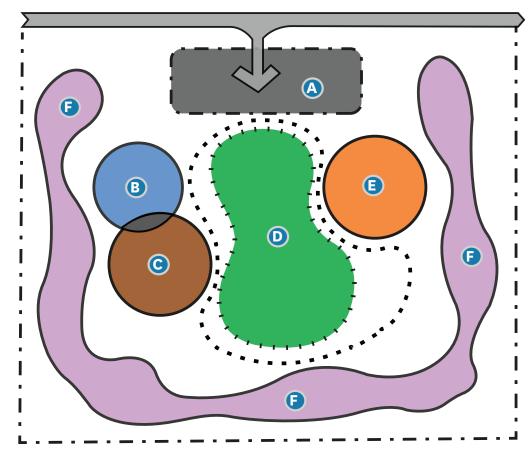
Introduction park types

Nature Based Park



- A PARKING
- **B** DENSE BUFFER
- © TRANSITION ZONE WITH EDUCATION
- SHELTER
- **(E)** PARK OFFICE/RESTROOM
- **DISCOVERY NODES**
- **G** CIRCULATION

Neighborhood Park



- **A** LIMITED PARKING
- **B** PLAYGROUND
- © PICNIC
- FREE PLAY/OPEN SPACE
- **(E)** COURT PLAY
- **E** LOW NOISE ZONE (IN RESIDENTIAL AREAS)

