# Tourism Prince Rupert Signage Style Guide

August 2022 • Version 2.0



## **Style Guide Overview**

#### Sandblasted Cedar Artwork

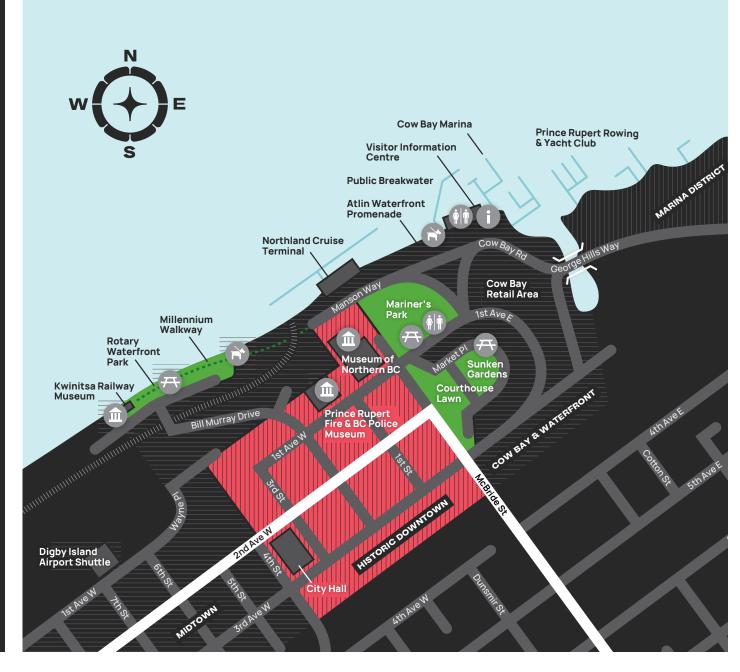


District Colour Palette

Typography

## **District Region** Manrope **ABCDEFGHIJKLM** NOPQRSTUVWXYZ abcdefghijklm nopqrstuvwxyz 123456890

#### Map Style



## **District Map Style**

The Prince Rupert Maps are designed to be legible, usable, and to convey the character of Prince Rupert.

