Cockle Bay Park Redevelopment
Appendix Y
Signage and Wayfinding Strategy

State Significant Development, Development Application (SSD DA)

Prepared for DPT Operator Pty Ltd and
DPPT Operator Pty Ltd

Revision F
30.09.21

Document history and references

Revision	Date	Details / changes	Drawn	Checked
Revision A	31/08/21	First issue	CD/ BG	AS / BD
Revision B	13/09/21	Section 1.3 - SEARs item number amended Section 4.1 & 4.2 - Building name amended Section 9.0 - Signage zone diagrams updated Section 10.1 - Positioning & clearance diagram updated	BG	AS / BD
Revision C	17/09/21	Section 9.0 - Signage zone diagrams updated	BG	AS / BD
Revision D	29/09/21	Executive Summary - Strategic approach ammended Section 1.3 - SEARs tables amended Section 7.0 - Text updates Section 8.0 - Text updated. Matrial and colour and form pages removed. Section 9.0 - Signage zone diagrams updated Appendix reference changed to Appendix Y	BG	AS / CD
Revision E	29/09/21	4.1 Navigation analysis - Text update	BG	AS
Revision F	30/09/21	Renders updated on pages 34, 41, 43, 44, 45	BG	AS / CD

Documents referenced	Author	Revision / Date
Public Domain 50% SSDA Package	McGregor Coxall	Draft - 14/07/21
Design Integration Workshop 2 Package	Balarinji	04/06/21
Cockle Bay Park Precinct Pedestrian Movements	Arup	Version 1 - 15/07/20
Cockle Bay Park Development Pedestrian Assessment	Arup	Issue 4 - 08/17
50% Stage 3B Concept Design / General Arrangement Plans	Henning Larsen Architectus	Preliminary - 13/08/21
Tower Elevations - SSDA phase North, South, East, West	Henning Larsen Architectus	Issue 2 - 03/09/2021

Executive summary

Wayfinding at Cockle Bay Park is integrated project-wide. Movement is choreographed by all design and planning disciplines with practical and intuitive navigational cues – from the design of the public realm (planting and finishes), to the position of public art (landmarking), through to the design of bespoke signage elements.

The strategy reviews key inputs and impacts, such as people and place, design and planning principles, opportunities for First Nations integration, and a design narrative, to define a best-practice wayfinding outcome that enriches the user experience and ensures a navigable and accessible precinct.

The strategy has been developed through on-going consultation and collaboration with the wider Cockle Bay Park consultant team, and will act as a living document as the project evolves.

Detailed strategic analysis and recommendations are provided across the following document sections:

2.0 Human Factors:

Creating an inclusive wayfinding system that helps people of all abilities find their way.

3.0 Design and Planning Principles:

Creating a legible and intuitive environment by implementing project-wide, cross-disciplinary design and planning principles.

4.0 Navigation and Identification:

Understanding the site and its destinations to define how signage and non-signage cues will assist navigation and deliver information across the entire user journey.

5.0 Strategic Approach:

Defining the information and experience parameters of the four key moments in a user's journey that underpin the wayfinding strategy: arrival points, circulation paths, key nodes and destinations.

6.0 First Nations Overlay:

Enriching the user experience and celebrating First Nations culture across functional and intuitive wayfinding measures.

7.0 Design Narrative:

Defining the story of the site and its users, to establish impacts on the design direction of wayfinding elements in later project stages.

8.0 Design Benchmarking:

Early exploration of design direction based on narrative and strategic approach.

9.0 Signage Zones:

Defining performance requirements for retail and sky signage at Cockle Bay Park.

The outcome of the initial wayfinding strategy is a series of sign types and performance requirements that align with detailed location plans. These items inform subsequent design stages and will be revised as the project progresses. Location plans and wayfinding system requirements are included in the addenda.

For the purpose of this submission, indicative locations for key sign types pertinent to the strategic approach and public realm user journey are provided on the following page.

Executive summary

Applying the strategic approach

The Cockle Bay Park wayfinding strategy is defined by the information and experience at four key moments in the user journey: site arrival, circulation paths, key nodes, and destinations. Architecture, landscape, public art and directional cues will combine to provide an enriching and positive wayfinding experience.

People will be welcomed and oriented to the precinct as they transition from surrounding areas. Precinct identification elements as well as changes in landscape and architecture will announce arrival.

Simple directional cues will encourage circulation and exploration. Information will respond to the unique environmental requirements (retail, public realm, tower). Architectural, landscape and public art landmarks will intuitively draw people through the precinct.

Mapping and directional information will be stacked at key nodes with an attractor (magnet). Magnets will create a sense of rhythm that draws people through the precinct and toward wayfinding elements.

Key destinations such as buildings, districts, tenants, levels and amenities will require identification that is unique and engaging – identification that invites people to participate. Placemaking elements will also convey a strong identity.

Contents

Wayfinding & Signage Strategy

1.0 Introduction

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1.1 Project overview

This report has been prepared to accompany a detailed State Significant Development (SSD) Development Application (DA) (Stage 2) for a commercial mixed use development, Cockle Bay Park, which is submitted to the Minister for Planning and Public Spaces pursuant to Part 4 of the Environmental Planning and Assessment Act 1979 (EP&A Act). The development is being conducted in stages comprising the following planning applications:

Stage 1

Concept Proposal setting the overall 'vision' for the redevelopment of the site including the building envelope and land uses, as well as development consent for the carrying out of early works including demolition of the existing buildings and structures. This stage was determined on 13 May 2019, and is proposed to be modified to align with the Stage 2 SSD DA.

Stage 2

Detailed design, construction, and operation of Cockle Bay Park pursuant to the Concept Proposal.

1.2 The site

The site is located at 241-249 Wheat Road, Sydney to the immediate south of Pyrmont Bridge, within the Sydney CBD, on the eastern side of the Darling Harbour precinct. The site encompasses the Cockle Bay Wharf development, parts of the Eastern Distributor and Wheat Road, Darling Park and Pyrmont Bridge.

The Darling Harbour Precinct is undergoing significant redevelopment as part of the Sydney International Convention, Exhibition and Entertainment Precinct (SICEEP) including Darling Square and the IMAX renewal (The Ribbon) projects. More broadly, the western edge of the Sydney CBD has been subject to significant change following the development of the Barangaroo precinct.

1.3 Purpose of the document

The purpose of this document is to provide a wayfinding strategy for Cockle Bay Park based on the unique navigational requirements of the site.

Further to this, to establish a design narrative and identify benchmarks for the wayfinding system design to be developed in the next phase.

1.3 Purpose of the document

This report has been prepared in response to the Secretary's Environmental Assessment Requirements (SEARS) dated 12 November 2020 for SSD-9978934. Specifically, this report has been prepared to respond to those SEARS summarised in Table 1.

TABLE 1 - SEARs requirements

Item	Description of requirement	Section reference (this report)
5	Public Domain The EIS must demonstrate how the proposal would: – maximise permeability and connectivity through the development, including a detailed wayfinding strategy for pedestrians and cyclists – maximise street activation (including along Cockle Bay and Wheat Road) – maximise open space provision, providing a range of functions – provide access for people with disabilities – minimise potential vehicle, bicycle and pedestrian conflicts – provide 24-hour accessibility.	All sections

This report has also been prepared in response to the following Stage 1 (SSD 7684) conditions of consent summarised in Table 2.

Table 2 - Concept approval of Conditions of Consent

Item	Description of requirement	Section reference (this report)
B1	x) Amend Built Form Design Principle 5.10, as follows: 5.105.9 Tower form Create an appropriate addition to the city context, creating an elegant, contemporary, urbane tower form. Complement and enhance this strategically important context with surrounding landmark buildings providing contemporary architecture and an enduring international image. The design of the tower should achieve provide an architectural solution that achieves design excellence, is visually interesting, appropriately articulated and strives to reduce the perceived visual bulk. Ensure that the maximisation of gross floor area within the envelope is balanced with the creation of a building form that is proportionally elegant and exhibits appropriate facade articulation and modulation. Create a facade design that is not overly assertive, minimises view impacts, includes high standard materials and finishes, provides good visibility, daylight penetration, energy efficiency, access to views and integration of signage opportunities, whilst eliminating the need for blinds to provide thermal control. Create a desirable tower slenderness ratio to reduce the buildings bulk and scale, while allowing for considering commercial requirements such as minimum- market ideal floor plate size and minimum overall area. A desirable slenderness ratio for the scheme is 2.5:2.8:1, and should not be lower than 2.2:1.	Section 2 - Human factors Section 3 - Design and planning principles Section 4 - Navigation and identification Section 5 - Strategic Approach Section 7 - Design Narrative Section 10 - Addendum
B2	Amendments to the concept proposal drawings Prior to the lodgement of any Future Development Application(s), revised concept proposal drawings shall be submitted to, and approved by, the Planning Secretary that include the following amendments: a) delete the proposed extension of the Cockle Bay Wharf boardwalk in its entirety b) reduce the maximum depth/projection of the podium articulation zone (shown as 3 m) to a maximum of 1 m c) delete the existing text stating "(up to 40% Volumetric Utilisation)" from the podium articulation zone annotation d) delete the existing text stating 'potential connection to Pyrmont Bridge' (SK-1.04Revision 01) e) delete all text under 'Notes' on the right hand side of the concept drawings and insert the following new notes/text: i) "the podium articulation zone may include architectural features I projections, balustrade, awnings and the like and shall not include any GFA and/or balconies". ii) "artworks, garden pavilions, kiosks and signage may extend beyond the building envelope where these components are within, and relate specifically to, the publicly accessible open space or the public domain". iii) "Service poles and antenna/aerials (and the like), balustrades and vegetation may extend beyond the building envelope"	All sections

1.4 Wayfinding objectives

Through the development of a considered and responsive wayfinding strategy and design narrative, we aim to enrich the user experience while supporting the varying site functions and ebb and flow of users.

The wayfinding system should extend upon and integrate with the design of the built environment, whilst developing a sense of place and unique site identity to establish the precinct as a retreat within the CBD.

The goal is to achieve optimum wayfinding solutions that befit the aspirations of the development, to enrich the user experience at Cockle Bay Park.

The wayfinding objectives for Cockle Bay Park are:

- Provide clear identification of the site upon arrival.
- Ensure clear identification of the commercial tower and other important destinations.
- Support connectivity throughout the site – from the city to the public realm and waterfront and throughout the commercial tower – by providing relevant and succinct information, static and/or dynamic, where and when it is required based on user profiles and their desired journeys.
- Provide solutions that are sympathetic to the built environment and integrated with the architectural and landscape design.
- Provide solutions that represent aspects and characteristics that are special about Cockle Bay Park.

2.0 Human factors

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2.1 Language

Language directly impacts a person's ability to find their way. Wayfinding at Cockle Bay Park will be simple, effective and inclusive by employing a set of language principles.

Functional wayfinding messages

Messages will be written in simple English to reduce clutter, with alternate languages offered on digital directories.

Wayfinding terminology

Terminology will appear consistently on wayfinding touch points used across the Cockle Bay Park precinct, from directional to orientation and identification cues.

Recognisable pictograms

Pictograms will support written messages where required and be designed to speak to a universal audience.

Naming of destinations

Parks can be named with Gadigal words to embed traditional language into the wayfinding system, ensuring a cultural exchange in addition to Welcome and Acknowledgment gestures.

2.2 Pictograms

An easily recognisable pictogram suite is recommended, to mitigate language barriers and speak across a universal audience.

Generic pictograms

Car park · Accessible · Taxi · Trains · Metro · Light Rail · Ferry · Bus

Loading dock · Paystation · Stairs · Travelator · Escalator Up · Escalator Down · Lift · Concierge · Dining

Toilets · Female toilets · Male toilets · Female ambulant toilet · Male ambulant toilet · Automatic Teller Machine · Parents room · Baby change · Shower

Rubbish · Pedestrian Access · Water fountain · Motorbikes · Bicycles · Bicycle parking · Electric car charging station · Hearing Augmentation · Recycling

Regulatory

No smoking · No pets · No alcohol · No skateboards · No bikes · No cameras · No entry · Entry

No parking · No vehicle · No entry · No pram access · No scooters · No loitering · Security surveillance · Speed limit

Key design considerations:

When selecting a suitable pictogram suite, the following attributes should be reflected:

1. Visual language that is easily recognisable for the majority of users
2. Refine pictogram suite to complement the overall design of Cockle Bay Park

2.2 Pictograms

Customised pictogram suite

A customised pictogram suite that responds to the design of the precinct is also recommended, to lift the design quality of the wayfinding system and to enhance the user experience.

Standard

Customised

Key design considerations:

1. Customise pictograms to align with typeface choice and overall design direction.

2.3 DDA Compliance

All signage is to be compliant with Australian building codes and standards. Wayfinding should be optimised for people that have cognitive, auditory, visual or physical constraints. Signage should be succinct, unambiguous and user journeys direct and safe.

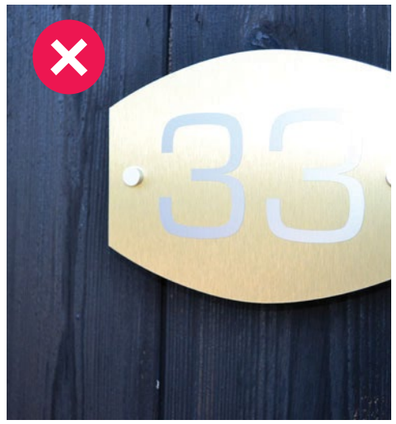
Signage Design

Visual impairment is a spectrum which varies anywhere from blindness to colour confusion such as distinguishing red and green. Selecting the right contrast, colour and construction materials is critical for signage legibility.

If necessary, signage should be illuminated and be in contrast against its surroundings.

Signs should have a luminance contrast of at least 30% between the lettering or symbols and the background using a non-glare material.

Text cap heights should be selected based upon viewing distances.

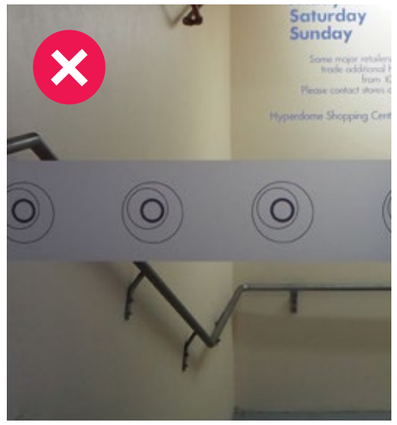


Braille and Tactile Design

Braille and/or raised tactile lettering can be used on pedestrian directional totems or low, wall mounted signage to allow the information to be accessed by all users. Braille and tactile signage including amenities and hearing loop identification signage should be designed and installed in accordance with the Australian Standards and National Construction Code (BCA / NCC).

Braille and tactile signs must be installed as follows:

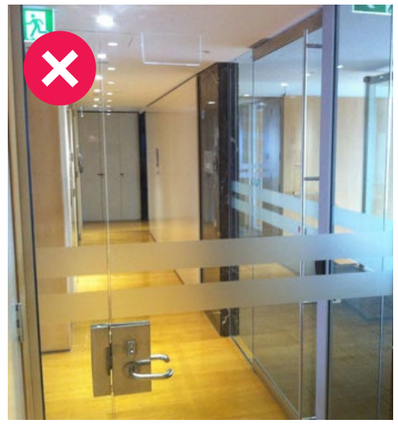
- Signs must be located not less than 1200mm and not higher than 1600mm above the floor or ground surface.
- Signs with single lines of characters must have the line of tactile characters not less than 1250mm and not higher than 1350mm above the floor or ground surface.
- Signs identifying accessible facilities should be fixed on the wall on the latch side of the door with the sign's leading edge between 50mm and 300mm from the architrave. If there is inadequate space on the latch side, the sign may be placed on the other side of the door, or, if it is the only option, on the door itself.