Under 0.5 acres

- · Hibiscus Park
- Oak Hill Park
- Phoenix Park
- Sharmie Ffar Park

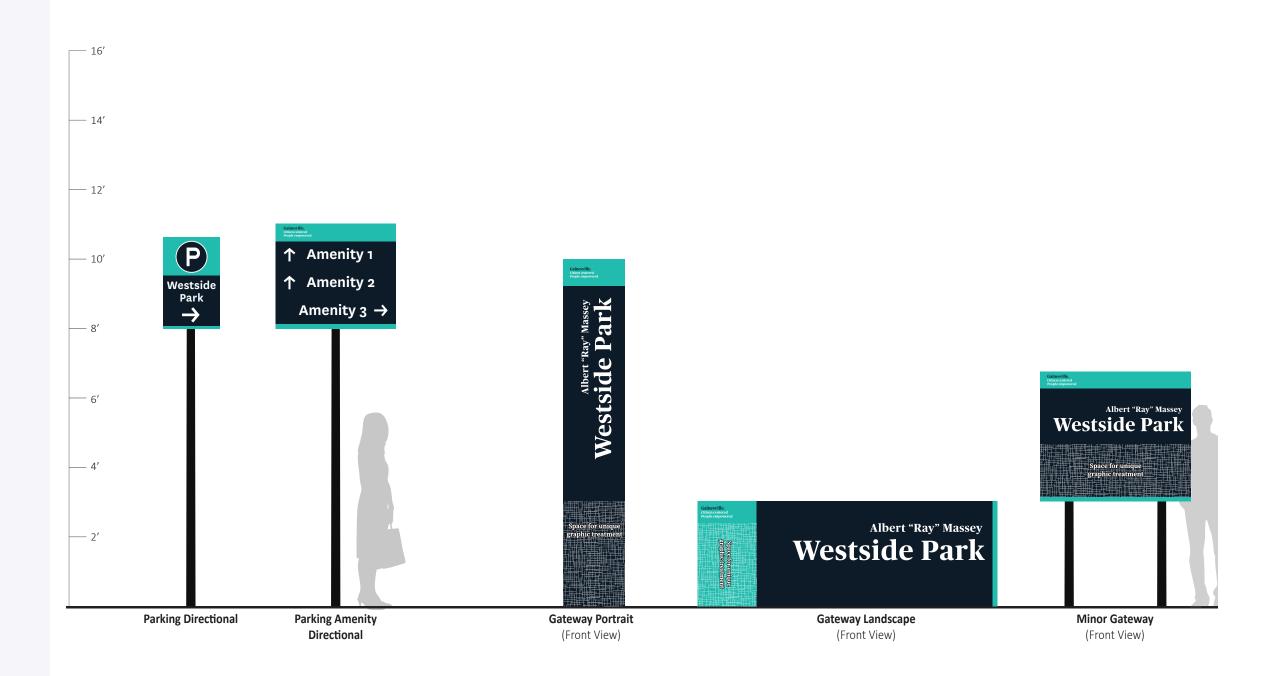


2. Sign Design Palette wayfinding sign family

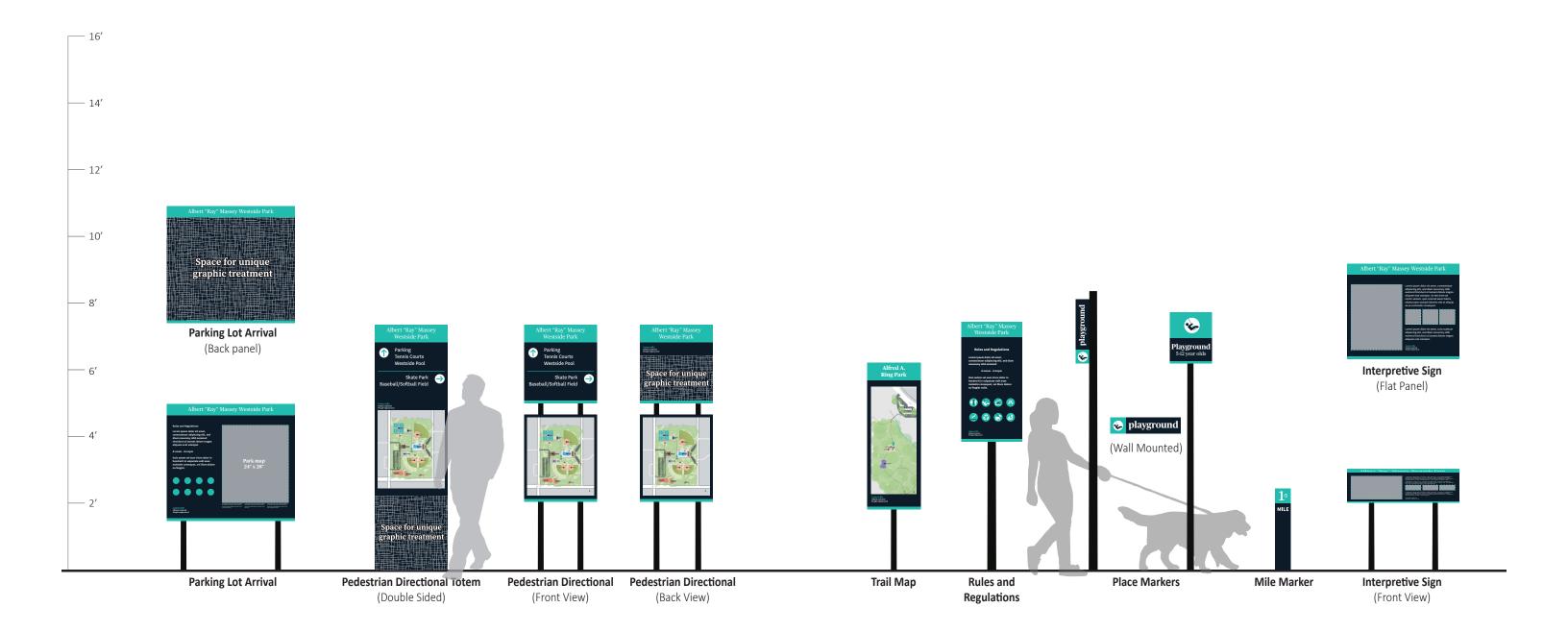
WAYFINDING SIGN FAMILY

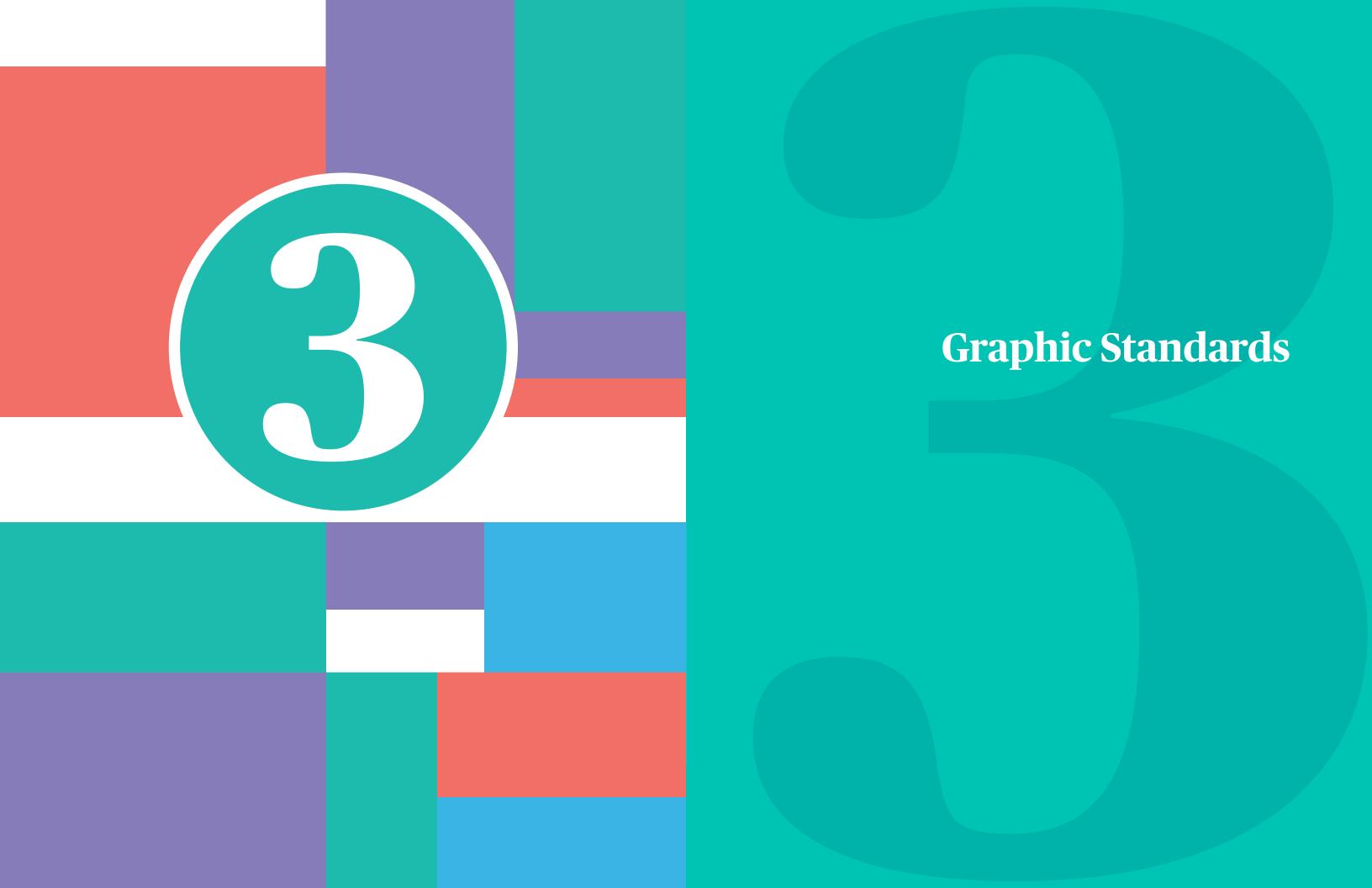
Based on the recommendations from the Analysis Report three (3) sign design options were created.

After public and stakeholder feedback, a palette was selected and refined. The following pages show the full design palette for the City of Gainesville parks



2. Sign Design Palette wayfinding sign family





3. Graphic Standards branding - logos

GAINESVILLE UNBRAND

The analysis report highlighted the logos to be used on the wayfinding system. In order to link all parks to the City of Gainesville, the unbranded wordmark should be use consistently throughout the system. Section 5 details logo placement on all sign types.

Unbranded Wordmark

Gainesville. Citizen centered People empowered

Unbrand Colors



WSPP Brand

Completed Projects







3. Graphic Standards colors and materials

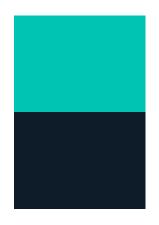
COLORS AND MATERIALS

Consistent use of a color palette creates a recognizable "system". The Color Palette found on the following page provides a reference for specifying a paint color or material.

The Fabricator is required to submit painted color chips and material samples for approval prior to sign fabrication before every project.

The ADA requires a minimum of 70% contrast between text and background for legibility.

Unbrand Colors Used on Signs



Unbrand Colors Used on Maps



Sign Paint Colors

	Code	Name	Specification	Process
	P1	White	Pantone White	Surface applied, exterior sign paint and protective top coat: Acrylic Polyurethane w/ UV inhibitor, finished with Clear Coat Satin finish.
	P2	Navy	PMS 296C	Surface applied, exterior sign paint and protective top coat: Acrylic Polyurethane w/ UV inhibitor, finished with Clear Coat Satin finish.
	P3	Teal	PMS 3265C	Surface applied, exterior sign paint and protective top coat: Acrylic Polyurethane w/ UV inhibitor, finished with Clear Coat Satin finish.

Sign Vinyl Colors

Code	Name	Specification	Process
V1	White	3M Scotchcal	Background & Characters 3M custom inks applied directly to 3930 with 3M approved clear UV/Graffiti Vinyl Over-laminates.
V2	Deep Navy Blue	3M Scotchcal	Background & Characters 3M custom inks applied directly to 3930 with 3M approved clear UV/Graffiti Vinyl Over-laminates.
V3	Dark Aqua	3M Scotchcal	Background & Characters 3M custom inks applied directly to 3930 with 3M approved clear UV/Graffiti Vinyl Over-laminates.
V5	White Retro Reflective	3M Entineer Grade Retro Reflective White	Engineer-grade retro reflective vinyl meeting or exceeding FDOT requirements for day and night draiving.