#### **Pointer lines**

 Used when space is limited to connect labels to locations on the map

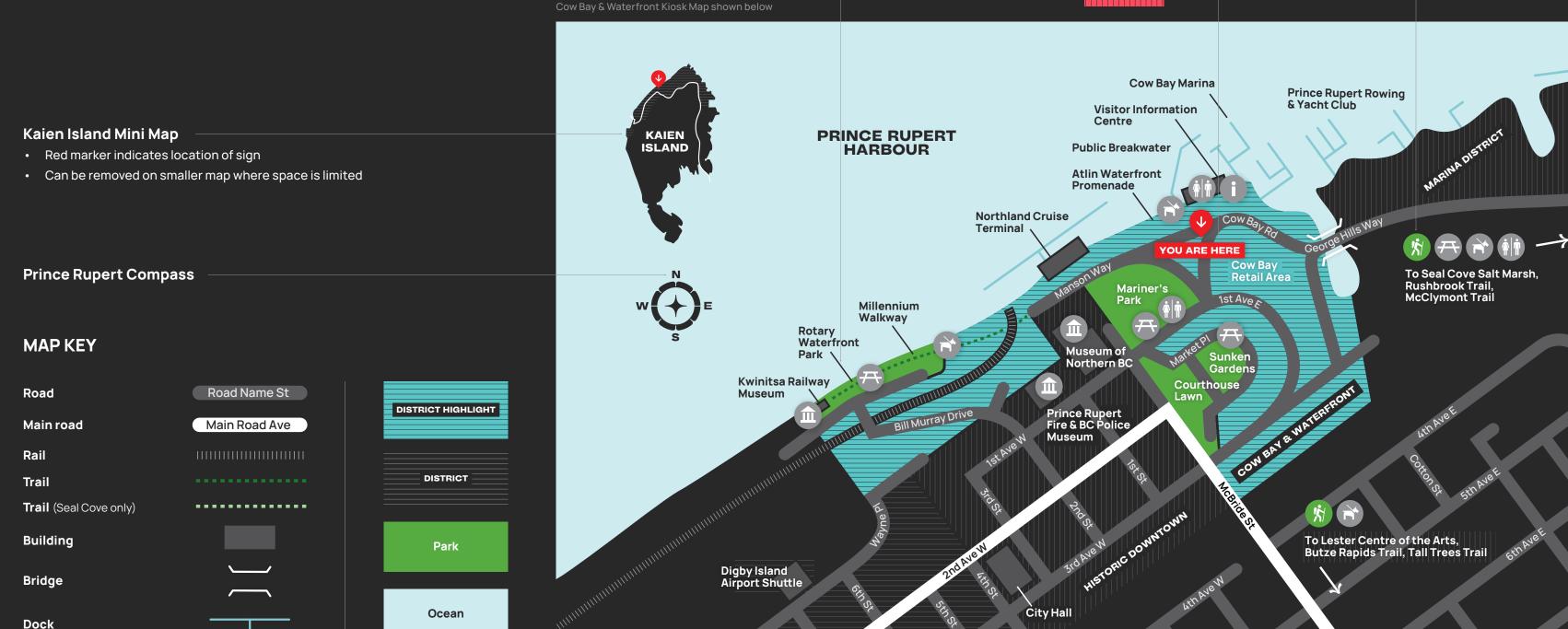
#### You Are Here

- Red arrow marker indicates location of sign
- The 'You Are Here' block's position can be adjusted in order to avoid covering information on the map
- When placed on a red background (eg. Historic Downtown District), outline the arrow marker and block in white



#### **Out of Frame Locations**

• Indicated with an arrow, text, and relevant icons



## Map Iconography

Our icons are intended to convey information quickly and clearly. A consistent style should be maintained when creating any new icons.



Walking



Washroom



Museum



Pet walking trail



Hiking



Visitor information centre



Lookout



Rest area



Garbage



Parking

### **District Colours**

Pantone colours have been selected to represent each of Prince Rupert's districts. Depending of the material used, different PMS codes have been specified to ensure the best match across different substrates.

	Powder-Coated Applications (eg. Kiosks)	Vinyl Applications (eg. Info Maps)
COW BAY & WATERFRONT	PMS 325 C	PMS 325 C
HISTORIC DOWNTOWN	PMS 1785 C	PMS 1785 C
MARINA DISTRICT	PMS 115 C	PMS Medium Yellow C
MIDTOWN	PMS 2414 C	PMS 339 C
SEAL COVE	PMS 2073 C	

A 70% Light Reflectance Value (LRV) contrast between sign text and background colours is considered an ideal guideline to follow when evaluating colour and finish options. LRV calculator:

https://asisignage.com/doc-resource/lrv-calculator/

### **Typography**

Our two typefaces (Sombra and Manrope) allow for clear and consistent communication at all sizes.

**Sombra** – Districts, harbours

ABCDEFGHIJKLMN
OPQRSTUVWXYZ
abcdefghijklmn
opqrstuvwxyz
012345689

**Manrope** - Roads, labels, directions, facilities

ABCDEFGHIJKLMN OPQRSTUVWXYZ abcdefghijklmn opqrstuvwxyz 012345689

## **Signage Layout Principles**

Principles have been established to help keep layouts clear and consistent across all applications.

#### **Prince Rupert + District Name Block**

- · Left-aligned with Guide 1
- Move upwards if incorporating artwork between district name and locations

#### Location names

- · Left-aligned to Guide 2
- Evenly spaced vertically

#### **Arrows**

- · Left-aligned with Guide 1
- Pedestrians should never be directed to facilities that are behind them Instead, forwards, left, right and 45 degree angles are preferred