Visual Indicators on Glazing

In the case of glass doors; a solid, unbroken opaque band is required as a safety decal. The horizontal band must be a minimum height of 75mm, and must be located between 900 - 1000mm above finished floor level.

Where frameless glass doors are used, full height vertical strips where the doors meet are also required.



3.0 Design and planning principles

3

3.1 Wayfinding principles

From helping a new parent easily find the parents room, to ensuring a visitor makes it to their meeting on time – wayfinding design ensures environments are navigable so that people are empowered to focus on the task at hand.

Cognitive and environmental factors shape a person's wayfinding experience. Defining how these interact is critical to creating a positive user journey.

Legible environments

Use architectural planning to create a naturally legible space. Help people to feel confident navigating by prioritising intuitive wayfinding with clear sight lines, high ceilings, ample lighting, materiality changes, defined pathways and thresholds. Deploy information on wayfinding signage to support people when confirmation is needed or decisions are complex.

Cognitive mapping

Support people to build a mental map as they navigate the environment. Simplify the larger precinct into human scale spaces. Use architectural and artistic cues, such as landmark artworks, to define spaces and help people orientate themselves. Ensure pathways are clear and circulation intersections are reserved for decision making and route changes.

Cognitive loading

A person's cognitive load – working memory – is limited. Ensure people are not overwhelmed by delivering information that is clear, succinct and relevant to the user and their journey. Group common pieces of information together and ensure messages are easy to decipher.

Progressive disclosure

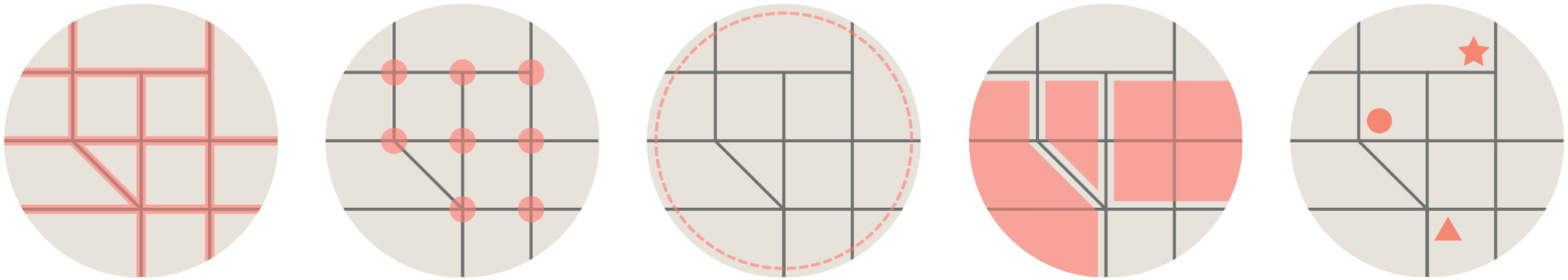
Prevent cognitive overload by delivering relevant information at the right time. Limit decisions with effective signage placement and by implementing a hierarchy for when and how information is presented to users.

Visual language

Contribute to the precinct's sense of place and help users recognise wayfinding information by establishing a consistent visual thread of wayfinding elements.

3.2 Urban planning principles

Urban planning principles directly impact the wayfinding process by defining, controlling and facilitating movement through an environment.



Paths

Paths are elements that enable people to circulate their environment: streets, walkways, rivers and transport routes.

Nodes

Nodes are important focal points where paths intersect or activity is concentrated. Major route changes often occur at these points.

Edges

Edges are the boundaries that define the environment, control movement and organise spaces: building and precinct thresholds, walls, the water's edge and perimeter roads.

Districts

Districts are sections of the environment that have a unique character. Districts simplify larger, complex environments into human-scale spaces that are easier to comprehend and navigate.

Landmarks

Landmarks are unique, describable and memorable elements that people use to establish their direction and position: buildings, landscape features, artwork, emphasised architectural features. Landmarks enrich the overall experience and aid intuitive wayfinding.

3.3 Built environment principles

Architecture, interior design and landscape all play a major role in shaping a successful and intuitive wayfinding system.

The built environment encompasses various elements, including architecture, landscaping, interior design and landmarking.

When designed with wayfinding principles in mind, an environment can be created whereby movement is generated intuitively, reducing the need for navigational aids such as signage.

Design features such as lighting, furniture, floor finishes, colours or column placement can create cues that will guide users through a space.

These considerations should be applied throughout the user journey, beginning with the external approach to the site.

Destination articulation

A more legible environment can be achieved by accentuating aspects of the built environment that are vital to the user journey.

Destinations such as points of entry or key circulation nodes should be articulated, to act as intuitive wayfinding devices that stand out to the user, without the need for signage.

Environmental graphics

Environmental graphics can be introduced to highlight a destination such as amenities corridors. This application will go far to delineate front of house areas from those that are not intended for public access.

Further to this, murals can be positioned along the user journey, acting as an intuitive wayfinding device. Public art can contribute to a sense of place and aid memory recall of a location.

Lighting

Lighting can be designed in a linear format, to lead the eye toward a destination.

Further to this, lighting can be enhanced at key destinations, to make them stand out. For example, heightened lux levels at entry points and front of house corridors will articulate the destination and attract a user's attention, like a moth to a flame.

Column placement

Column placement should create a rhythm throughout the site, framing and not obstructing key destinations.

Frequently, destinations are hindered by critical structural elements such as beams, columns, bulkheads or corners and bends on approach.

Early design consideration and planning can achieve unobstructed sight lines, avoiding the need for reactive solutions such as ad-hoc signage, which adds visual noise.

Floor finishes

Floor finishes can influence user behaviour and choreograph the way that a person will move through a site.

Hard floor finishes inspire movement, whilst soft floor finishes encourage dwell time.

Further to this, delineated pathways will prompt a user to adapt their route, rather than take the most direct line. Further impact can be achieved when combined with lighting design.

Landmarking

Landmarking can be introduced as a memorable and distinctive element that becomes a point of navigational reference.

This tool can contribute to the sense of place and site identity, whilst aiding navigation and can be anything from a sculpture to a live musician.

3.4 Visual communication principles

Information design is critical to the success of wayfinding. Implementing principles for the design of content (arrows, pictograms, typography) and the canvas (colour, materiality, form) will improve the efficacy of the information delivery.

Figure-ground and focal points

Ensure wayfinding elements have a presence in the space and are easily discerned from their environment, even when integrated. This helps people recognise when wayfinding information is being presented.

Create focal points to deliver critical information or highlight particular points in the user journey.

Similarity and continuity

Create continuity across the suite with a common visual language and design elements. Ensure each information type – direction, identification, orientation – is presented similarly.

Proximity and common regions

Consider how information is perceived based on its proximity – on the canvas and within the environment. Ensure arrows, pictograms and directions clearly convey the message. Create common regions by grouping relevant messages together.

Design content with visual communication principles in mind to ensure wayfinding elements communicate effectively.

- Emphasis
- Balance and alignment
- Contrast
- Repetition
- Proportion
- Movement
- White space
- Hierarchy
- Rhythm
- Pattern
- Variety
- Unity

4.0 Navigation and identification

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4.1 Navigation analysis

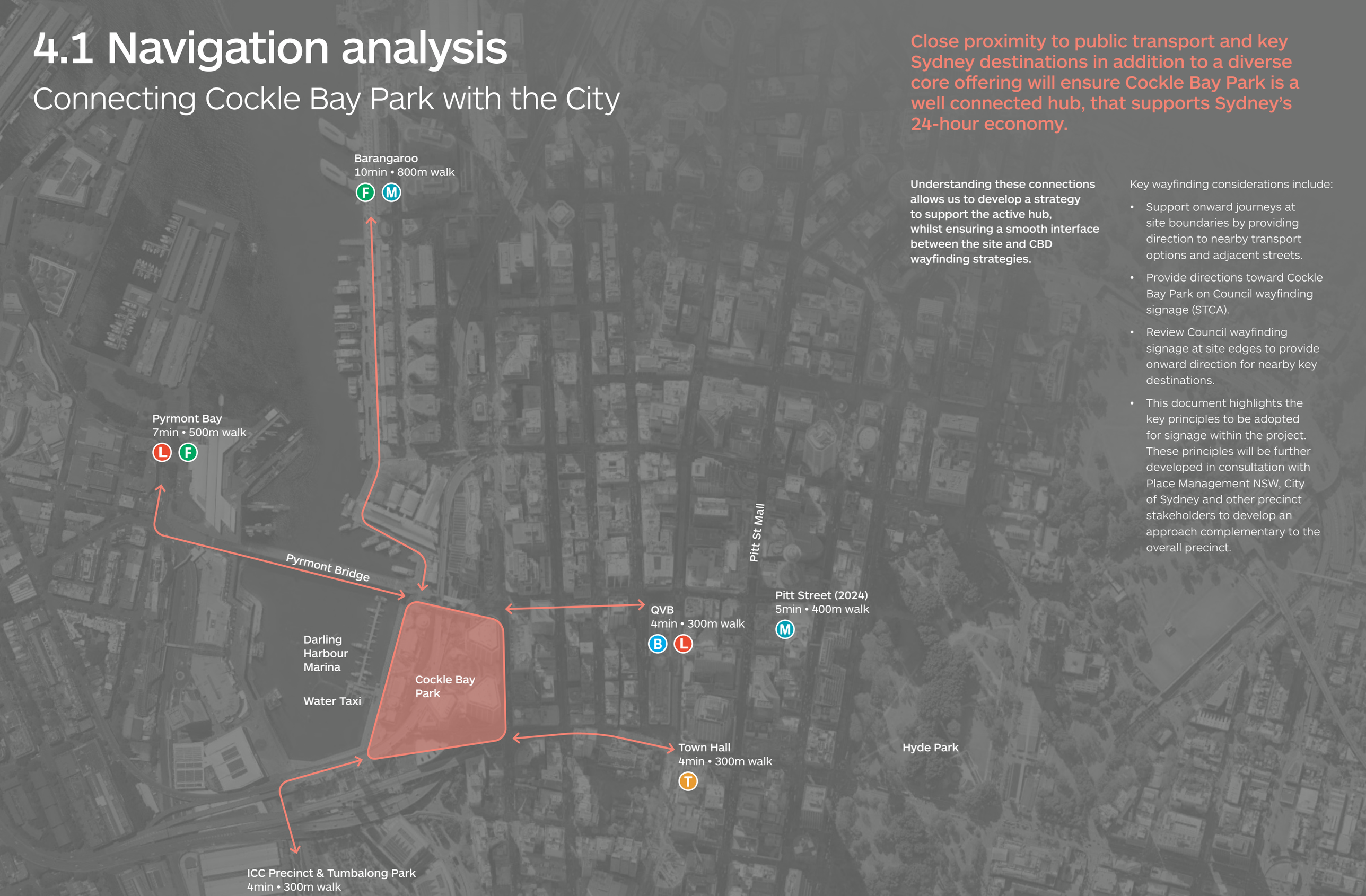
Connecting Cockle Bay Park with the City

Close proximity to public transport and key Sydney destinations in addition to a diverse core offering will ensure Cockle Bay Park is a well connected hub, that supports Sydney's 24-hour economy.

Understanding these connections allows us to develop a strategy to support the active hub, whilst ensuring a smooth interface between the site and CBD wayfinding strategies.

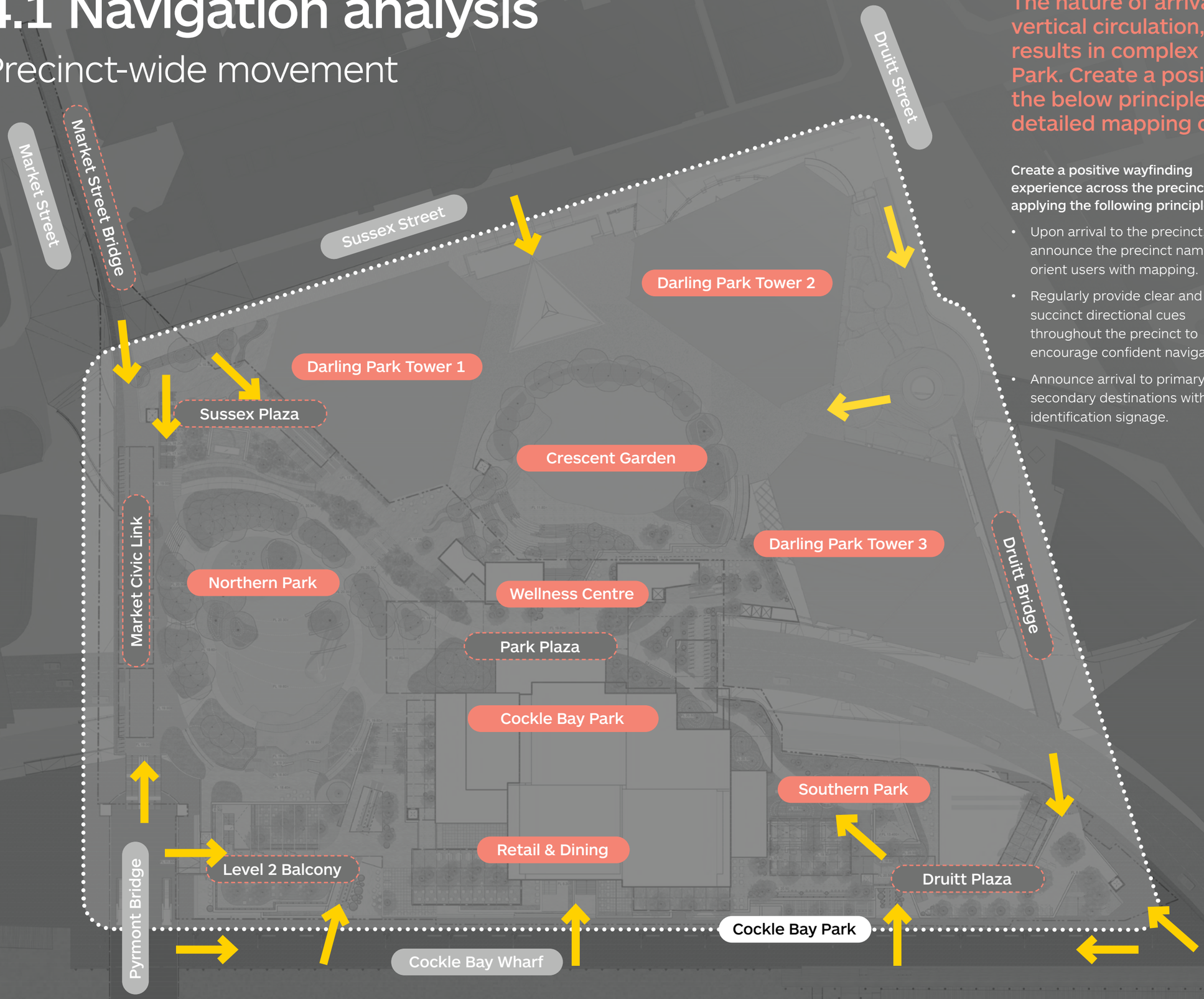
Key wayfinding considerations include:

- Support onward journeys at site boundaries by providing direction to nearby transport options and adjacent streets.
- Provide directions toward Cockle Bay Park on Council wayfinding signage (STCA).
- Review Council wayfinding signage at site edges to provide onward direction for nearby key destinations.
- This document highlights the key principles to be adopted for signage within the project. These principles will be further developed in consultation with Place Management NSW, City of Sydney and other precinct stakeholders to develop an approach complementary to the overall precinct.



4.1 Navigation analysis

Precinct-wide movement



The nature of arrival points, horizontal and vertical circulation, and connecting destinations results in complex movement at Cockle Bay Park. Create a positive experience by applying the below principles. Refer to the addendum for detailed mapping of destinations and journeys.