3. Graphic Standards typefaces

TYPEFACES

This page provides a reference for the typefaces for the Wayfinding Signage System. Typefaces may not be changed. During fabrication, the height and width ratio of letter forms must be maintained proportionately.

Vehicular Signage:

Parking Directional and Parking Amenity Sign Typeface for vehicular signs is National Semibold.

Signs placed on parking lots with a speed limit of 25MPH and lower shall have 4" high type. Type shall be upper and lower case.

Pedestrian Signage:

Minimum 1" high copy is recommended for pedestrian directional signs.

Serif fonts can only be used on pedestrian signs.

Typeface A - National Regular

ABCDEFGHIJKLMNOPQUSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890

Typeface B - National Semibold

ABCDEFGHIJKLMNOPQUSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890

Typeface C - National Bold

ABCDEFGHIJKLMNOPQUSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890

Typeface D - Publico Roman

ABCDEFGHIJKLMNOPQUSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890

Typeface E - Publico Bold

ABCDEFGHIJKLMNOPQUSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890

3. Graphic Standards icons

AMENITY ICONS

To be used in support of text labelling of specific parks services, across all applications.

The icon set is currently being developed and should be updated as soon as it is complete. The icon set shall be distributed and controlled to ensure consistent use.

Icons can only be used on pedestrian signage once the user has time to read the label and understand what each icon means. Unless the icon is a universal icon, it should not be used by itself.



Entrance



Picnic Pavilion



Pool



Boat Launch



Parking



Basketball



Skating



Multi Purpose Field



Restrooms



Grills



Playground



Volleyball



ADA Accessible



Gardens



Dogs Allowed



Observation Deck



Bus Stop



Picnic Table



Interpretive



Water Fountain

3. Graphic Standards icons

RULES ICONS

To be used in support of text highlighting appropiate use of the park systems.

The icons shown to the right are to be used in any sign that displays the rules and regulations of the park.



Clean up and dispose of all trash.



Respect the wildlife around you. Stay on the trail.



Pets are welcome. Leash and clean up after them.



Digging is not permitted.



Use only the grills provided in the park.



Respect park hours. **Camping** is not permitted.



Mapping Standards

4. Mapping Standards mapping overview

MAPPING OVERVIEW

Two maps were created as part of the project based on the two case studies: Albert Massey Westside Park and Albert A. Ring Park.

