

Signage & Lighting

General Principles that apply to all signage, unless noted otherwise, are as follows. Snow depth will be taken into account. All sign materials will be durable and resistant to deterioration. A comprehensive graphic program will be developed for the entire project. All signs will reflect this to some degree. As part of final design, a detailed signage plan will be submitted for each building as required by the Park City Municipal Code. Lighting will be externally mounted and/or integral to sign design and adhere to principals directed at avoiding light pollution on neighboring properties and the planet in accordance with the recommendations of the [International Dark-Sky Association](#), as detailed on its website under Approved Fixtures and Best Choice Lighting. Anticipated signage needs and locations are shown on V.14. [Treasure Signage & Lighting](#)

Entry Monument refers to the entry monument that will be the main project identifier. It will be bold, simple, and direct. It will include project identification elements – text, logo, etc. and be of sufficient height to be visible above winter snows. It will be located between the primary vehicular and pedestrian arrival points as shown on V.14. It will be constructed of materials consistent with the building exteriors and site work – stone, steel, wood, and concrete. It will establish the thematic character of the project – mining heritage, nature, skiing, and metro on the mountain.

Information Kiosk refers to the information kiosk as located on V.14 that will be freestanding and serve for all kinds of information. It will be constructed of wood, steel, and stone. It may have an overhead roof or awning for weather protection and shade. It will house a variety of informational exhibits – project map and directory, event and activity descriptions, commercial services and location, public notices, etc. It may be interactive and include monitors and user interface devices. Lighting will be internally or externally mounted and provide structure as well as exhibit specific illumination. Light sources will be shielded to mitigate glare or spill into adjacent areas. Project thematic elements, logo, color scheme, etc. will be utilized.

Transit Signage refers to signage for the project funicular, cabriolet and lift. Information will include schedules, safety warnings, user instructions, and route info for connecting public transit at the Town Lift Base. It will be integrated into funicular, cabriolet, and lift terminal structures. Lighting will be integrated into the structures or associated shelters. Light sources will be shielded to mitigate glare or spill onto adjacent areas. The materials will be consistent with project character.

Project Identification refers to simple signage elements identifying project locations at primary public interfaces - public stairs, pedestrian and vehicular entries. These will incorporate the project logo, graphics, colors etc. and may be integrated with directional

signage. Lighting will be external and shielded to mitigate glare or spill into adjacent areas. Lighting may be provided by other sources - street lighting, path lighting, etc. Materials will be metal, wood, and/or stone.

Interpretive Signage is informational and educational signage related to historic or other cultural interests, views and local landmarks, artifacts, etc. Signs will be constructed of metal, wood, stone, etc. and incorporate graphics and text in format suitable to describe points of interest and consistent with project character. Displays may be interactive where practical (i.e. as part of mining exhibit or museum entrance). Lighting will be internal or external using shielded sources to mitigate glare or spill into adjacent areas.

Directional Signage is way-finding signage to help vehicles and pedestrians move through project. The signs will be metal, wood, and stone and include project thematic elements, logo, color scheme, etc. Lighting will be external or internal and may be from secondary lighting sources, i.e. street or pedestrian lighting. Signage may be attached to buildings or freestanding. Lighting will be internal or external using shielded sources to mitigate glare or spill into adjacent areas.

Trail Signage is signage related to ski area trail management including maps, safety and speed regulations, trail names and directions, etc. Signage will be coordinated with Park City Ski Area and be consistent with the existing on mountain signage programs. Some signs will be permanent and others seasonal.

Building Identification is signage for identification and addressing of individual buildings. It will include building names and addressing necessary for public safety purposes. It will incorporate the architectural character and color of each building. It will be internally or externally lit and light sources will be shielded to mitigate light spill or glare.

Commercial Signage is signage placed on commercial storefronts identifying individual commercial, retail and service establishments within project. Signage will be integrated into storefront elements and oriented to the pedestrian eye. Signage may be integral to awnings or canopies over pedestrian entries to shop. Signs will be consistent with the colors, materials, and style of building architecture. Lighting will be external or internal and light sources shall be shielded to prevent glare and light spill into adjacent areas. Sign brackets should will be designed and detailed to match architectural character.

Temporary Signs and Banners is signage for special events and festivals. It will be used only during approved time periods for special events or festivals as dictated in event permits issued by the City. It will also consist of temporary commercial signage for sales, promotions, etc. in conformance with City codes.