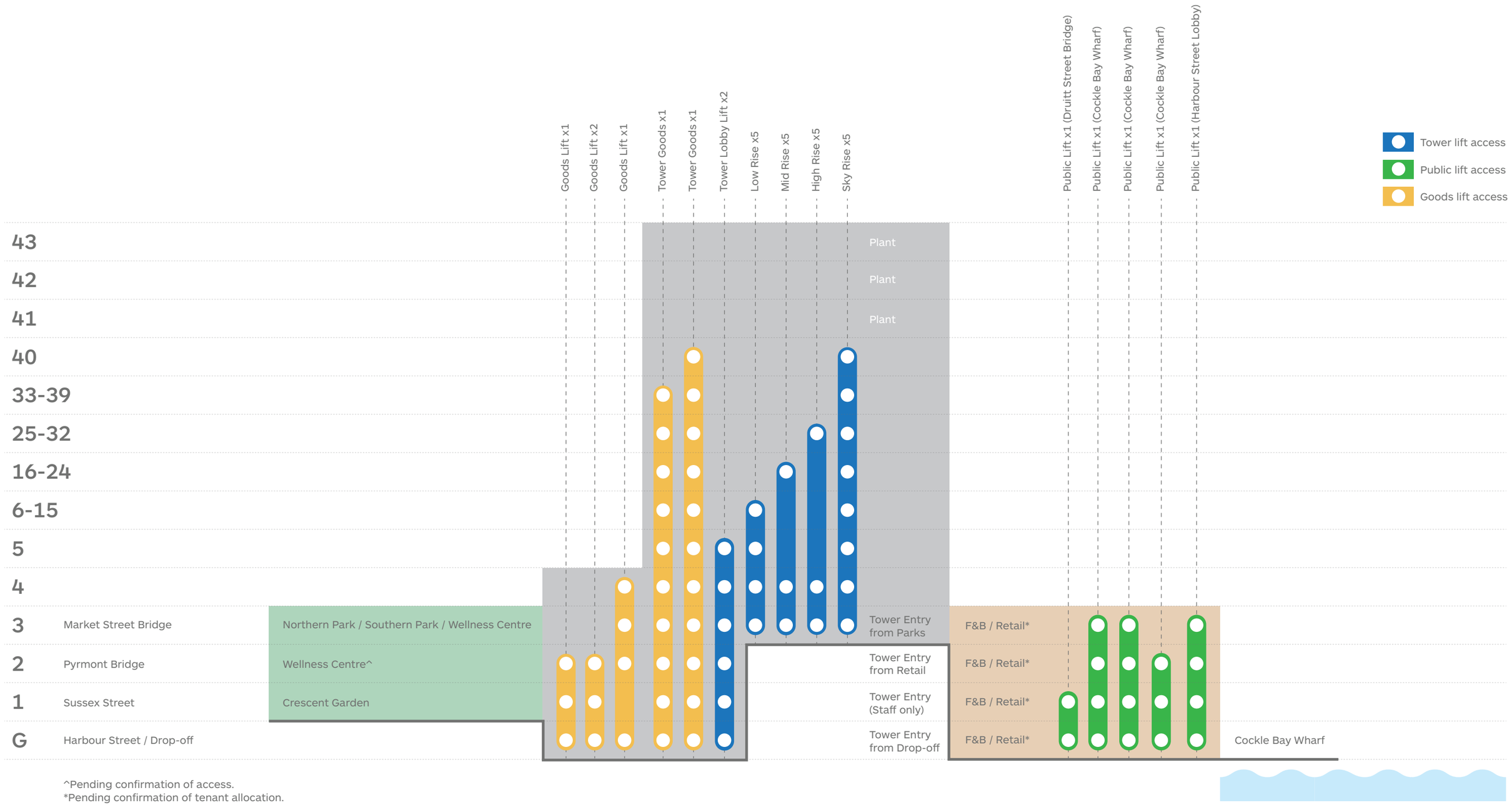
Create a positive wayfinding experience across the precinct by applying the following principles:

- Upon arrival to the precinct, announce the precinct name and orient users with mapping.
- Regularly provide clear and succinct directional cues throughout the precinct to encourage confident navigation.
- Announce arrival to primary and secondary destinations with clear identification signage.
- Use progressive disclosure principles to simplify messaging and highlight secondary destinations within a closer proximity to the user.
- Activate areas of the site that are considered thoroughfares or connectors (through architecture, landscape and or public art) to create unique spaces, enhance the atmosphere, and support intuitive navigation. Do not identify these areas with identification and do not direct to them.
- Provide through and onward direction to adjacent streets and edges of the precinct as key navigational devices.

4.1 Navigation analysis

Vertical movement

A graded site means users will arrive to Cockle Bay Park at different levels. Lift access also varies significantly across the site. Reviewing level and lift naming will ensure a more intuitive vertical navigation experience.



^Pending confirmation of access.
*Pending confirmation of tenant allocation.

4.2 Nomenclature (Terminology)

Wayfinding messaging is determined based on key destinations along the user journey. Destinations are consistently named using the terminology summarised in the table below.

Public realm

Precinct

- Cockle Bay Park

Buildings

- Cockle Bay Park
- Darling Park Tower 1
- Darling Park Tower 2
- Darling Park Tower 3

Districts

- Crescent Garden
- Northern Park
- Southern Park
- Wellness Centre

Streets/Edges

- Market Street
- Sussex Street
- Pyrmont Bridge
- Cockle Bay Wharf

Connectors

- Sussex Plaza
- Market Civic Link
- Park Plaza
- Druitt Plaza
- Druitt Bridge
- Level 2 Balcony

Retail and dining

Major tenants

- TBC*

Mini-major tenants

- TBC*

Amenities

- End of Trip Facilities
- Store
- Male Toilet
- Female Toilet
- Accessible Toilet
- Shower
- Change Room
- Parents Room
- Family room
- Accessible Adult Change Facility
- Gender Neutral Toilet

Transport

Onward transport

- Metro
- Train
- Light Rail
- Ferry
- Bus
- Ride Share pick-up
- Taxi pick-up

Back of house

- Loading dock

Vertical circulation

- Lifts
- Stairs
- Escalator
- Ramp

4.3 Information hierarchy

Progressive disclosure simplifies decisions and reduces cognitive loading. Messaging is tailored based on the information a user needs to know and when they need to know it.

Information	Message priority	Identified?	Directed to?	Mapped?
Appears within the public realm				
Precinct	Must know	Yes	No	No
Buildings / entries	Must know	Yes	Yes	Yes – Name and entry marker
Districts	Must know	Yes	Yes	Yes – Name
Streets/Edges	Must know	Yes – External signage	Yes	Yes – Name
Connectors	Nice to know	Yes – With activation only	No	No
Major tenants	Good to know	Yes – With tenant signage	Yes	Yes
Mini-major tenants	Nice to know	Yes – With tenant signage	No	No
Amenities	Good to know	Yes	Yes	Yes – Pictograms only
Vertical circulation	Good to know	Yes – Lifts only	Yes	Yes – Pictograms only
Onward transport	Good to know	By others	Yes	Yes – Pictograms only
Appears within the towers				
Internal tower destinations	Good to know	Yes	Yes	No
Amenities	Good to know	Yes	Yes	No
Vertical circulation	Good to know	Yes – Lifts only	Yes	No

Must know

Must know information is regarded as high priority, primary messages, which assist the user's primary route.

Good to know

Good to know information should be used less frequently and within closer proximity to the destination.

Nice to know

Nice to know information is not critical to the primary user journey route. It appears only in certain situations, such as directions that hand off to external destinations.

4.4 The user journey

Wayfinding touch points exist across all stages of a person's journey – from initial planning through to their on-site experience. Understanding what information is required and how it is communicated is critical to developing a comprehensive wayfinding strategy.

In general, we can chart the typical user journey in a sequential manner and categorise it into the following phases: planning, journey, arrival, orientation, circulation, and the return journey.

Visitors at Cockle Bay Park will transition between the circulation, orientation and arrival phases as they navigate different areas of the precinct.

Each phase is supported by various navigational cues, stimuli and messages that contribute to finding a visitor's bearings and guiding them in the right direction.

Whether it's viewing the office tenant directory or trying to find the wellness centre, a clear and consistent thread of information is key across various communication devices, including signage.

1. The planning phase

The planning phase: often done via website or mobile device and or printed marketing material and collateral, such as a map.

2. The journey phase

The act of traveling via foot, vehicle, bike and or public transport to the site.

3. The arrival phase

The confirmation of arrival at a specific destination.

4. The orientation phase

As visitors enter new areas, they will need to reorient themselves so that they can continue their journey.

5. The circulation phase

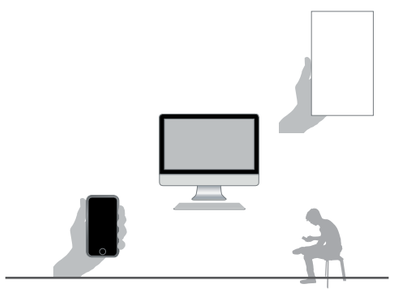
The act of circulating throughout the site, moving vertically and horizontally.

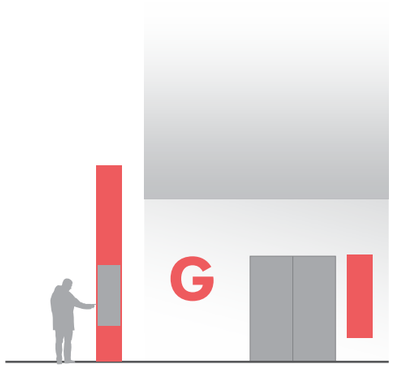
6. The return journey

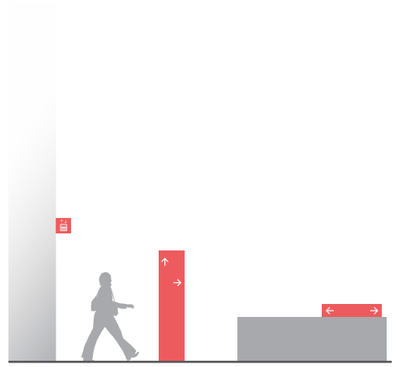
Once a visitor has arrived at a destination, generally there is the act of retracing the journey back to their original point of departure or onto another destination.

4.4 The user journey

Typical journey stages







	Journey phase	Journey mode	Information needs and user questions	Information delivery methods and communication tools
	Planning	Pre-visit	*I have a meeting, where is Cockle Bay Park?* *How do I get to Cockle Bay Park?* *Where is it located?* *Is there parking?* *Can I use public transport?* *What is the best transport mode/route?* *Are there showers if I was to ride my bike?* *Are there any events happening nearby?* *Where is the best view for NYE?* *What are the dining options?*	**Information design** Precinct and tenant advertising Reviews and news media Lifestyle and tourism media Printed collateral **Technology** Smart phones Social media Websites Transport for NSW services Mapping services Rideshare services **Other** Word of mouth
	Journey to the precinct	Public transport Vehicular Pedestrian Cyclist	*Which metro/train/bus/ferry/light rail do I take to get there? What is the nearest stop?* *What is the address?* *Which street is the drop off zone on?* *Can I park nearby?* *How do I know I'm going in the right direction?*	**Information design** Precinct name Street names Tenant addresses Transport route names/numbers Metro/train/bus/ferry/light rail stop names Local road traffic authority signage City of Sydney wayfinding signage Sky signage **Technology** Smart phones Transport for NSW services Mapping services Rideshare services
	Arrival to the precinct	Public transport Vehicular Pedestrian Cyclist	*Am I here?* *Where do I turn off?* *Where is the drop-off point?* *Where do I park my bike?* *Is this my stop?*	**Information design** Precinct name Street names Pedestrian level identification **Technology** Public announcements and marketing opportunities Mapping services **Environmental cues** Landmarks Legible boundaries Clear entries/thresholds Architectural design Landscaping Lighting
	Orientation within the public realm	Pedestrian Cyclist	*Where am I?* *How do I get to the office tower?* *How do I get to the restaurants?* *How do I get to the Northern Park?* *Where are the toilets?* *What level am I on?*	**Information design** Orientation mapping Precinct directory Level identification **Environmental cues** Landmarks Clear sight lines
	Circulation within the public realm	Pedestrian Cyclist	*Am I on the right path?* *Which way to my destination?* *Where is the nearest lift?* *I can't use the stairs, is there a ramp?* *Where are the toilets?*	**Information design** Directional information Vertical transport identification Level identification **Environmental cues** Legible paths Clear sight lines Lighting Materials/finishes Architectural design Landscaping

4.4 The user journey

Typical journey stages

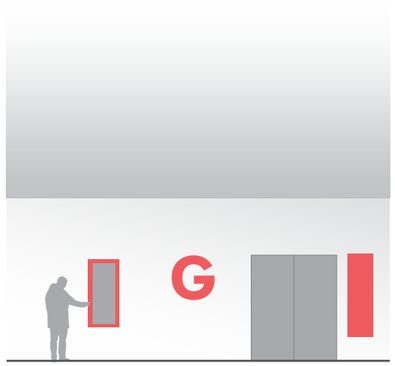
Arrival to public realm destinations

Pedestrian
Cyclist

Ah ha! I've arrived.
Where is the entry point to the office tower?
How do I access the restaurant?
Here are the end of trip facilities.

Information design
District and laneway names
Tenant identification
Destination and entry identification
Amenities identification

Environmental cues
Unique, distinctive, inviting
Landmarks
Legible boundaries
Clear entries/thresholds
Architectural design
Landscaping
Lighting



Orientation within the tower

Pedestrian

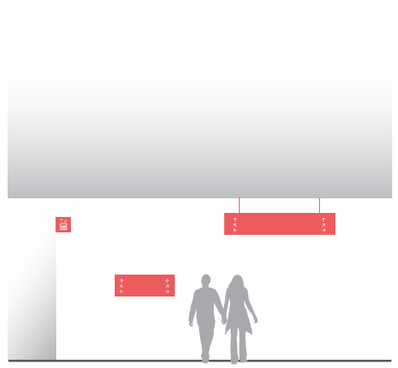
What level is my destination on?
What level am I on?
I'm a little lost, can concierge help?

Information design
Tenant directory
Lift directory
Level identification

Technology
Dynamic lift system

Environmental cues
Clear sight lines
Natural lighting

Other
Concierge team members



Circulation within the tower

Pedestrian

Am I on the right path?
Which way to my destination?
Which lifts do I need to take?
I can't use the stairs, is there a ramp?
Where are the toilets?

Information design
Directional information
Vertical transport identification
Level identification

Technology
Dynamic lift system

Environmental cues
Legible paths
Clear sight lines
Natural lighting
Materials/finishes
Architectural design

Arrival to tower destinations

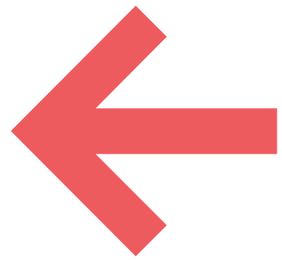
Pedestrian

Have I arrived?
Is this my level?

Information design
Tenant identification
Destination identification
Destination names
Amenities identification

Technology
Dynamic lift system

Environmental cues
Clear entries/thresholds
Materials/finishes
Architectural design



The return journey

Public transport
Vehicular
Pedestrian
Cyclist

Information design
Directional information
Way out

5.0 Strategic approach

5

5.0 Strategic approach

The Cockle Bay Park wayfinding strategy is defined by the information and experience principles at key points in a user's journey.