Albert Massey Westside Park is an active park, while Albert S. Ring is a nature based park. This section of the standards intends to guide City designer through the creation of new park maps.

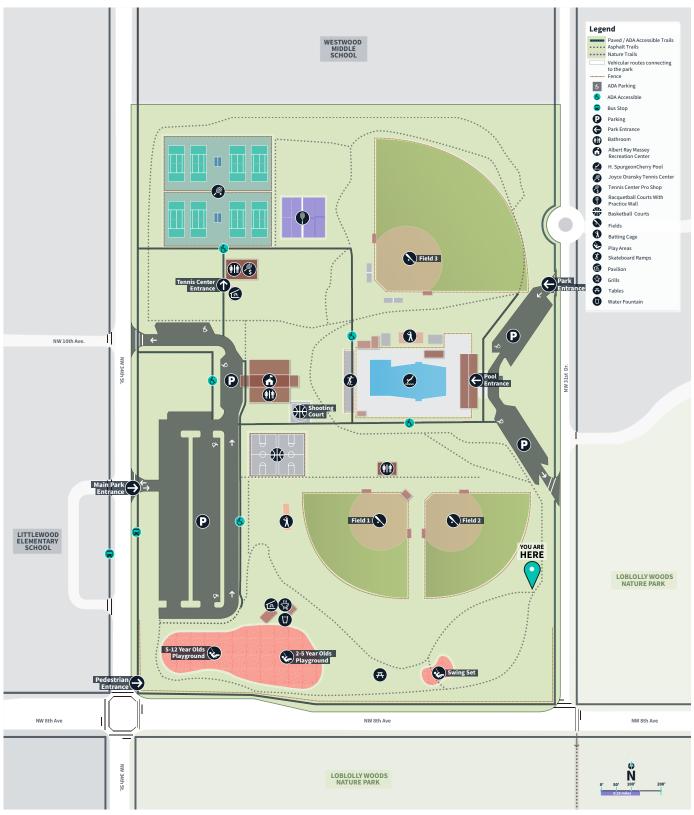
Active and Nature based parks will have a north up map and display the entire park on them. All north up maps shall show the park and the connections between park and City.

Neighborhood parks will have a north up map and display the whole park on them. If the neighborhood park is 0.5 acres or less they will not need a map.

A maintainable level of detail

The City will ultimately be responsible for maintaining the maps and cannot be responsible for local detail, such as a shop unit changing. Therefore, when designing a future parks map, keep City connections limited to areas that are consider destinations and avoid adding names to retail or food and beverage connections.

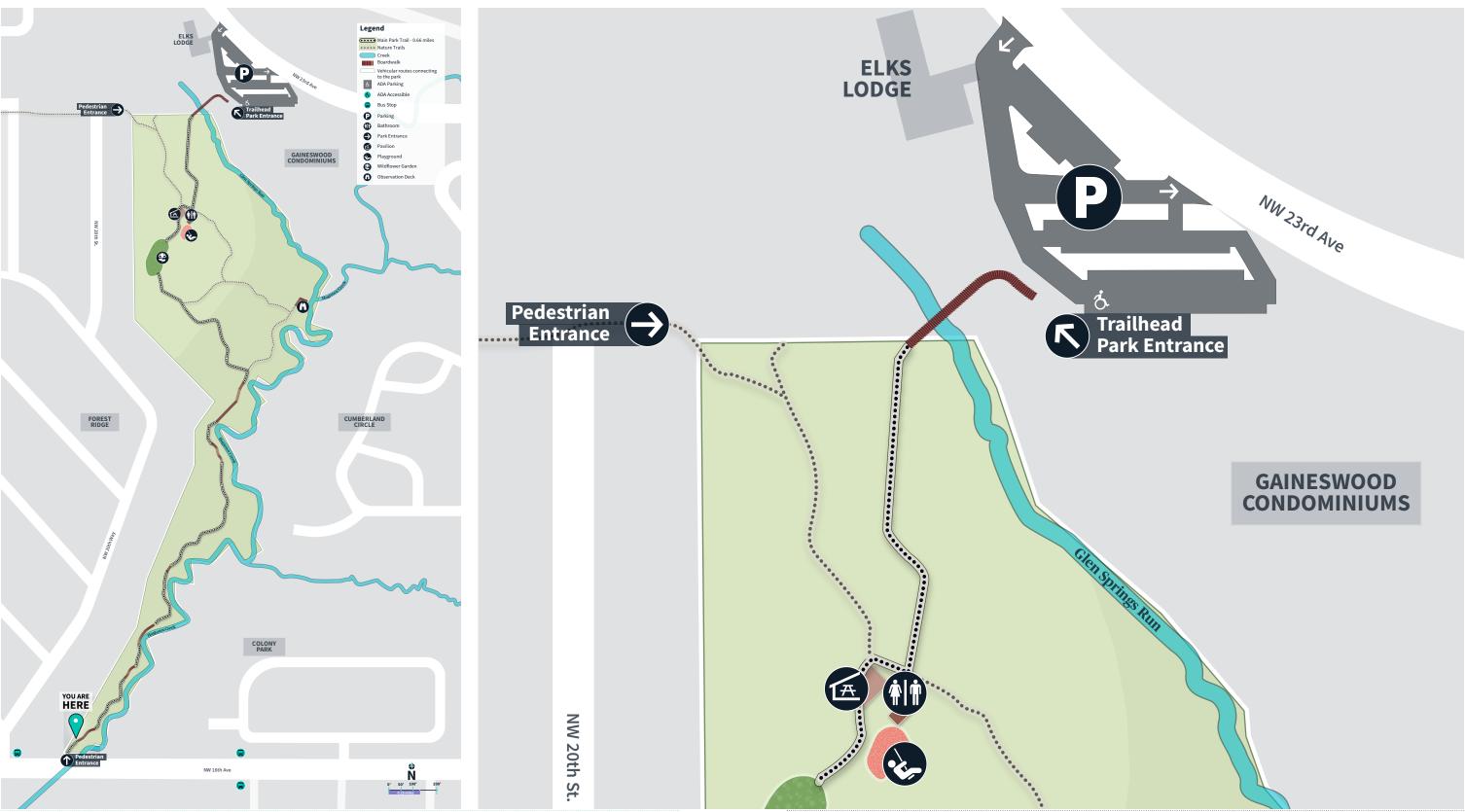
Active Park Map - Albert Ray Massey Park



4. Mapping Standards mapping overview

Nature Based Map - Alfred A. Ring Park

Alfred A. Ring Park to Scale

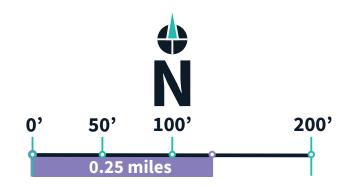


4. Mapping Standards mapping elements

MAPPING ELEMENTS

Every element within the maps have a different mapping treatment. The following pages will show those graphic treatments for the park elements shown in the maps.

North and Scale Marker



You Are Here Marker

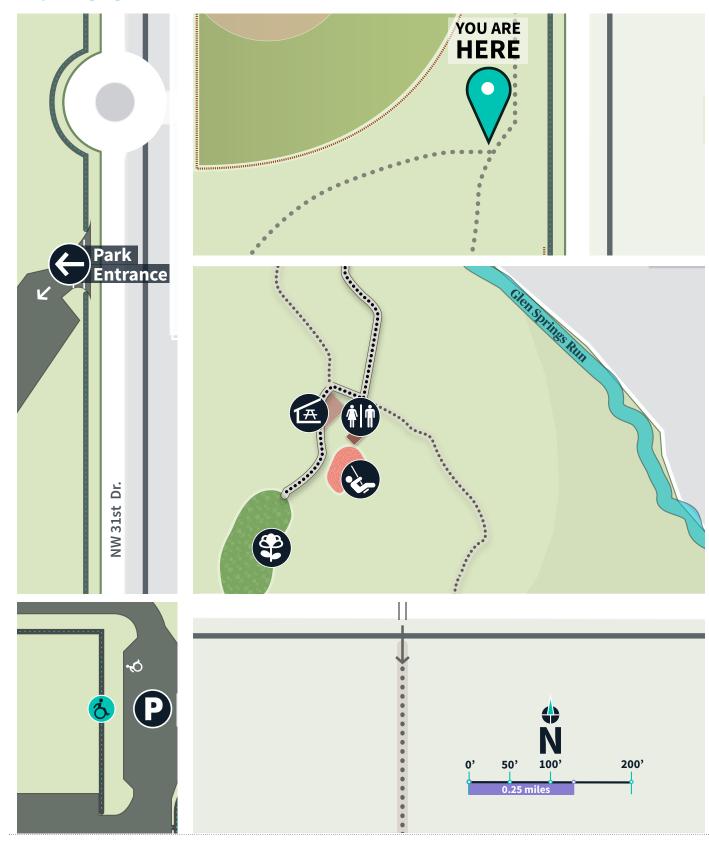


Icons with labels



Icons are labelled in the Legend on each map, unless there are 2 or more of the same icon on the map. When 2 or more icons are present, the icon needs to have a label to differentiate the icons.