Arrow Don'ts



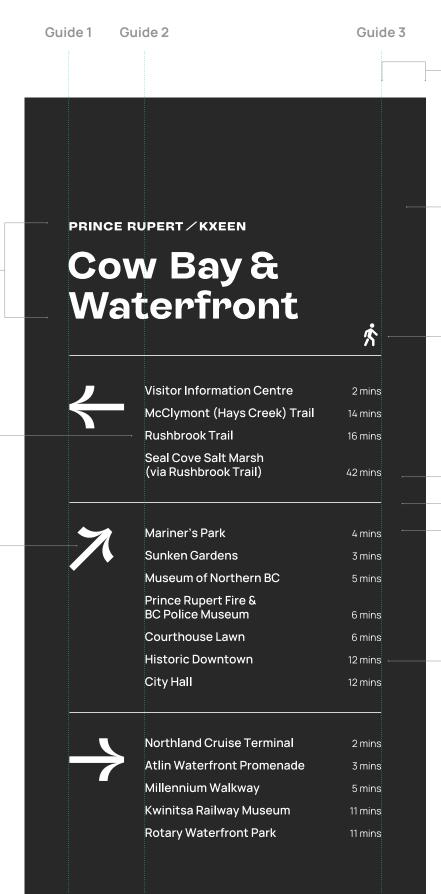












#### Side margins

- For rectangular applications, use even spacing on both sides
- For applications where information is contained within a curved shape, add more space on the curved side

#### **Background Colour**

- Same colour as city district
- Ensure adequate colour contrast between background and text

#### Walking Icon

#### **Section Spacing**

- Sections are separated by a line
- Optically balanced vertical spacing on both sides of the line
- Spacing should be larger than the spacing between locations

#### **Walking Times**

- Right-aligned with Guide 3
- Aligned to baseline of corresponding location name. When location name is on multiple lines, align times to bottom line
- Walking time information has been used rather than distances. This is designed to make walking to destinations more relatable, as distances are often misunderstood.
- Walking times are based on the following equation:

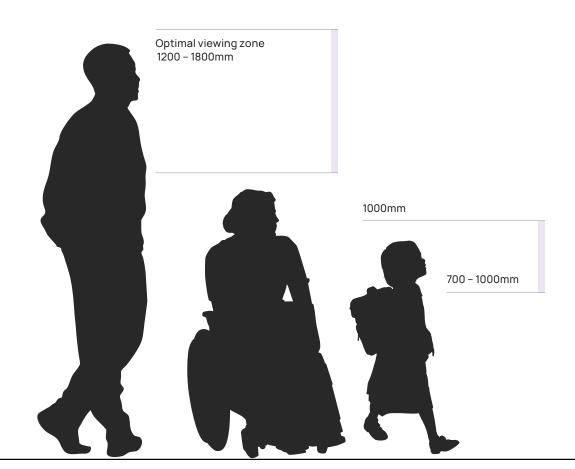
#### 80 metres distance = 1 minute walking

In rare instances where it would take longer than one hour to walk to a location, a distance (in km) may be used instead of a time

Optimal viewing considerations have informed the design of our signage, and should be taken into account when developing future signage.

#### **OPTIMAL VIEWING HEIGHTS**

Signage has been designed to maximize the optimum viewing zone of 1220mm – 1800mm high.



## 3000 mm 2500 mm 2000 mm 1500 mm 1000 mm 500 mm

#### PEDESTRIAN VIEWING DISTANCES

The table below is a guide to ideal text height at each viewing distance.

Required Viewing Distance	Minimum Height of Letters
2 meters	6 millimetres
4 meters	12 millimetres
6 meters	20 millimetres
8 meters	25 millimetres
12 meters	40 millimetres
15 meters	50 millimetres
25 meters	80 millimetres
35 meters	100 millimetres
40 meters	130 millimetres
50 meters	150 millimetres

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## Signage Overview

Overview of the Prince Rupert signage system.



### **Informational Kiosk**

Combines cedar wood, powder-coated aluminum, and West Coast art.

#### Sand Blasted Artwork

- Each district has its own unique artwork
- Sandblasting continues behind panel

#### Cedar Monolith

W=609.6mm H=2235.2mm D=203.2mm

#### **Powder-Coated Aluminum Panel**

W=526.263mm H=1614.119mm

• Right side of panel wraps around the side, with a 90 degree bend

#### Map

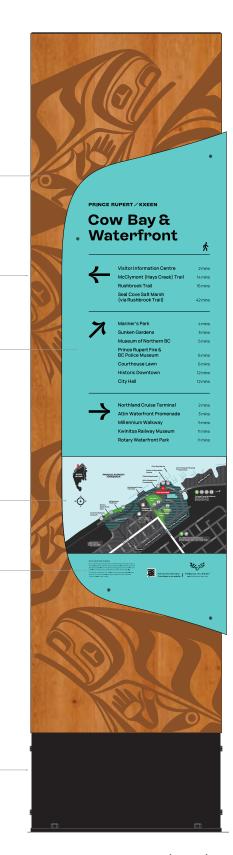
• Printed vinyl applied to aluminum panel