5.0 Strategic approach

Arrival points

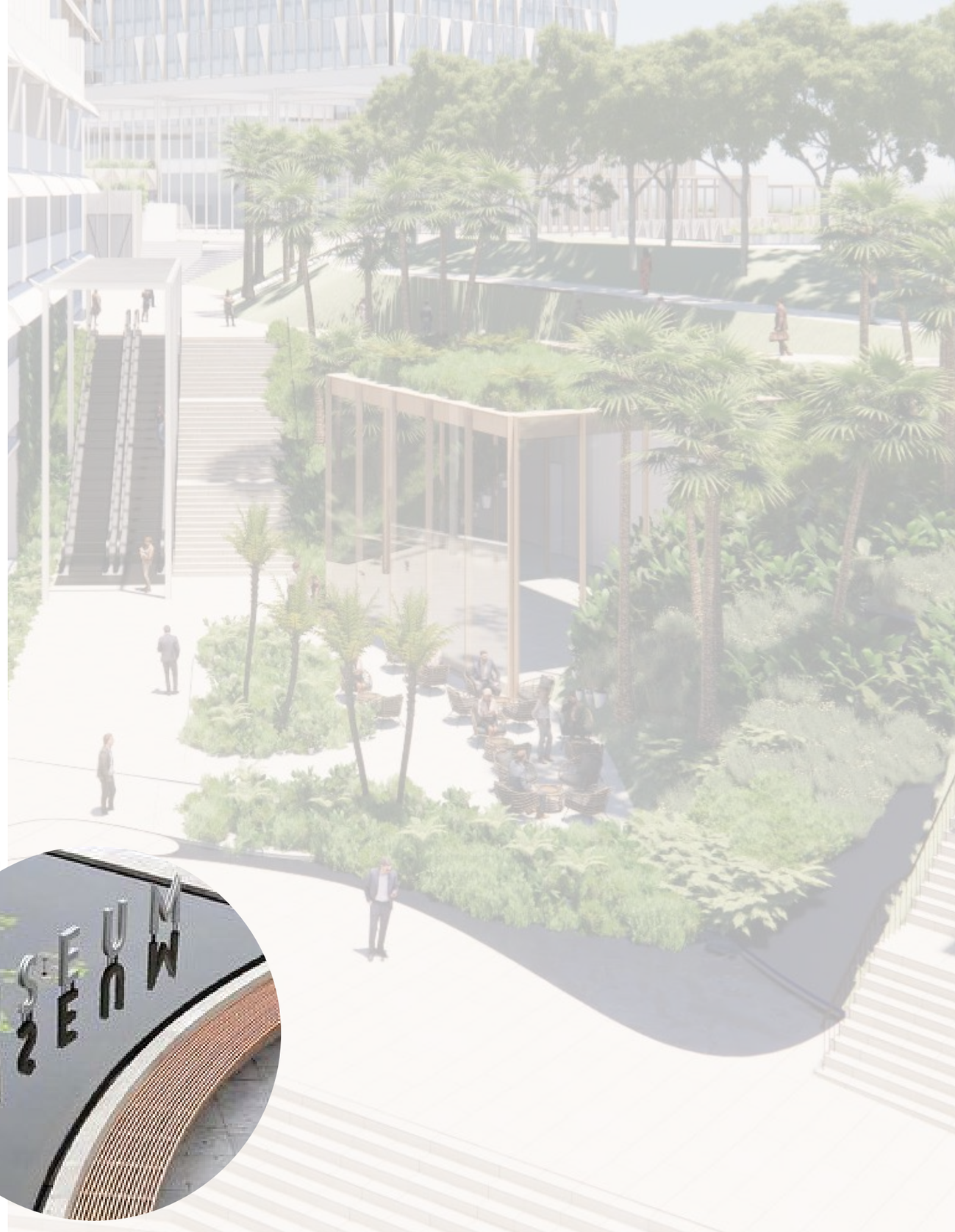
People will be welcomed and oriented to the precinct as they transition from surrounding areas. Clear identification in the form of signage and environmental cues will be key to announcing arrival to the precinct.

Information Principles:

- Clear precinct announcement
- Mapping to help users orientate
- Event overlay opportunities

Experience Principles:

- Welcoming, warm and inviting
- Attracts from a distance
- Integrates into the environment
- Gestural and impactful



5.0 Strategic approach

Circulation paths

Simple navigational cues will encourage circulation and exploration. Information will respond to unique environmental requirements (retail, public realm, tower). Architectural, landscape and public art landmarks will draw people through the precinct.

Information Principles:

- Simple directional cues with a clear hierarchy
- Clear information hierarchy
- Regular confirmation

Experience Principles:

- Robust and integrated
- Sympathetic to environment
- Encourage discovery and exploration of the public realm
- Intuitive wayfinding experience through landmarking

5.0 Strategic approach

Key nodes

Converging circulation paths provide an opportunity for people to dwell or change their journey. At key nodes, orientation and directional information will be stacked with an attractor (magnet) to draw people through the site and toward wayfinding information.

Information Principles:

- Simple directional cues with a clear information hierarchy
- Mapping to help users orientate
- Magnet element that draws people toward information and intuitively connects the site

Experience Principles:

- Dynamic and engaging magnet
- Stack information to make the sign locations work harder
- Integrate digital for interactive mapping or event overlays

5.0 Strategic approach

Destinations

Key destinations such as buildings, districts, tenants, levels and amenities will require identification that is unique and engaging to invite people to participate. Placemaking elements will help convey a strong identity.

Information Principles:

- Clear destination announcement
- Bespoke and unique identities
- Highlighted amenities
- Sympathetic to the environment

Experience Principles:

- Dynamic and engaging retail and dining tenant signage
- Unique tower and park identities
- Opportunity for placemaking elements to help strengthen the identity of unique destinations.

5.0 Strategic approach

Application

The Cockle Bay Park wayfinding strategy is defined by the information and experience at four key moments in the user journey: site arrival, circulation paths, key nodes, and destinations.

Site arrival

People will be welcomed and oriented to the precinct as they transition from surrounding areas. Precinct identification signage as well as changes in landscape and architecture will announce arrival.

Circulation paths

Simple directional signage cues will encourage circulation and exploration. Information will respond to the unique environmental requirements (retail, public realm, tower). Architectural, landscape and public art landmarks will draw people through the precinct.

Key nodes

Mapping and directional information will be stacked at key nodes with an attractor (magnet). Magnets will create a sense of rhythm while drawing people through the site and toward wayfinding elements.

Destinations

Key destinations such as buildings, districts, tenants, levels and amenities will require identification that is unique and engaging – identification that invites people to participate. Placemaking elements will also convey a strong identity.

Note: The locations shown here are indicative only. They are intended to convey the strategic approach and do not represent final sign locations or types. Refer to the wayfinding system requirements and sign location plans in the addenda for further information.

6.0 First Nations overlay

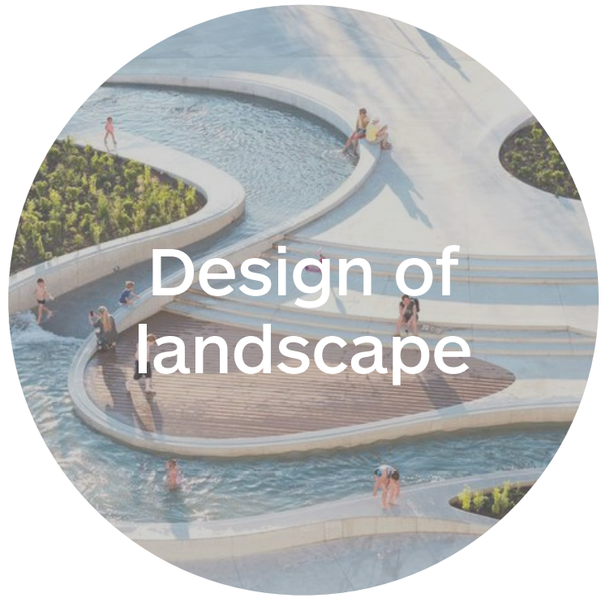
6

6.0 First Nations overlay

The exploration of Indigenous overlay opportunities is being undertaken across multiple touch points within the development. The opportunities identified below are expressions that celebrate First Nations' culture while elevating and enriching the wayfinding experience at Cockle Bay Park.

Beyond embedding traditional language into the wayfinding system through the naming of parks with Gadigal words, the spoken word could be introduced within public art to provide an immersive, multi-sensory experience that helps to draw people through the site in an organic and exploratory way.

Public art and interpretive elements are highly effective as intuitive wayfinding devices as they provide memorable cues and reference points, as well as encouraging exploration. Indigenous art and interpretation pieces are being explored within the public art strategy to contribute to the sense of place and signify the importance of Country.



Soft and hardscape elements within the landscape design provide clear pathways and dwell spaces that naturally guide users through the site. Extending upon this, the incorporation of native planting with Indigenous significance helps to define different areas of the site and provide varying sensory experiences that help users to recognise that they are transitioning into a new space.

7.0 Design narrative

7

7.0 Design narrative

Cockle Bay Park will be a canvas for community connection – a once-in-a-lifetime opportunity to better connect the Darling Harbour Precinct and ensure the place experience for everyone is the best that it can be.

"[Transforming] the experience of Darling Harbour by restoring natural beauty and publicly accessible open space."

"...A vital destination along the cultural ribbon, providing valuable breathing space amongst the activity of the city."

"[Framing] a working neighbourhood by the water, reconnecting the city with community, and providing a canvas for public art and creative expression."

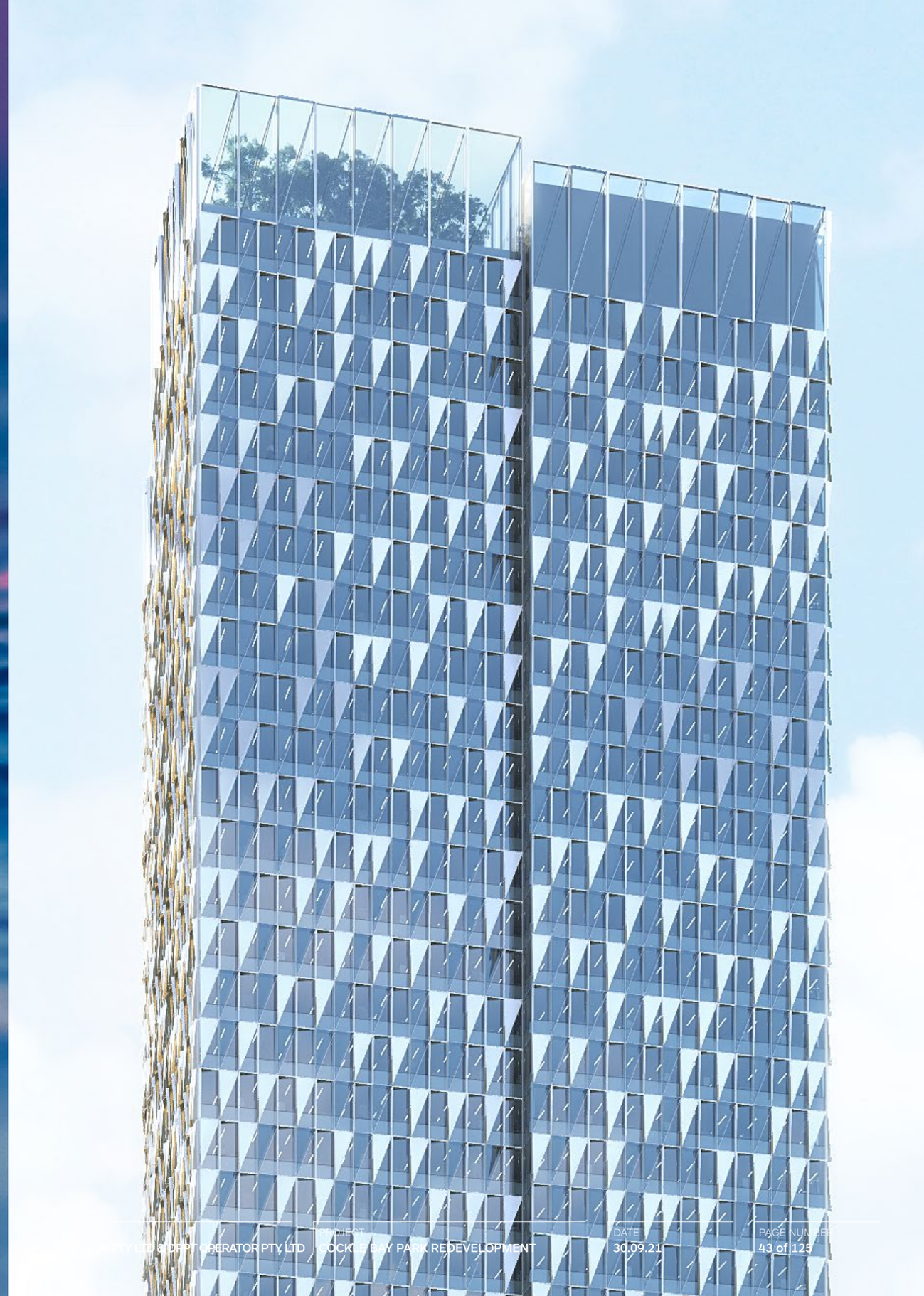
– Cultural Capital, Events Vision, Events Management Plan (SSD DA)

7.0 Design narrative

Cockle Bay Park will be an integral part of Sydney's cultural ribbon, the continuous CBD experience that connects visitors, residents and workers from the Art Gallery of NSW through to the National Maritime Museum.

7.0 Design narrative

Adding to an iconic skyline, Cockle Bay Park will strengthen connections to Sydney's waterside lifestyle by embedding harbour reflections into the design.



7.0 Design narrative

An extension of workplace, retail and entertainment experiences, the public realm and parks will be a modern sanctuary within the CBD, providing a sense of calm that nourishes the soul.

7.0 Design narrative

Convenient offers and regular programming will contribute to Sydney's 24/7 economy, making Cockle Bay Park a preferred route and destination of choice – a place for inspiration, entertainment, and wellbeing.

7.0 Design narrative

A human scale design prompts people to feel connected to the space they’re in, rather than feeling engulfed by their surroundings. Warm, tonal and textural palettes invite users to meet, pause and relax.

7.0 Design narrative

Diverse experiences define how people will use Cockle Bay Park: commuting through the precinct, working in the tower, enjoying the public realm, or indulging in retail, food and beverage offerings.

Responding to the requirements of each experience will be critical to a successful wayfinding overlay.

Blurring the boundaries between different environments (retail, public realm, tower) will result in a cohesive experience as people transition from work to life.