Graphic Highlights



mapping elements 4. Mapping Standards

Legends

Legend

Paved / ADA Accessible Trails •••• Asphalt Trails

• • • • • Nature Trails

Vehicular routes connecting to the park

Fence

ADA Parking

ADA Accessible

Bus Stop

Parking

Park Entrance

Bathroom

Albert Ray Massey **Recreation Center**

H. SpurgeonCherry Pool

Joyce Oransky Tennis Center

Tennis Center Pro Shop

Racquetball Courts With **Practice Wall**

Basketball Courts

8 Fields

Batting Cage

Play Areas

Skateboard Ramps

Pavilion Grills

Tables

Water Fountain

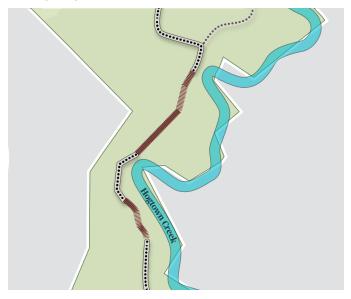
Trails and Walkways



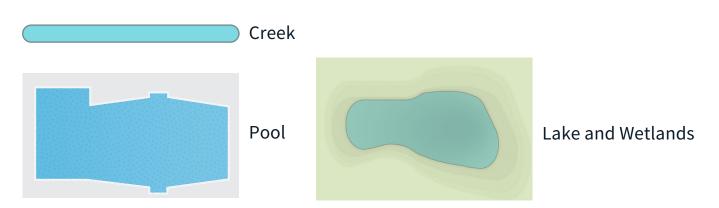


Vehicular routes connecting to the park

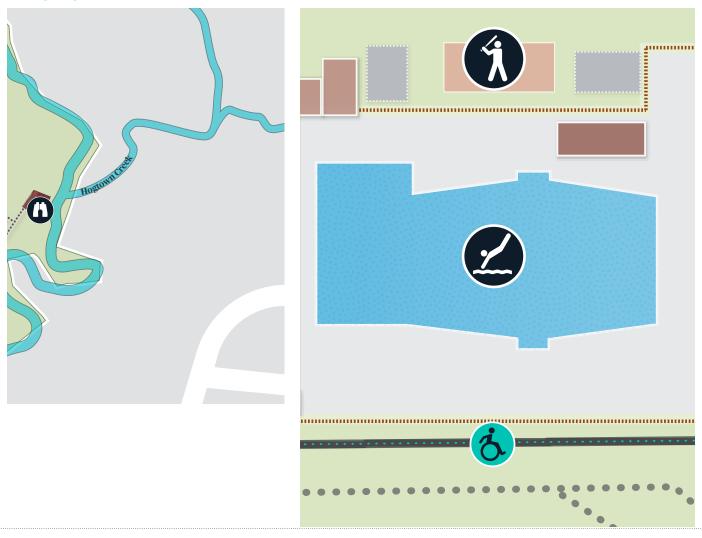
In Map Representations



Water Graphic Treatments

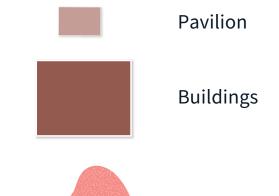


In Map Representations



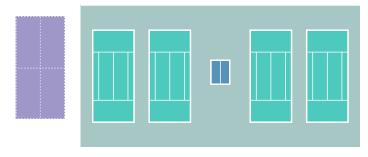
4. Mapping Standards mapping elements

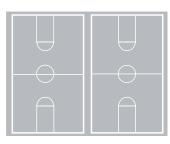
Amenities



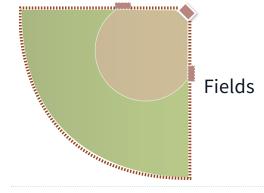
Play Areas



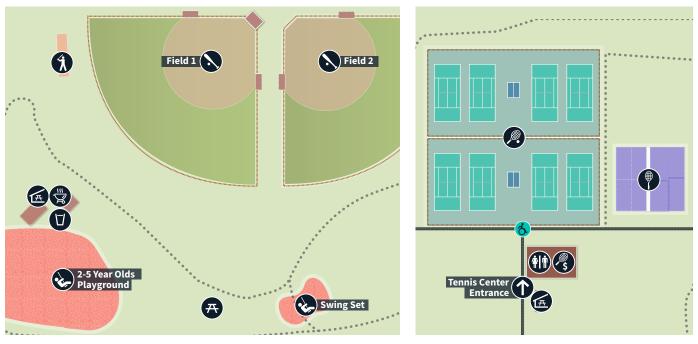


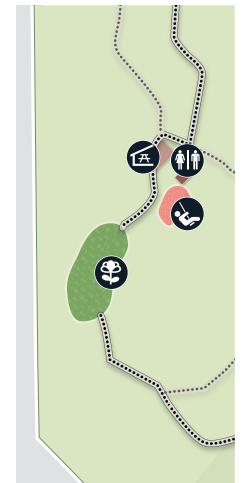


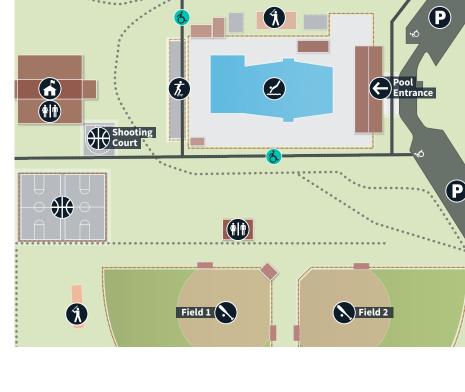
Active Amenities



In Map Representations







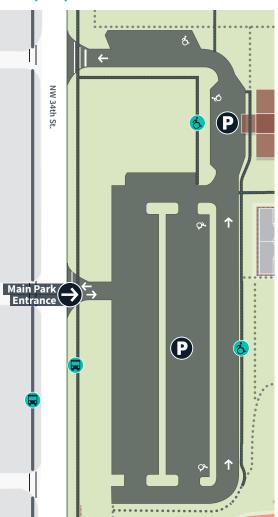
mapping elements 4. Mapping Standards

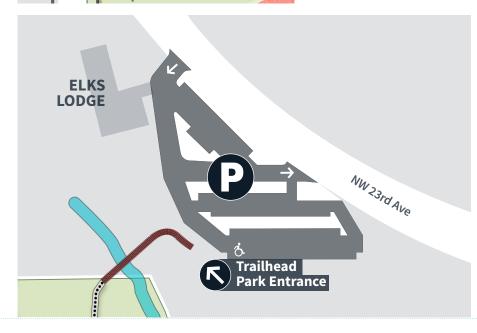
Parking





In Map Representations





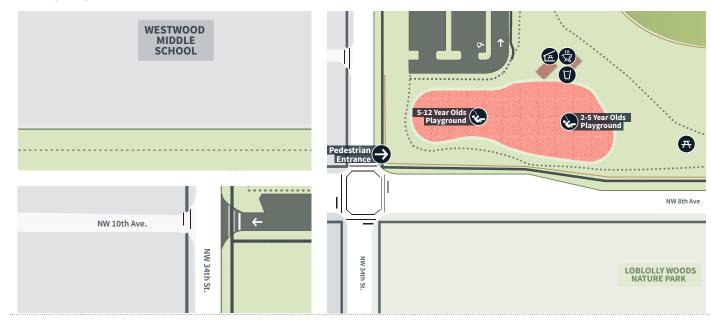
Blocks and City Connections



NW 8th Ave

City Roads Labels

In Map Representations





Sign Specifications

5. Sign Specifications general specifications

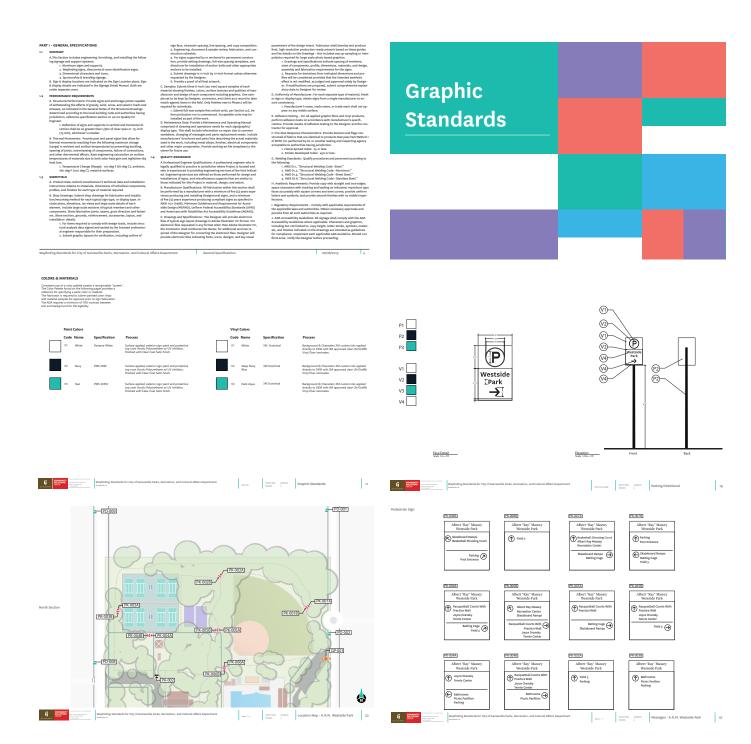
DESIGN INTENT DOCUMENT

In addition to this document, a Design Intent Document (DID) was created to provide enough information to take projects out to Bid. The fabricator shall create construction documents and will be in charge to meet and study structural and engineering needs before the signs are implemented.

The first pages of the DID cover general specifications that the fabricator has to follow when creating all signs within the system. Following the General Specifications are the specific fabrication details for each of the signs within the system. The pages to the right are examples of pages in the DID.



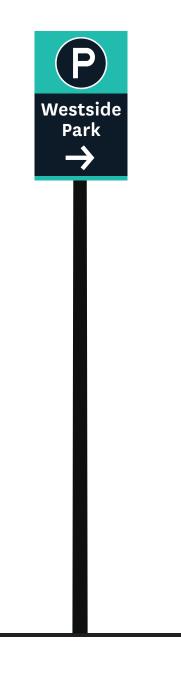


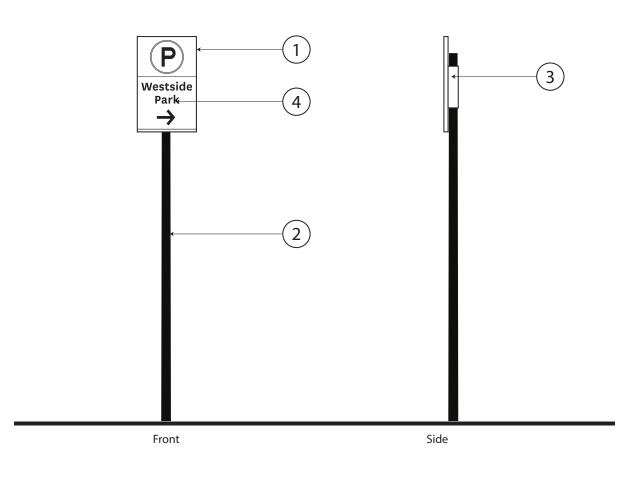


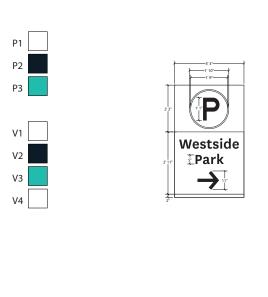
PARKING DIRECTIONAL

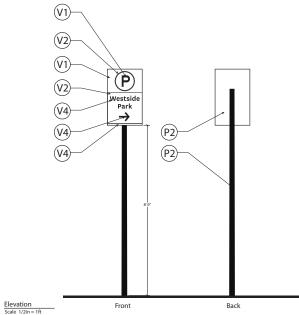
Pole mounted 1/8 inch thick aluminum panel (1) to a three inch round aluminum pole (2), with an aluminum bracket (3), and painted with Matthews automotive grade paint and UV inhabiter clear coat.

Sign face single sided painted background color and graphics with applied reflective vinyl (4) copy . Foundation per City engineering requirements







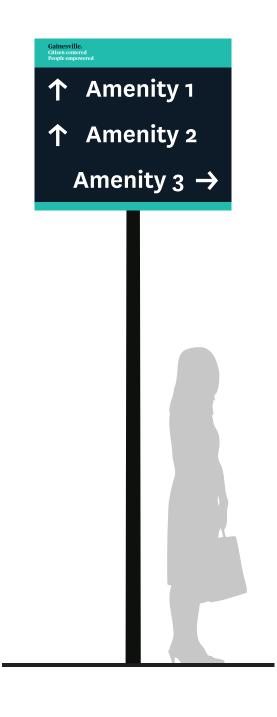


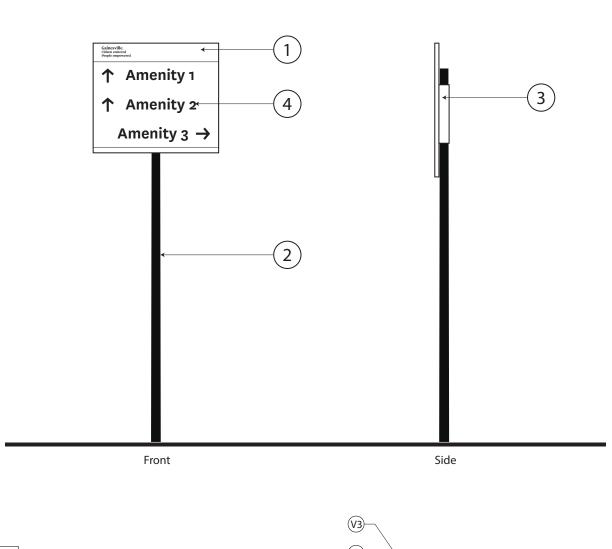
Face Detail Scale 1in = 1ft

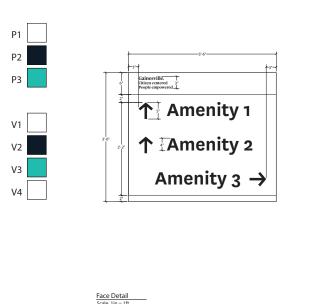
PARKING AMENITY DIRECTIONAL

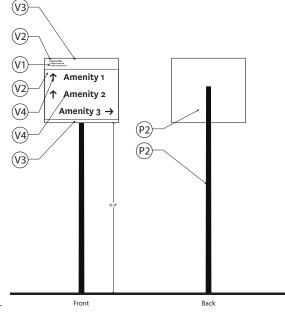
Pole mounted 1/8 inch thick aluminum panel (1) to a three inch round aluminum pole (2), with an aluminum bracket (3), and painted with Matthews automotive grade paint and UV inhabiter clear coat.