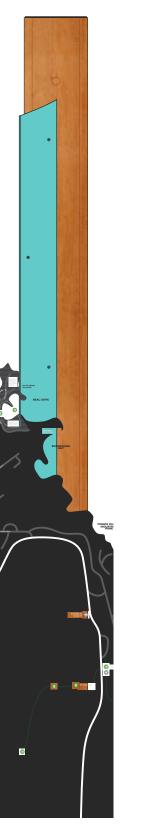
#### **Additional Info**

Artist description, QR code, Prince Rupert Tourism logo

#### **Powder-Coated Aluminum Base Plate**

H=304.8mm









Land Acknowledgment Panel

W=127 H=203.2mm

Information Kiosk (front)

Side 1

Information Kiosk (back)

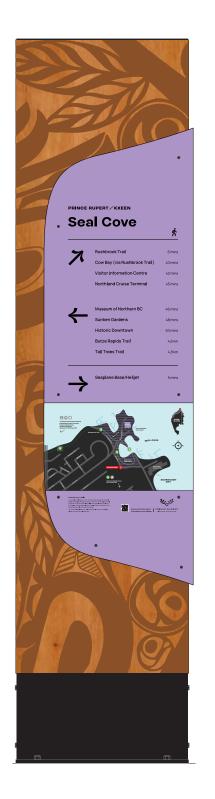