8.0 Design benchmarking

8

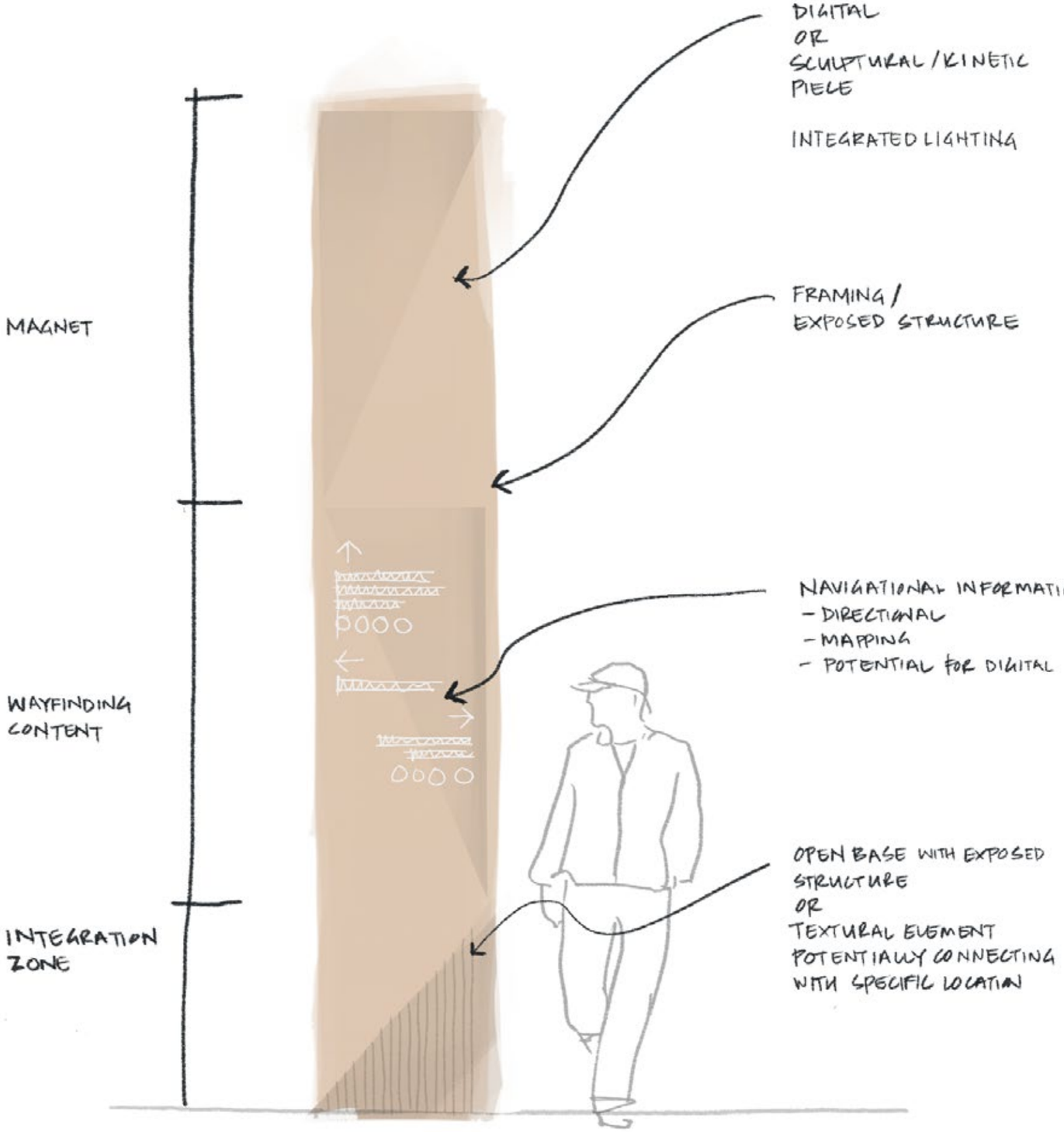
8.0 Design benchmarking

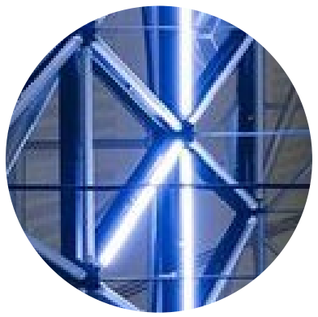
Our creative direction will be inspired by everything that makes Cockle Bay Park special.

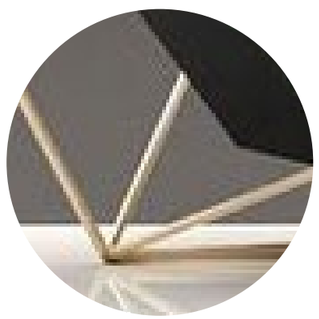
Materials, forms and a distinctly human focus will be explored in the next stage of works to create a wayfinding system that conveys a unique identity for the precinct.

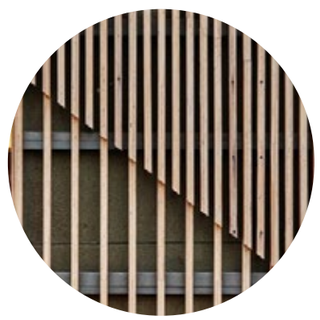
8.0 Design benchmarking

Key node information zones









APPENDIX Y
SIGNAGE AND WAYFINDING STRATEGY

CLIENT
DPT OPERATOR PTY LTD & DPPT OPERATOR PTY LTD

PROJECT
COCKLE BAY PARK REDEVELOPMENT

DATE
30.09.21

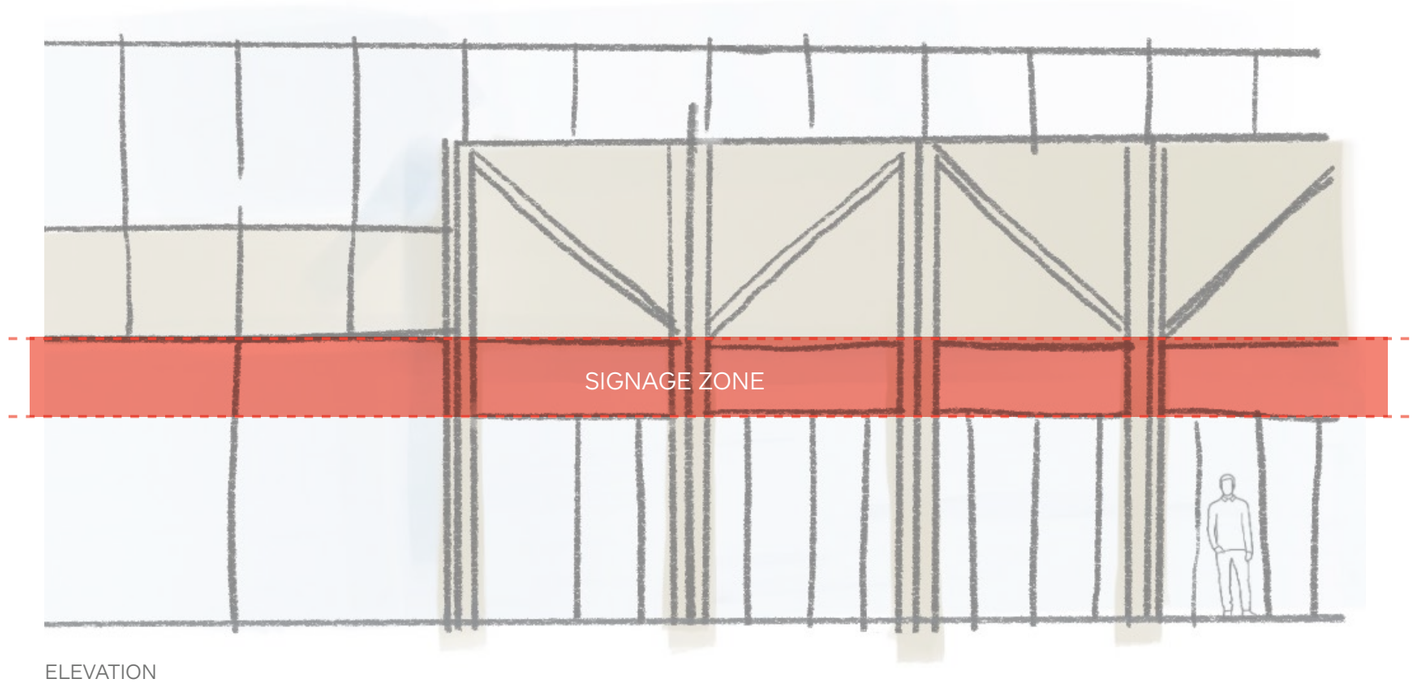
9.0 Signage zones

9

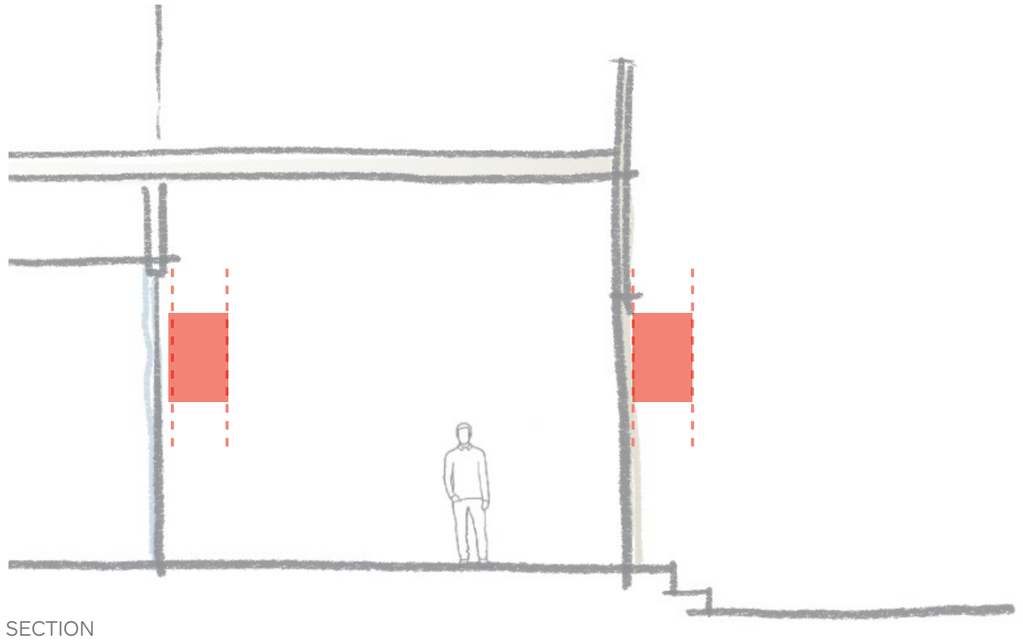
9.1 Retail signage zones

Consistent datum lines and signage zones will maximise legibility through the site and ensure optimum visibility to retailers. These datum lines and zones respond to the architecture to ensure the design integrity is maintained.

Recommendations for material palette, form and fixing methods will be developed to ensure consistency is achieved across tenancies and the quality of signage is appropriate to the architecture.



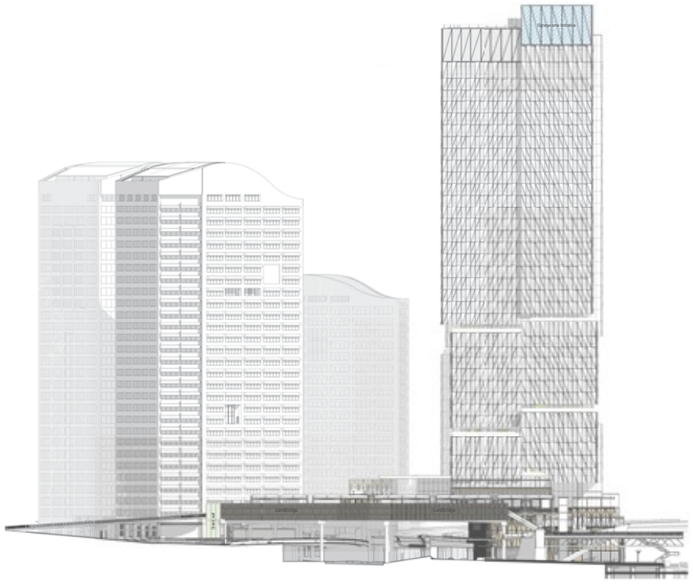
ELEVATION



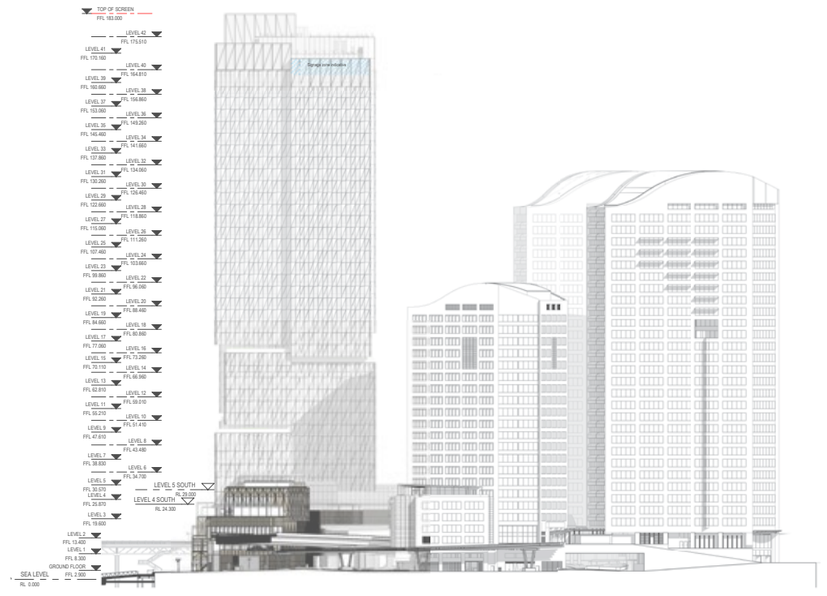
SECTION

9.2 Podium and Sky signage zones

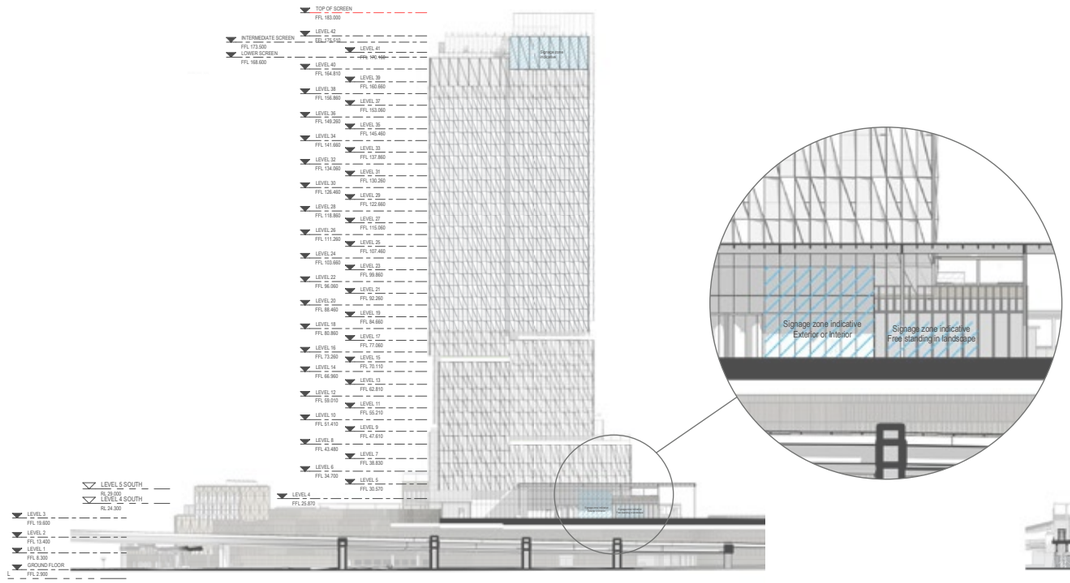
Signage zones are indicative of potential sign placement only, noting that a maximum of 2 sky signs will be installed on the tower at any one time. Dimensions, specifications and fixing details are to be developed further in co-ordination with the architects.