Sign face single sided painted background color and graphics with applied reflective vinyl (4) copy . Foundation per City engineering requirements







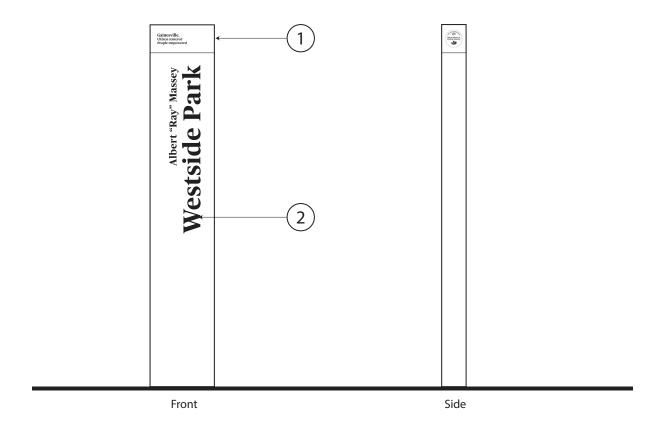


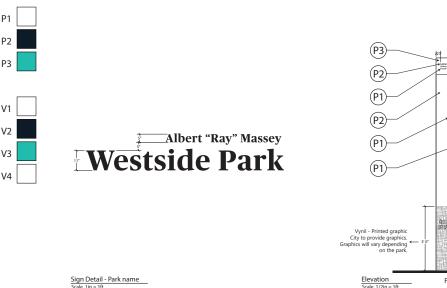
GATEWAY PORTRAIT

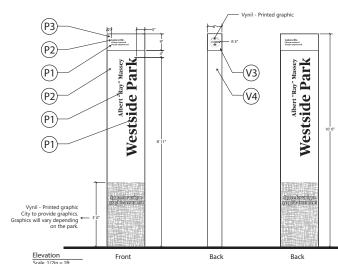
Painted boxed aluminum (1) with Matthews automotive grade paint and UV inhabiter clear coat.

Double sided, non-illumonated, painted sign cabinet with screen quality masked and painted copy and graphics (2). Foundation per City engineering requirements.







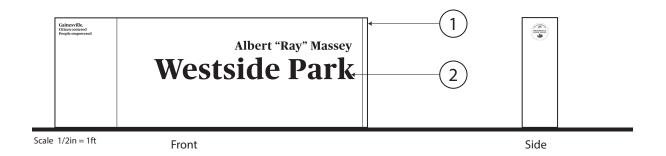


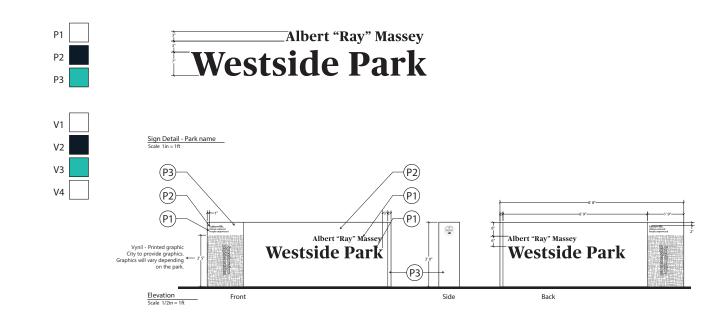
GATEWAY LANDSCAPE

Painted boxed aluminum (1) with Matthews automotive grade paint and UV inhabiter clear coat.

Double sided, non-illumonated, painted sign cabinet with screen quality masked and painted copy and graphics (2). Foundation per City engineering requirements.



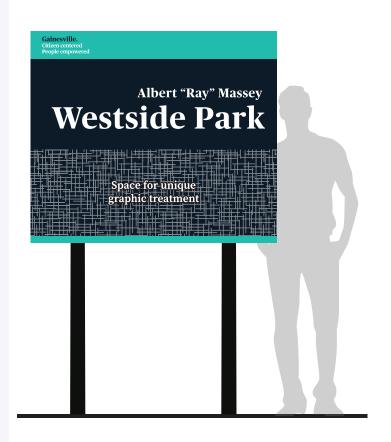


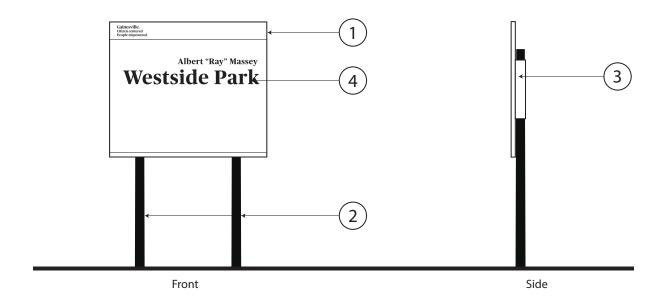


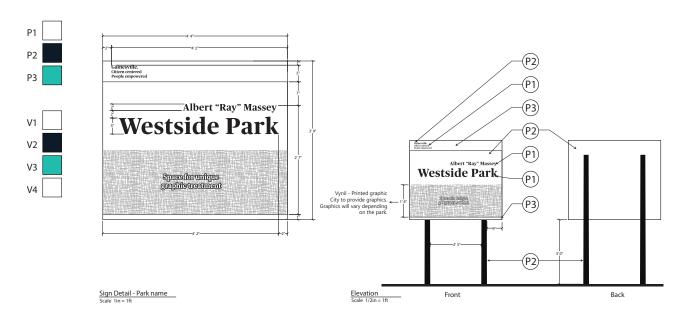
MINOR GATEWAY

Pole mounted 1/8 inch thick aluminum panel (1) to two three inch round aluminum pole (2), with an aluminum bracket (3), and painted with Matthews automotive grade paint and UV inhabiter clear coat.

Sign face single sided painted background color with screen quality masked and painted copy and graphics (4). Foundation per City engineering requirements.







sign details 5. Sign Specifications

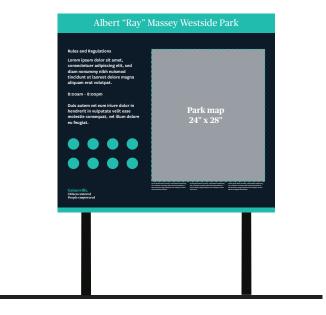
PARKING LOT ARRIVAL

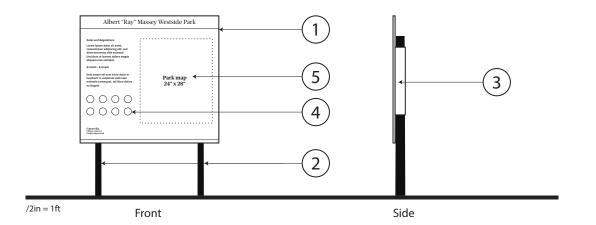
Pole mounted 1/8 inch thick aluminum panel (1) to two three inch round aluminum pole (2), with an aluminum bracket (3), and painted with Matthews automotive grade paint and UV inhabiter clear coat.

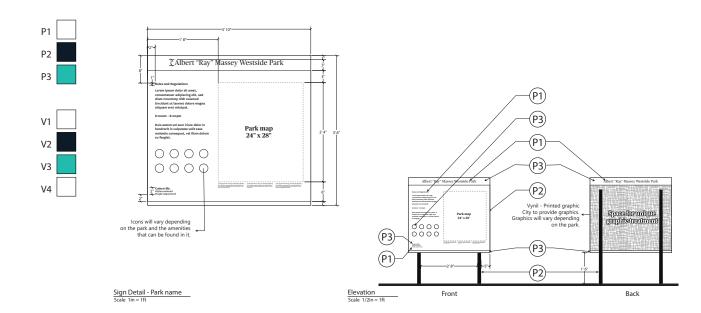
Sign face double sided painted background color with screen quality masked and painted copy and graphics (4), and digital print vinyl graphic map (5). Foundation per City engineering requirements.

Back of sign will vary from park to park to create a unique design. Digital print vinyl graphics to be provided by the City (6).

Graphics on signs are used as placeholders. The City will provide the appropriate art work for each sign per location.