## Informational Kiosk Designs



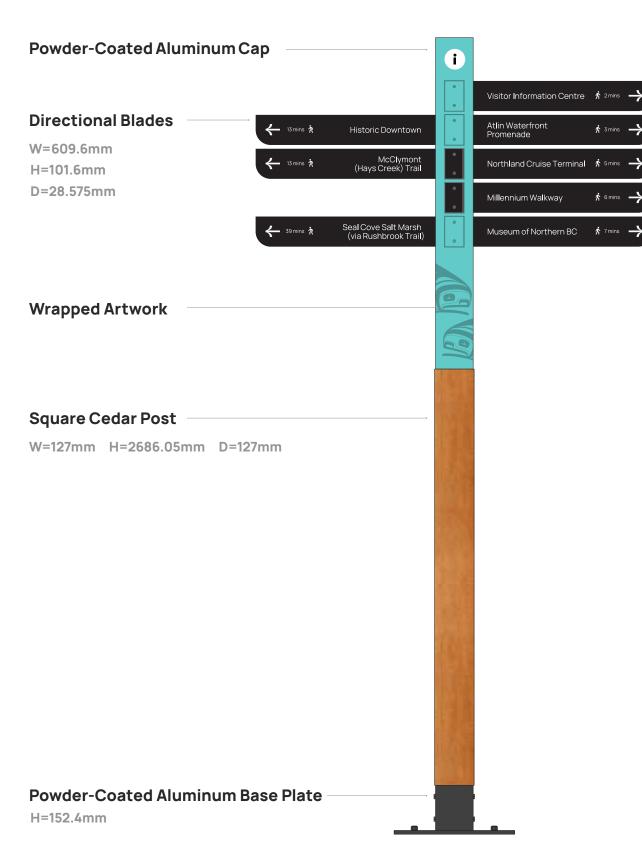




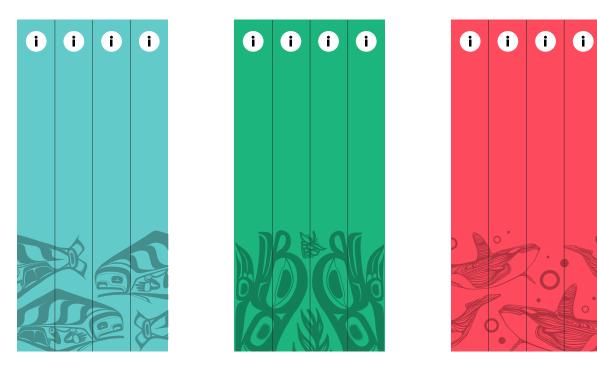




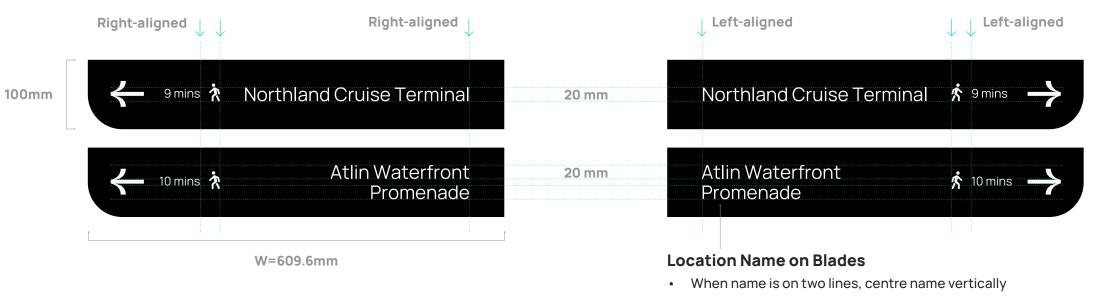
## Fingerboard Signage



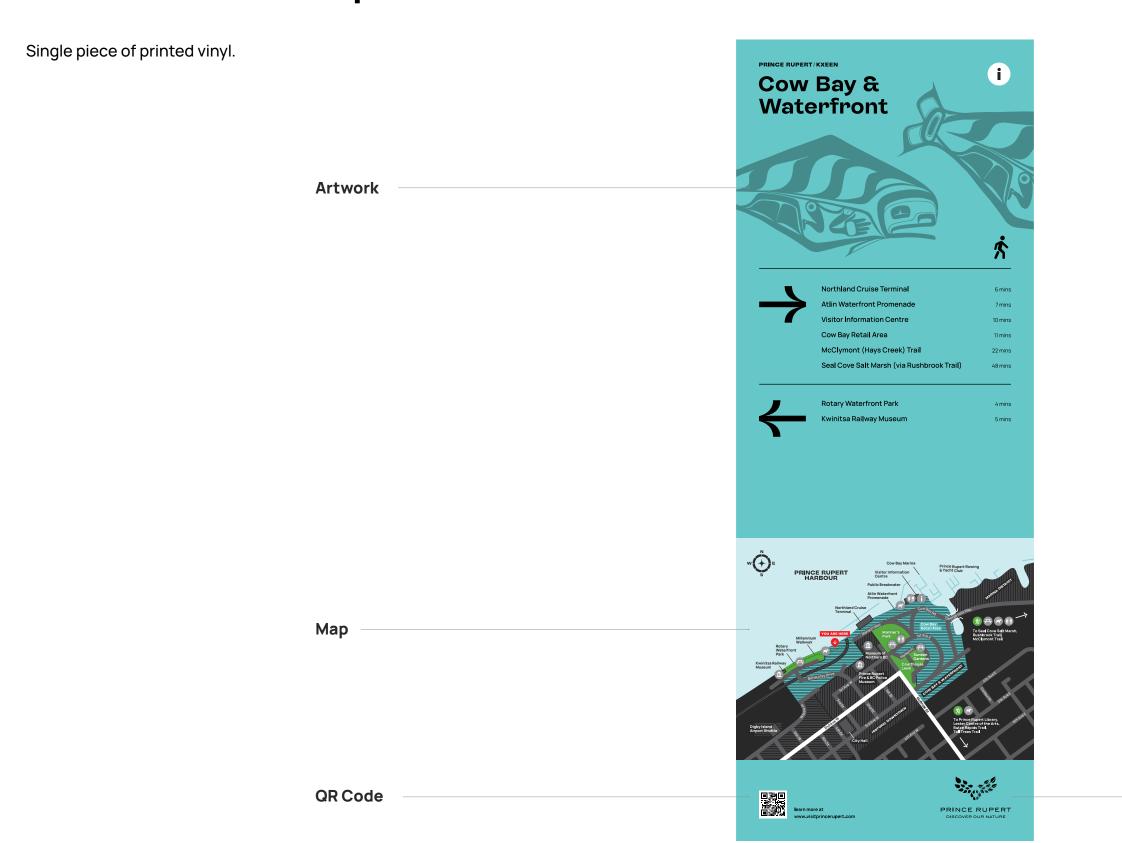
#### FINGERBOARD CAP ARTWORK



#### FINGERBOARD BLADE LAYOUT GUIDANCE



## **Informational Map**



Prince Rupert Logo

## Informational Map Designs









## Thank you!