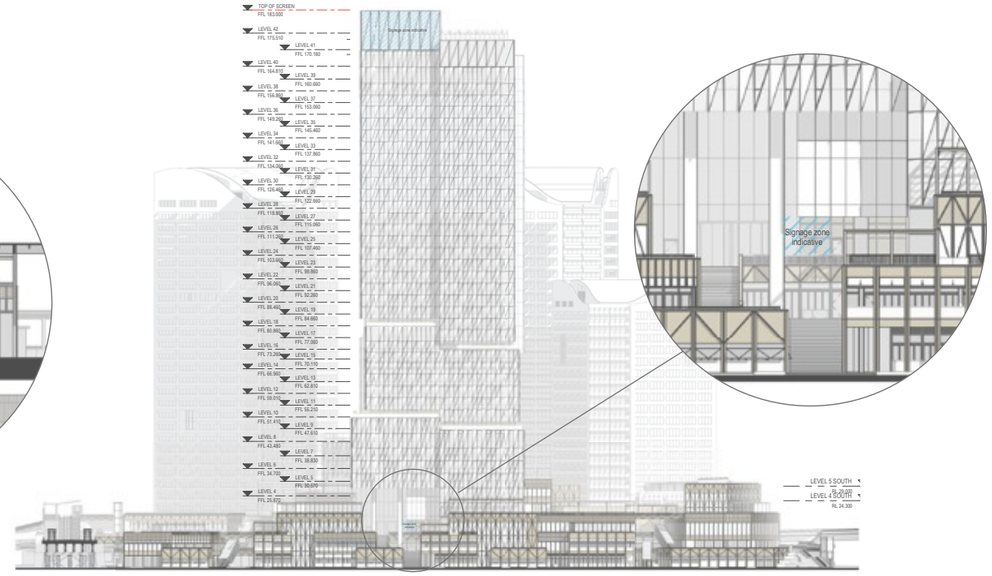
NORTH ELEVATION



SOUTH ELEVATION



EAST ELEVATION



WEST ELEVATION

10.0 Addendum

10

10.1 Design and planning principles

The following principles will be applied during the development of the wayfinding design to ensure that the form, content, and sign positions provide optimal legibility.

10.1 Design and planning principles

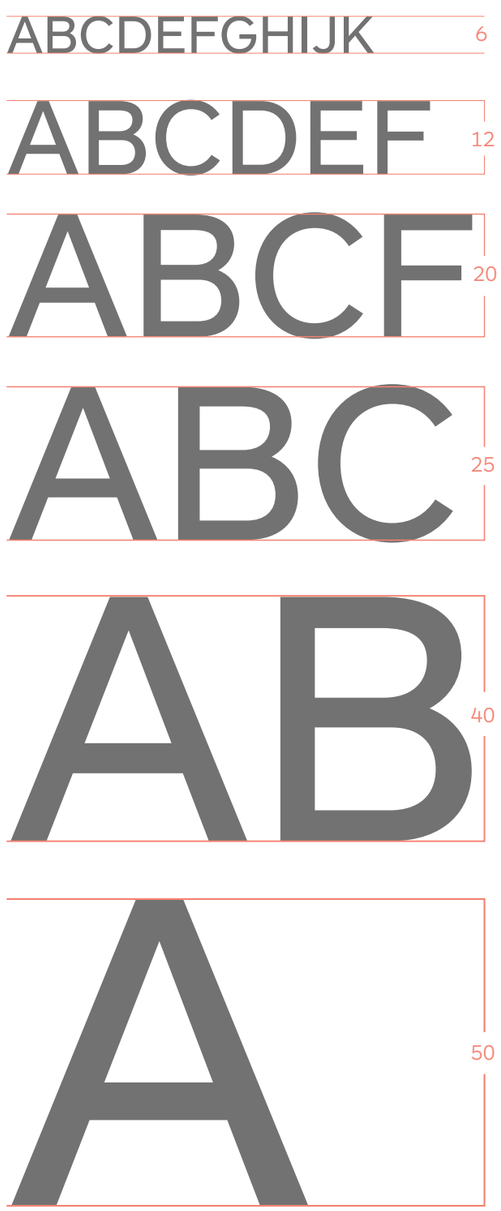
Message sizes - Pedestrian

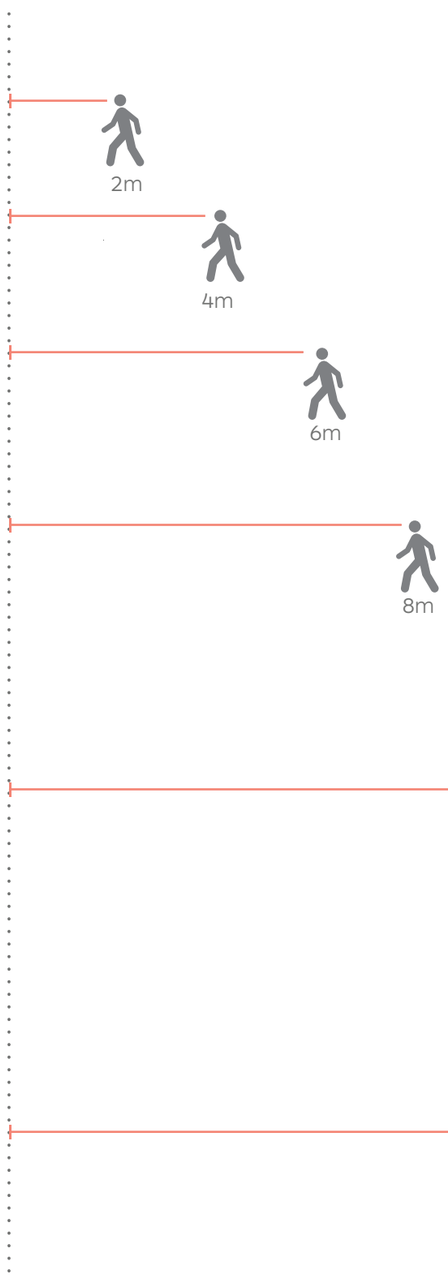
To ensure maximum legibility, the following guidelines will be used to determine sizing of lettering for pedestrians.

Viewing distance Metres	**Minimum letter height** Millimetres
2	6
4	12
6	20
8	25
12	40
15	50
25	80
35	100
40	130
50	150

Australian Standards AS 1428.2

Cap height
Millimetres actual size





Key design considerations

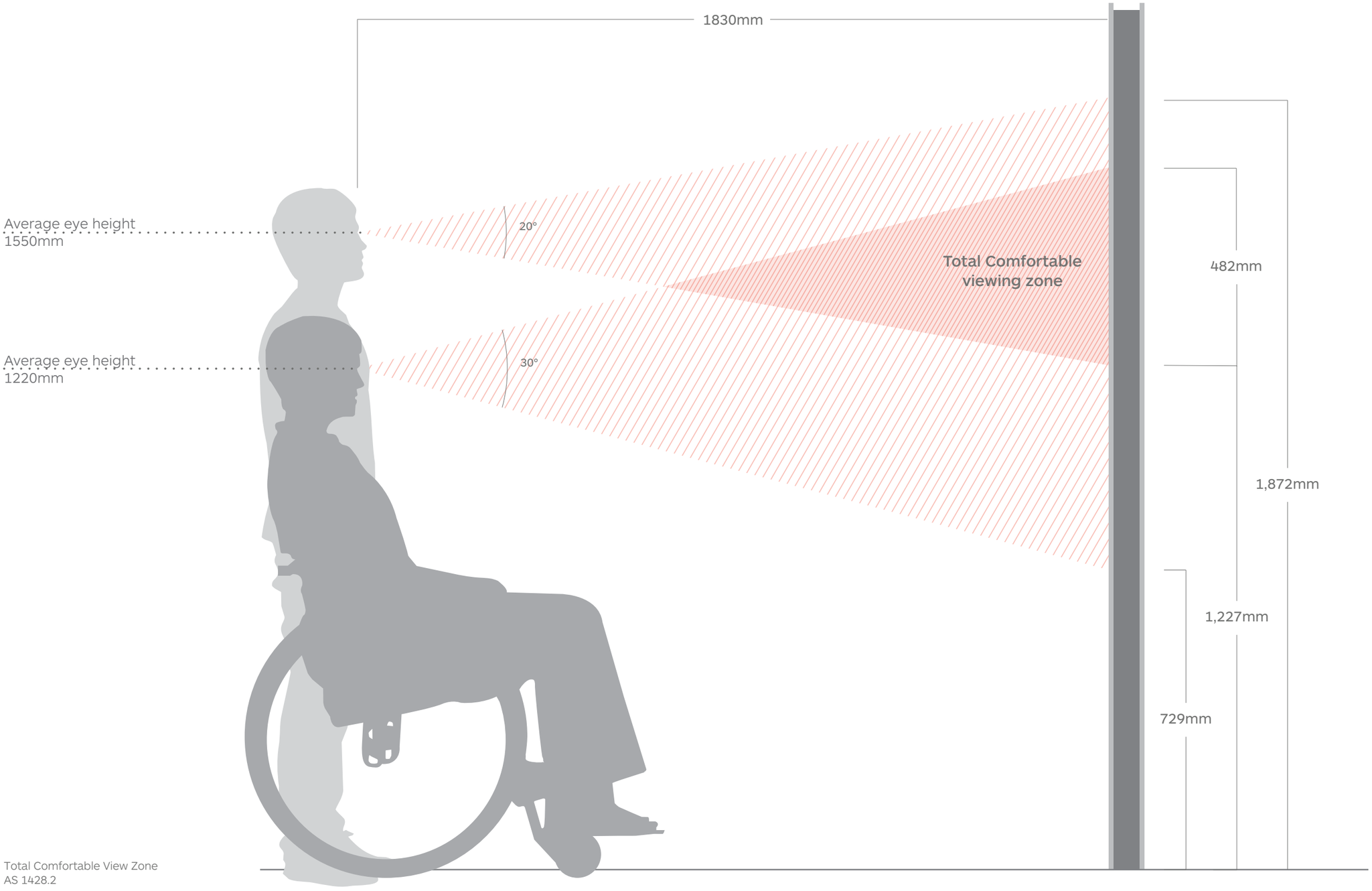
1. Ensure optimum legibility across signage suite

* Based on persons considered to have average eyesight. Adjustments to cap height may be necessary to account for persons with special needs and environmental conditions.

10.1 Design and planning principles

Content positioning - Pedestrian

To ensure maximum legibility, the following guidelines will be used to determine optimum positioning of content.



Key design considerations

1. Ensure optimum legibility across signage suite

Total Comfortable View Zone
AS 1428.2

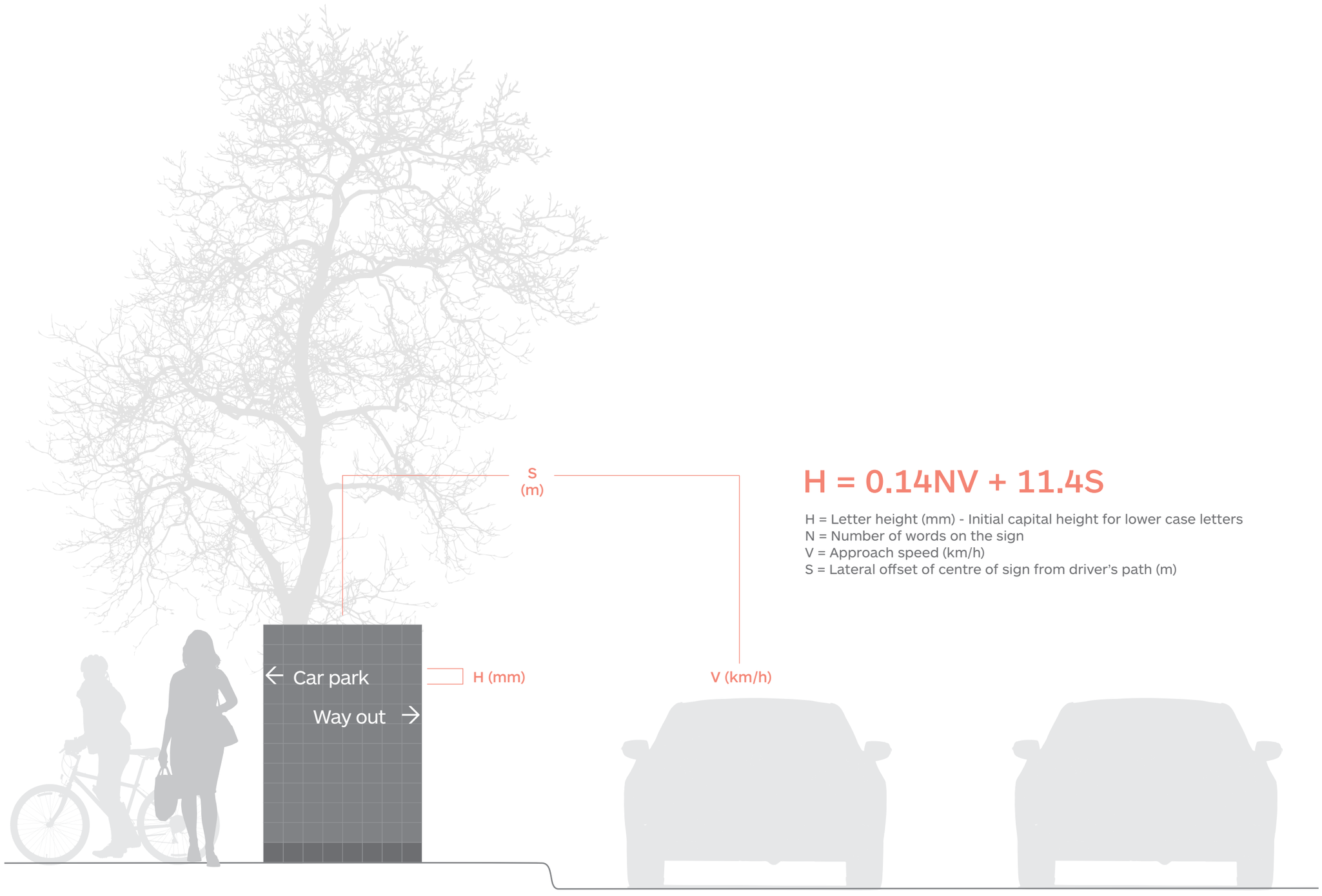
10.1 Design and planning principles

Message sizes - Vehicular

To ensure maximum legibility, the following guidelines will be used to determine sizing of lettering for the vehicular approach.

Key design considerations

1. Ensure consistency as well as legibility across signage suite



$$H = 0.14NV + 11.4S$$

H = Letter height (mm) - Initial capital height for lower case letters
N = Number of words on the sign
V = Approach speed (km/h)
S = Lateral offset of centre of sign from driver's path (m)

* Use as a guide only. Final lettering sizes and positioning to be assessed based on optimum sightlines and built environment elements.