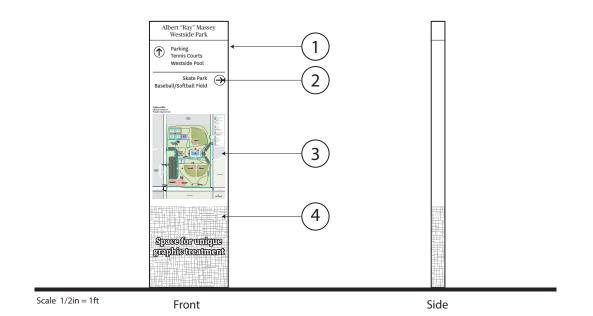
PEDESTRIAN TOTEM

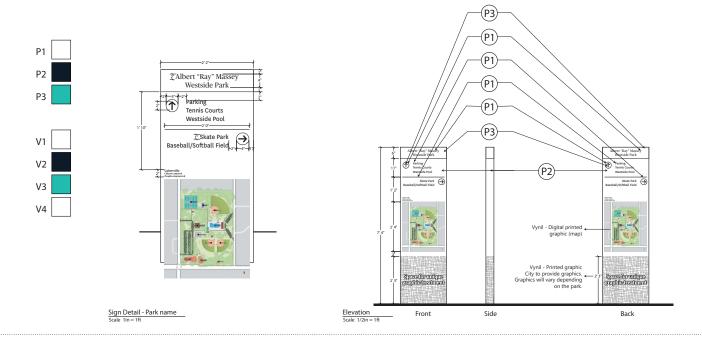
Painted boxed aluminum (1) with Matthews automotive grade paint and UV inhabiter clear coat.

Double sided, non-illumonated, sign cabinet with painted background color, screen quality masked and painted copy and graphics (2), and digital print vinyl graphic map (3). Foundation per City engineering requirements.

Bottom of sign will vary from park to park to create a unique design. Digital print vinyl graphics to be provided by the City (4).







sign details 5. Sign Specifications

PEDESTRIAN DIRECTION

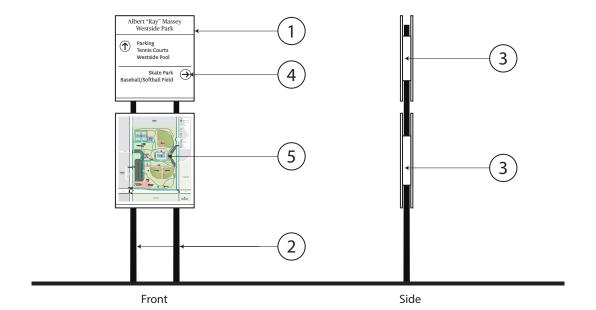
The sign was created for parks were the budget does not allow to implement the pedestrian totem. Both the pedestrian totem and pedestrian directional serve the same purpose and shall not be placed simultaneously in the same park.

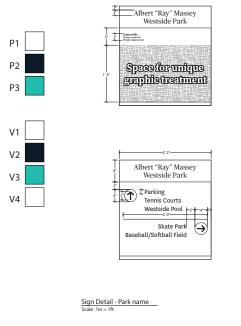
Pole mounted 1/8 inch thick aluminum panel (1) to two two inch round aluminum pole (2), with an aluminum bracket (3), and painted with Matthews automotive grade paint and UV inhabiter clear coat.

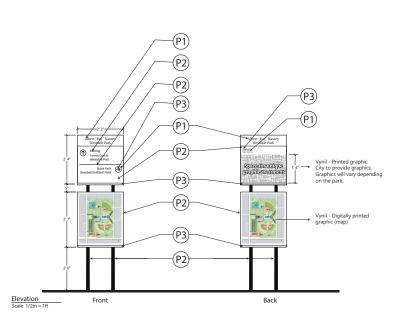
Sign face double sided painted background color with screen quality masked and painted copy and graphics (4), and digital print vinyl graphic map (5). Foundation per City engineering requirements.

Back of sign will vary from park to park to create a unique design. Digital print vinyl graphics to be provided by the City (6).







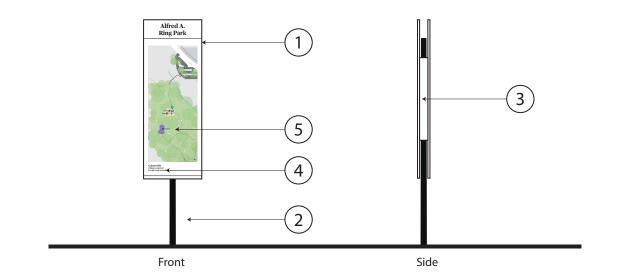


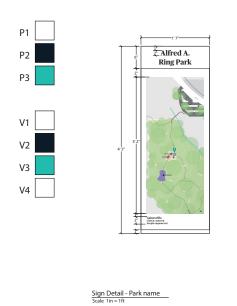
TRAIL MAP

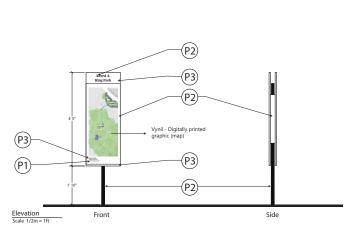
Pole mounted 1/8 inch thick aluminum panel (1) to two a inch round aluminum pole (2), with an aluminum bracket (3), and painted with Matthews automotive grade paint and UV inhabiter clear coat.

Sign face double sided painted background color with screen quality masked and painted copy and graphics (4), and digital print vinyl graphic map (5). Foundation per City engineering requirements.









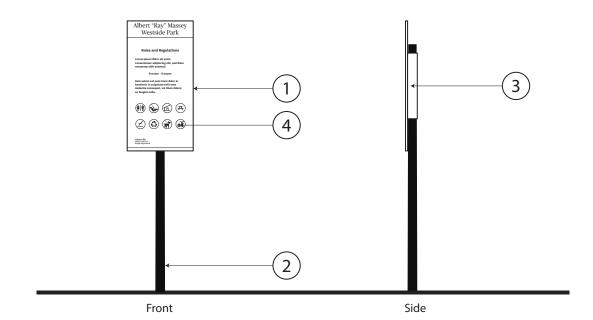
RULES AND REGULATIONS

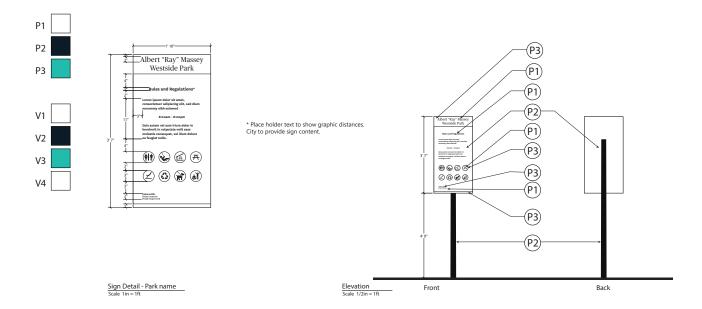
Pole mounted 1/8 inch thick aluminum panel (1) to three inch round aluminum pole (2), with an aluminum bracket (3), and painted with Matthews automotive grade paint and UV inhabiter clear coat.

Sign face single sided painted background color with screen quality masked and painted copy and graphics (4). Foundation per City engineering requirements.

Text used on sign was used as placeholder. City to provide artwork for sign when it is time for implementation







sign details 5. Sign Specifications

PLACE MARKERS

A) 1/4 inch thick aluminum panel (1) welded to a three inch square aluminum pole (2), and painted with Matthews automotive grade paint and UV inhabiter clear coat.

Sign face double sided painted background color with screen quality masked and painted copy and graphics.

B) Wall mounted 1/4 inch thick aluminum panel (3), and painted with Matthews automotive grade paint and UV inhabiter clear coat.

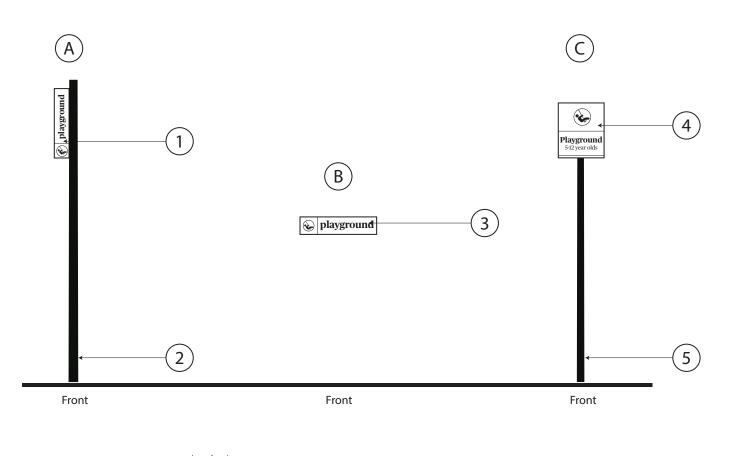
Sign face painted background color with screen quality masked and painted copy and graphics.