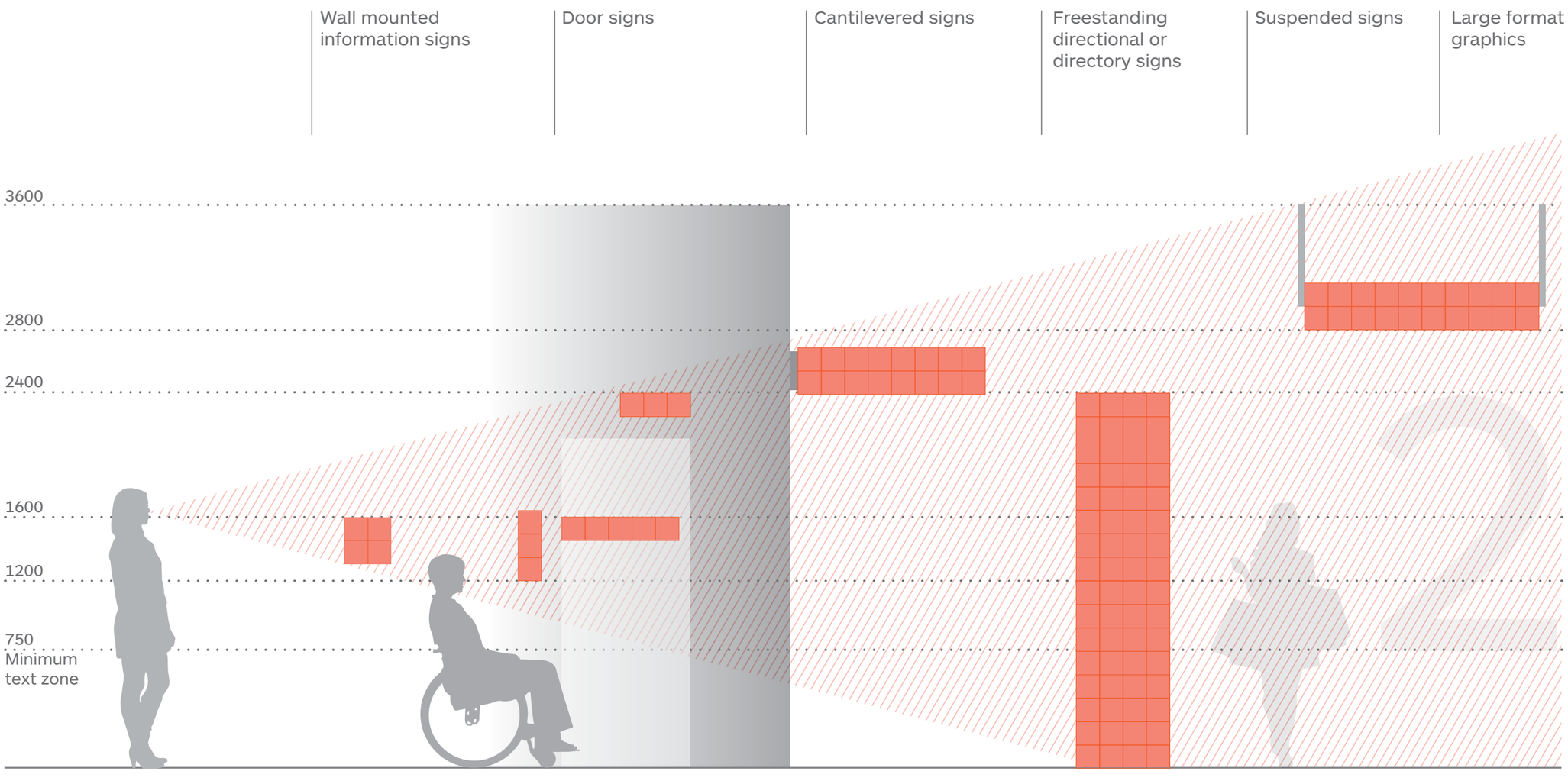
10.1 Design and planning principles

Positioning and clearance

To ensure maximum legibility and consistency, the following guidelines will be used to determine optimum positioning of signage.

Key design considerations

1. Ensure optimum legibility across signage suite



* Use as a guide only. Final positioning of signage to be assessed based on optimum sightlines and built environment elements.

10.1 Design and planning principles

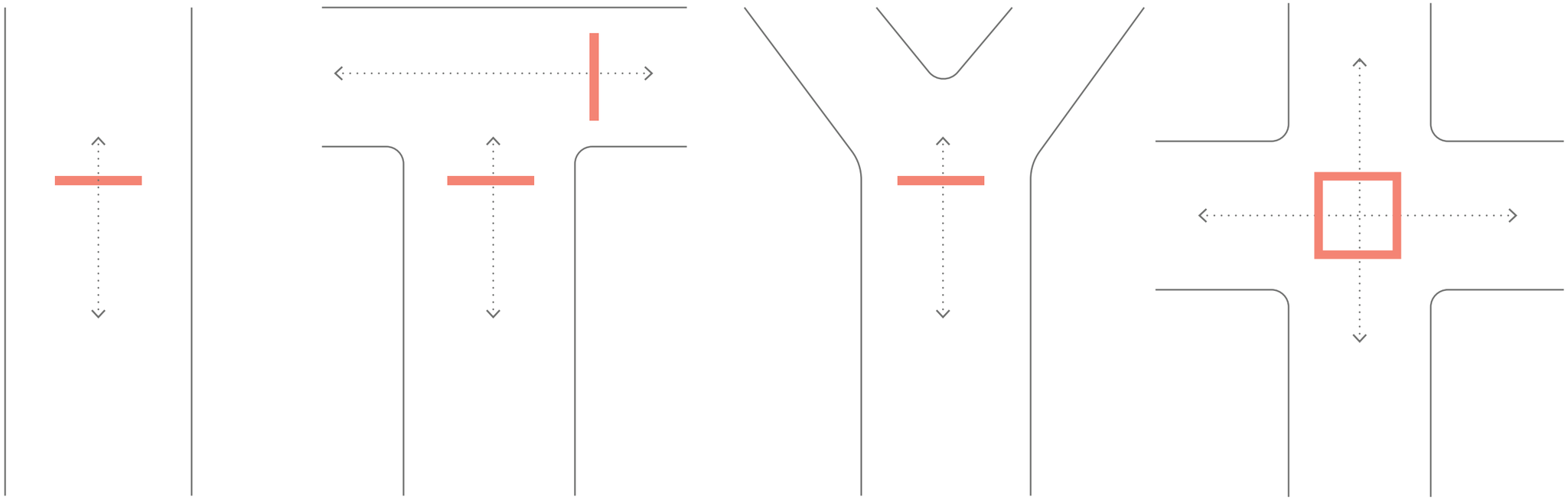
Positioning and clearance

To ensure maximum legibility and consistency, the following guidelines will be used to determine optimum positioning of signage.

Signage positioning

Key design considerations

1. Ensure optimum legibility across signage suite



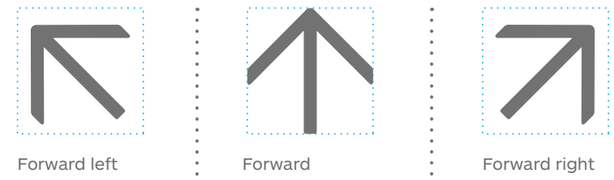
* Use as a guide only. Final positioning of signage to be assessed based on optimum sightlines and built environment elements.

10.1 Design and planning principles

Arrow hierarchy

Arrows lead directional messages and are aligned to the direction of travel they indicate. Use arrows only to direct ahead of the user or to indicate a change in level - do not use u-turn arrows (Fig. 1). Consistently apply arrows in the sequential manner shown below (Fig. 2) to create a coherent environment.

Arrow position principles



Up arrows
Unless used directly at escalator or stair, up arrows direct straight ahead.

Down arrows
Indicates level shift. Arrow is positioned directly above escalator or stair entry point.

U-turn arrows
Not recommended

Fig. 1

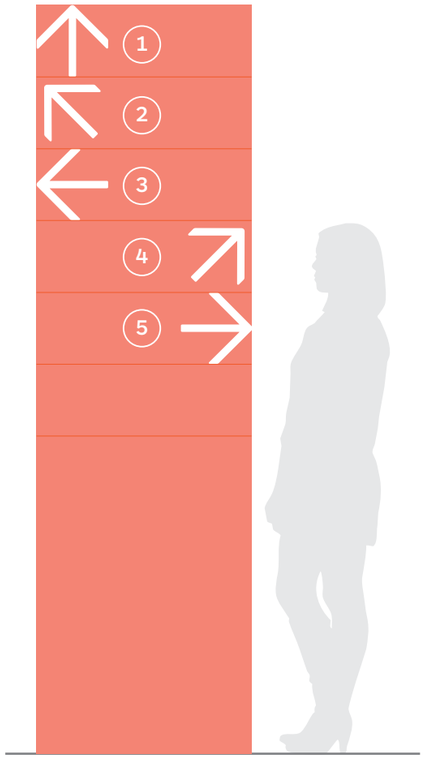


Fig. 2

Fig. 3

10.1 Design and planning principles

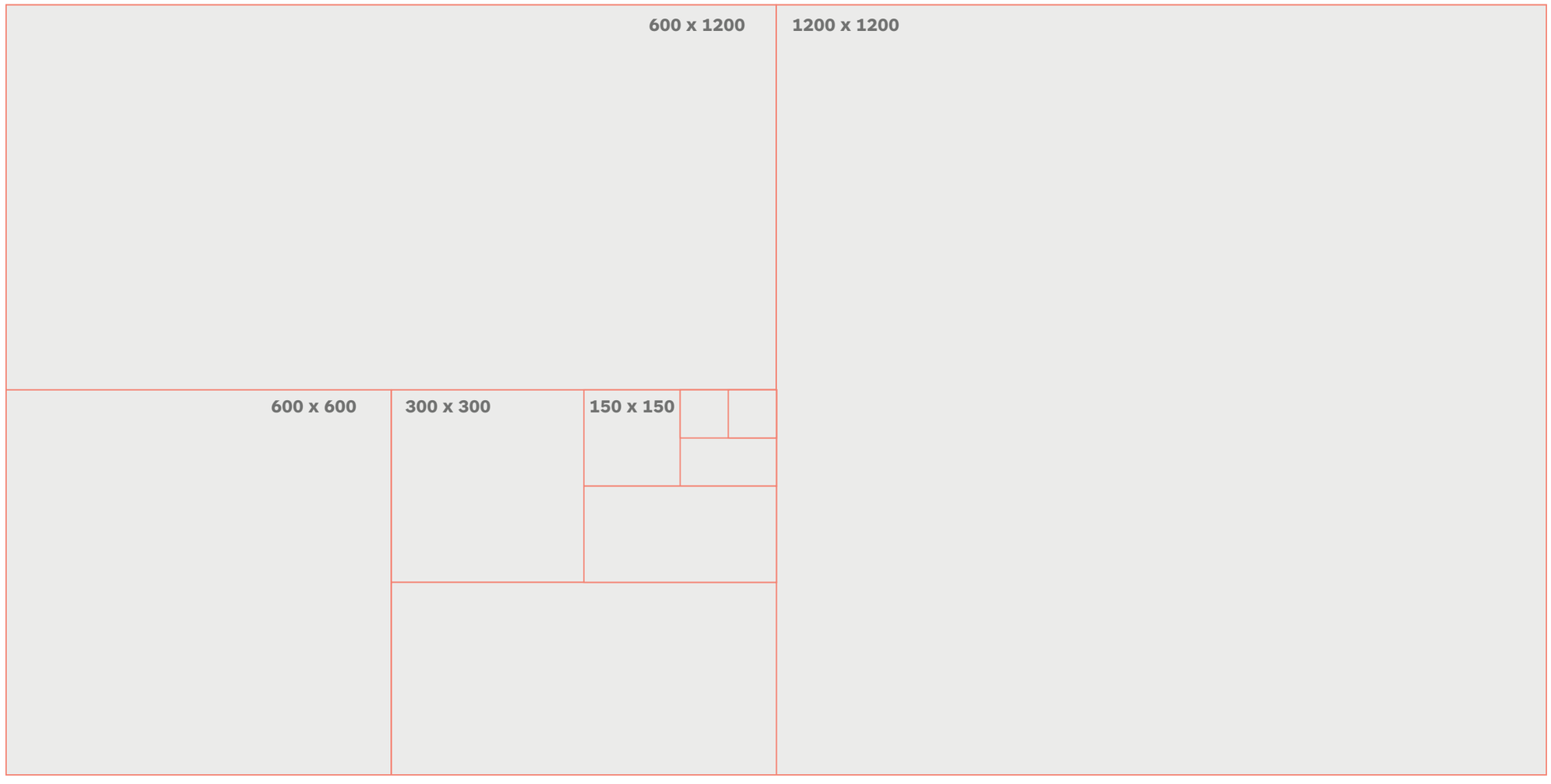
Standard sheet sizes

With the view to minimise wastage with a more sustainable approach to wayfinding design, we consider available sheet sizes in our design process.

Key design considerations

1. Where possible, maximise standard sheet sizes to reduce waste.

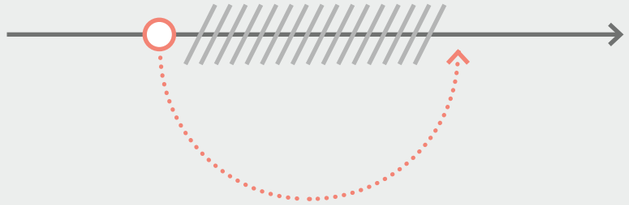
Standard sheet size 1200 x 2400



10.1 Design and planning principles

Staging - Impacts and considerations

Development staging will have significant impacts on wayfinding that must be considered as the project progresses. The design of the wayfinding system must be future proof, to respond as the site evolves.

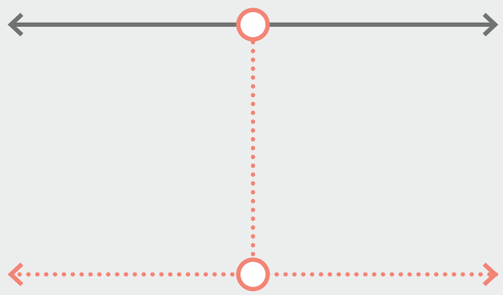


User flows and access

Access through and around the site will be restricted to varying degrees during each stage of the development.

Wayfinding will need to respond by ensuring that users are re-routed safely.

Temporary hoarding graphics and wayfinding solutions may be required and present an opportunity to build anticipation for what's to come.



Locations

Signage locations will need to be staged in direct response to the development stages, ensuring wayfinding is accurate as new areas become accessible.

Messaging and addressing

As some end-stage destinations won't exist or be accessible during different stages of the development, messaging to these destinations will be redundant.

Messaging will need to be updated on signage in response to each stage.

10.2 Key destinations and journey plans

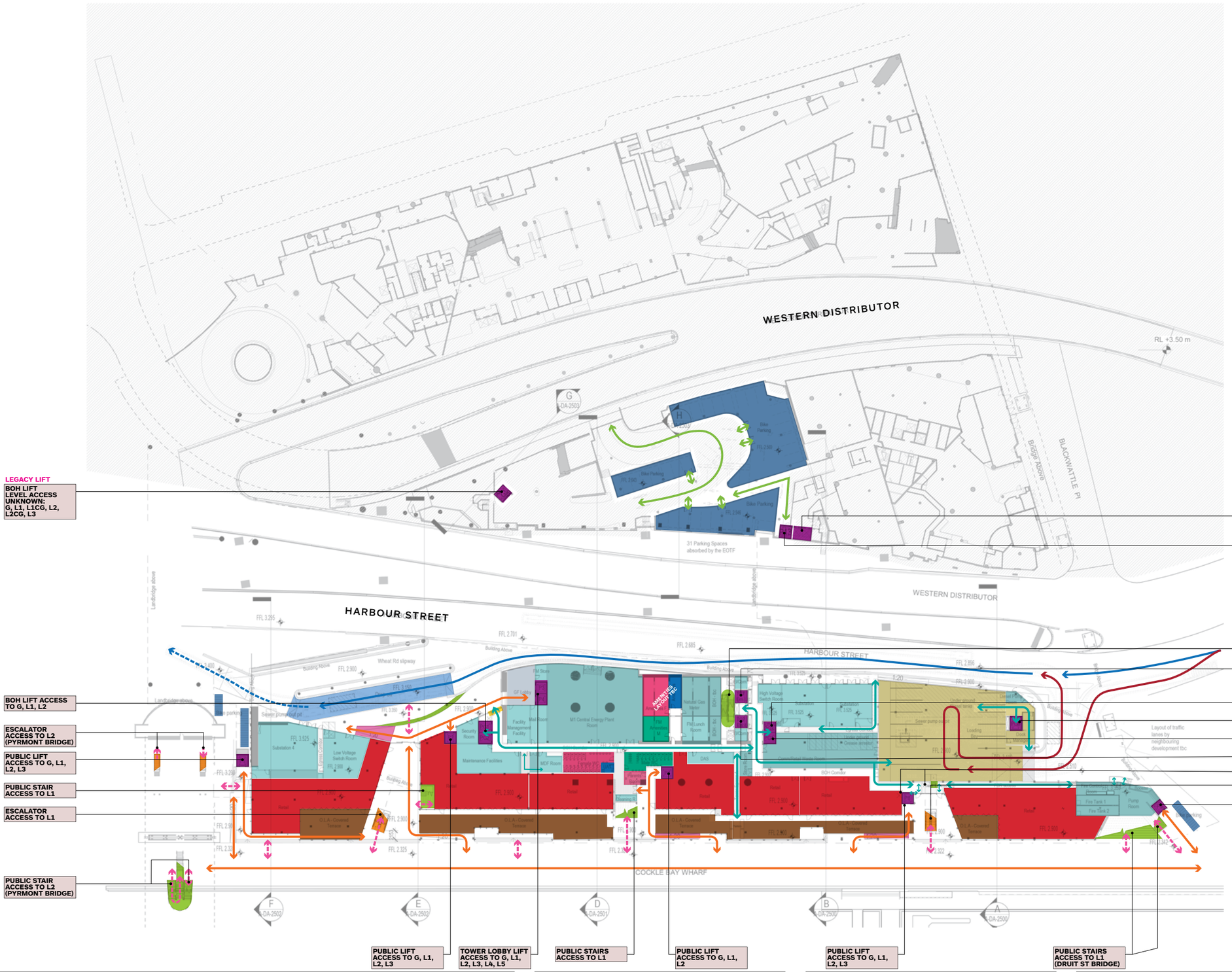
Journey plans highlight circulation pathways, access points, vertical circulation nodes and destinations throughout typical levels.