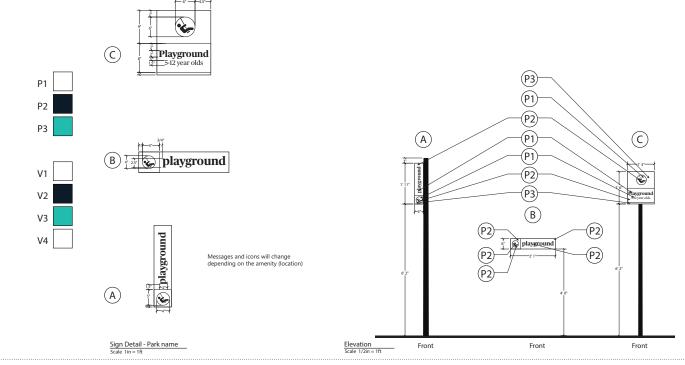
C) 1/8 inch thick aluminum panel (4) bracket mounted to a two inch round aluminum pole (5), and painted with Matthews automotive grade paint and UV inhabiter clear coat.

Sign face single sided painted background color with screen quality masked and painted copy and graphics.

Foundation per City engineering requirements.



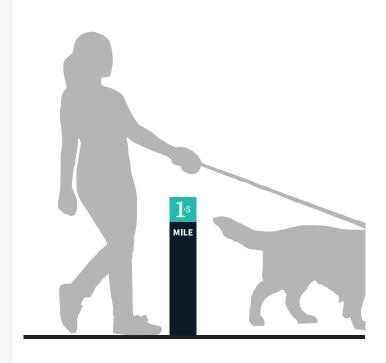


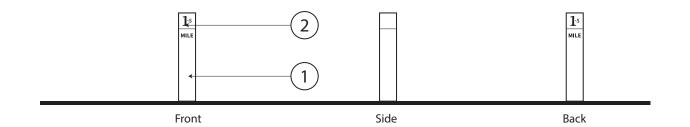


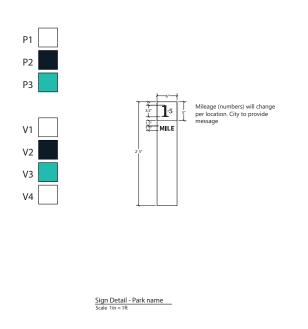
MILE MARKER

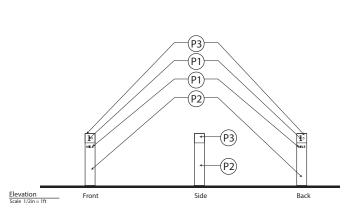
Capped six inch aluminum pole (1) painted with Matthews automotive grade paint and UV inhabiter clear coat.

Front and back of sign painted background color with screen quality masked and painted copy and graphics (2). Foundation per City engineering requirements.





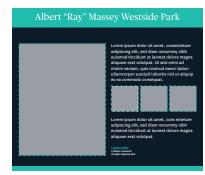




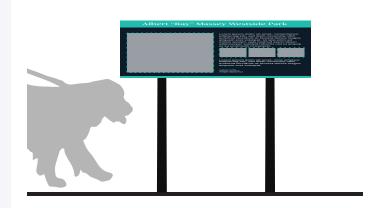
INTERPRETIVE SIGN

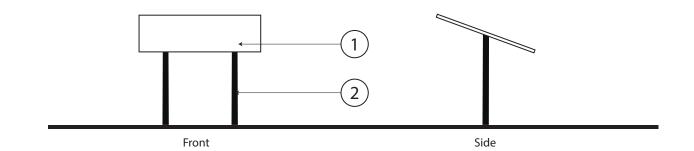
Costume High Pressure Laminate (CHPL) panel with aluminum frame (1) painted with Matthews automotive grade paint and UV inhabiter clear coat.

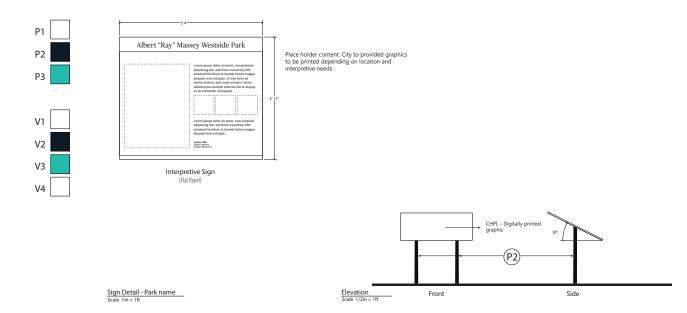
Mounted to two three inch aluminum round poles (2). Foundation per City engineering requirements.



Interpretive Sign (Flat Panel)



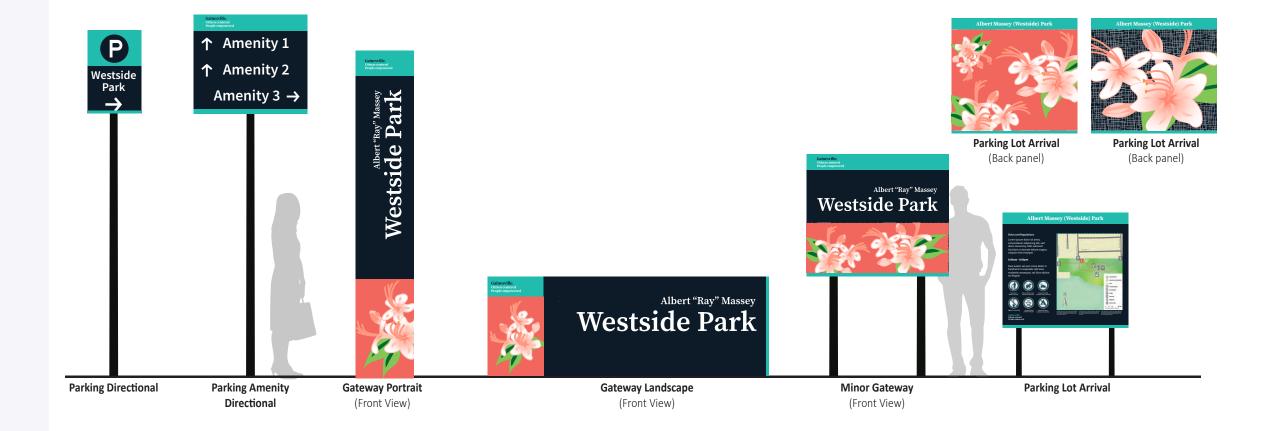




5. Sign Specifications unique graphics on signs

UNIQUE GRAPHICS ON SIGNS

All sign types have a designated space on them to be used as a unique graphic element to represent the character of the park they will be located in. The graphics on the right are a visual example of what those unique elements could look like..



5. Sign Specifications existing kiosk template

EXISTING KIOSK TEMPLATE

Nature based parks are currently using two size of wood kiosks as their standards. Nature based parks will continue to use these kiosks, so a template was created to incorporate the new system to the current standards.

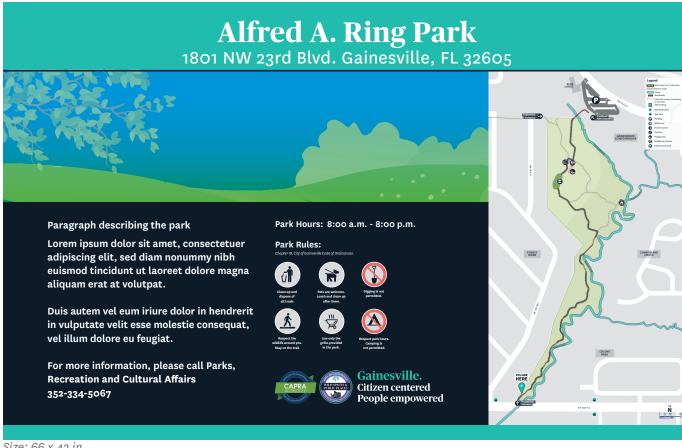
Texts and graphics are being used as placeholders. The City will provide final graphics following the templates on the

Small Kiosk Template



Size: 52.5 x 28.75 in

Large Kiosk Template



Size: 66 x 42 in







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