We use these plans to understand the breadth of destinations that users might be looking for across the site and how they need to travel to get there.

The result is an understanding of what types of navigational devices will be required in response to unique site needs and where they will be required, to provide a seamless journey and to encourage an exploratory mindset.

10.2 Key destinations and journey plans

Podium - Ground



KEY DESTINATIONS

- Commercial
- Loading dock
- Back of House
- Taxi/Rideshare zone
- Retail*
- Food & Beverage*
- Function
- Wellness
- Outdoor Leased Area
- Crescent Garden
- Pedestrian entry
- Escalator
- Ramp
- Lift
- Stairs
- Female toilet
- Male toilet
- Accessible toilet
- Parents room
- End of Trip Facilities
- Bike parking

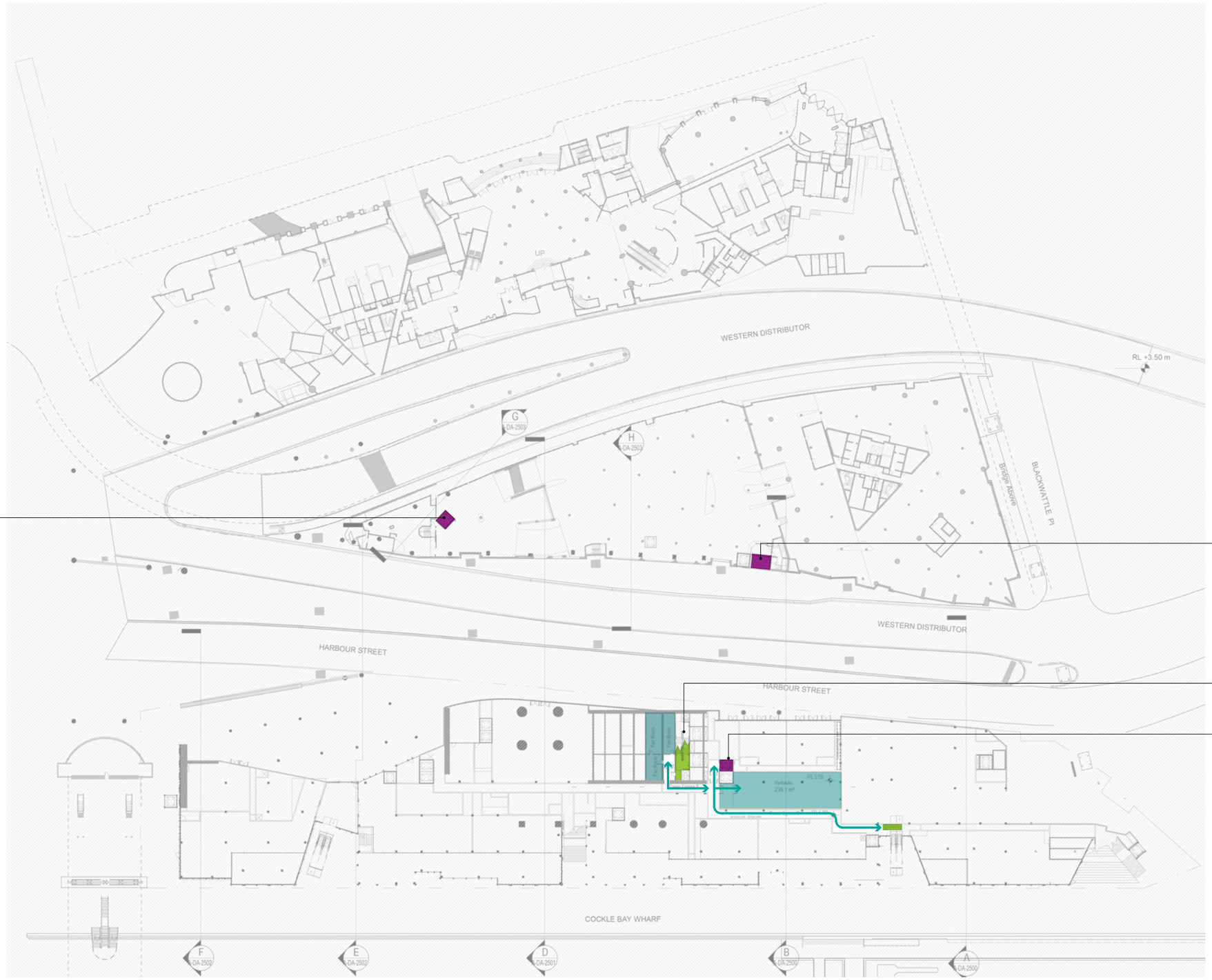
JOURNEYS

- Vehicular ingress
- Vehicular egress
- Deliveries
- Cyclist
- Pedestrian (Accessible)
- Pedestrian (Non-accessible)
- Pedestrian (BOH)

* To be revised on final allocation of tenants.

10.2 Key destinations and journey plans

Podium - Ground Mezzanine



LEGACY LIFT
BOH LIFT
LEVEL ACCESS UNKNOWN:
G, L1, L1CG, L2, L2CG, L3

LEGACY LIFTS
PUBLIC LIFT
ACCESS TO (G-L1) L1CG, L2CG, L3, L4

FIRE STAIRS

BOH LIFT ACCESS TO G, GM, L1, L2

KEY DESTINATIONS

- Commercial
- Loading dock
- Back of House
- Taxi/Rideshare zone
- Retail*
- Food & Beverage*
- Function
- Wellness
- Outdoor Leased Area
- Crescent Garden
- Pedestrian entry
- Escalator
- Ramp
- Lift
- Stairs
- Female toilet
- Male toilet
- Accessible toilet
- Parents room
- End of Trip Facilities
- Bike parking

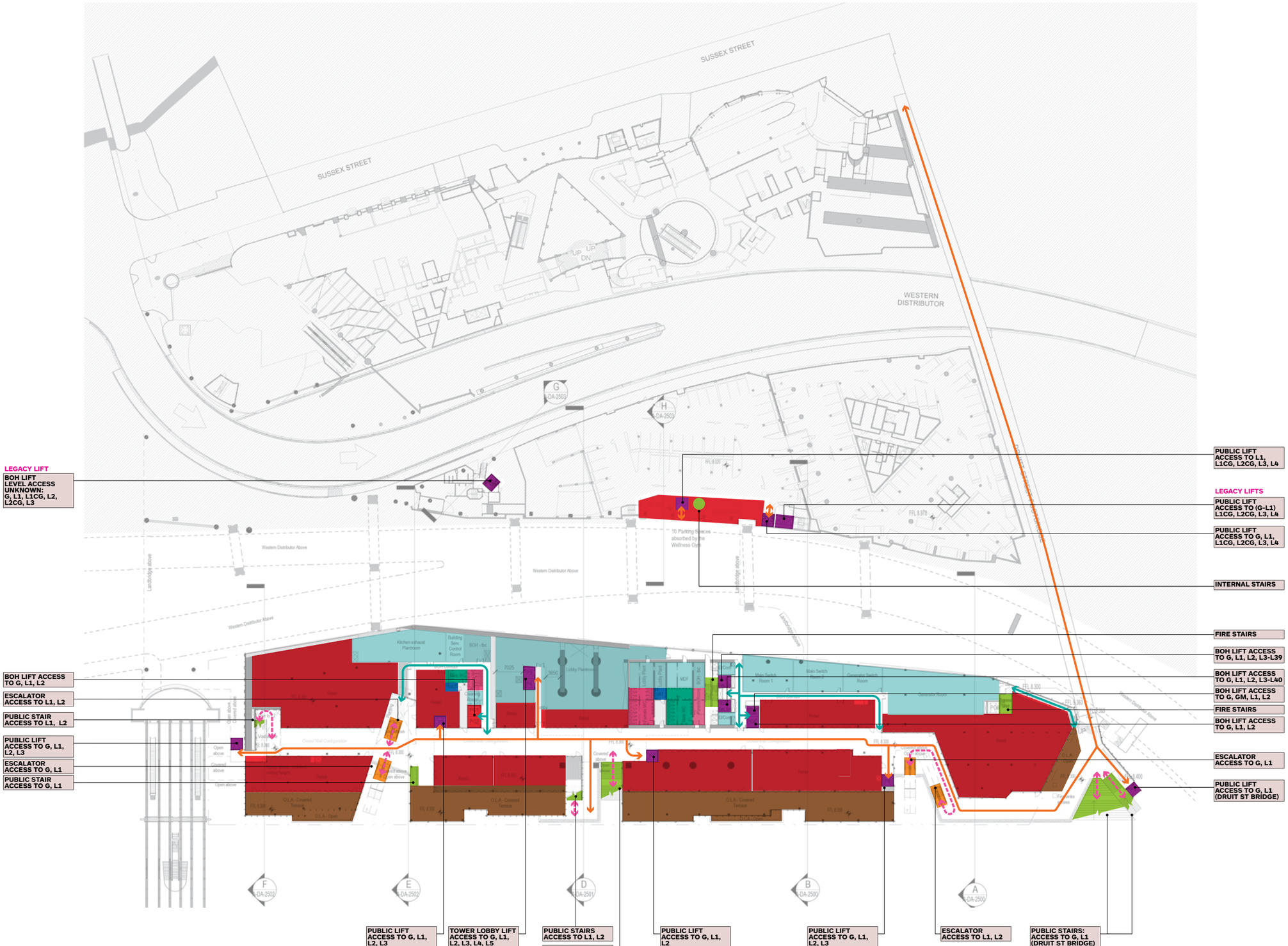
JOURNEYS

- Vehicular ingress
- Vehicular egress
- Deliveries
- Cyclist
- Pedestrian (Accessible)
- Pedestrian (Non-accessible)
- Pedestrian (BOH)

* To be revised on final allocation of tenants.

10.2 Key destinations and journey plans

Podium - Level 1



KEY DESTINATIONS

- Commercial
- Loading dock
- Back of House
- Taxi/Rideshare zone
- Retail*
- Food & Beverage*
- Function
- Wellness
- Outdoor Leased Area
- Crescent Garden
- Pedestrian entry
- Escalator
- Ramp
- Lift
- Stairs
- Female toilet
- Male toilet
- Accessible toilet
- Parents room
- End of Trip Facilities
- Bike parking

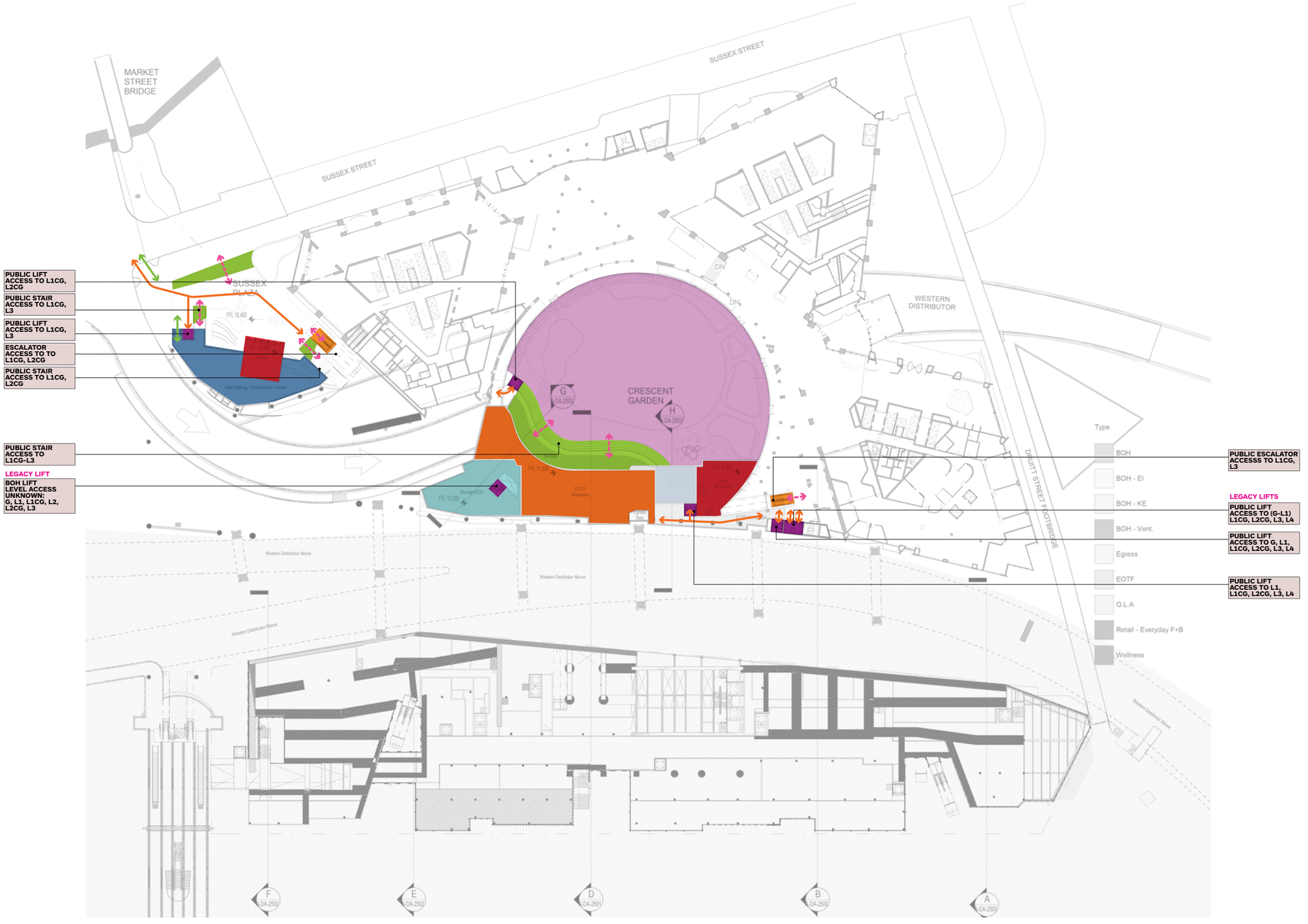
JOURNEYS

- Vehicular ingress
- Vehicular egress
- Deliveries
- Cyclist
- Pedestrian (Accessible)
- Pedestrian (Non-accessible)
- Pedestrian (BOH)

* To be revised on final allocation of tenants.

10.2 Key destinations and journey plans

Podium - Level 1 Crescent Garden



KEY DESTINATIONS

- Commercial
- Loading dock
- Back of House
- Taxi/Rideshare zone
- Retail*
- Food & Beverage*
- Function
- Wellness
- Outdoor Leased Area
- Crescent Garden
- Pedestrian entry
- Escalator
- Ramp
- Lift
- Stairs
- Female toilet
- Male toilet
- Accessible toilet
- Parents room
- End of Trip Facilities
- Bike parking

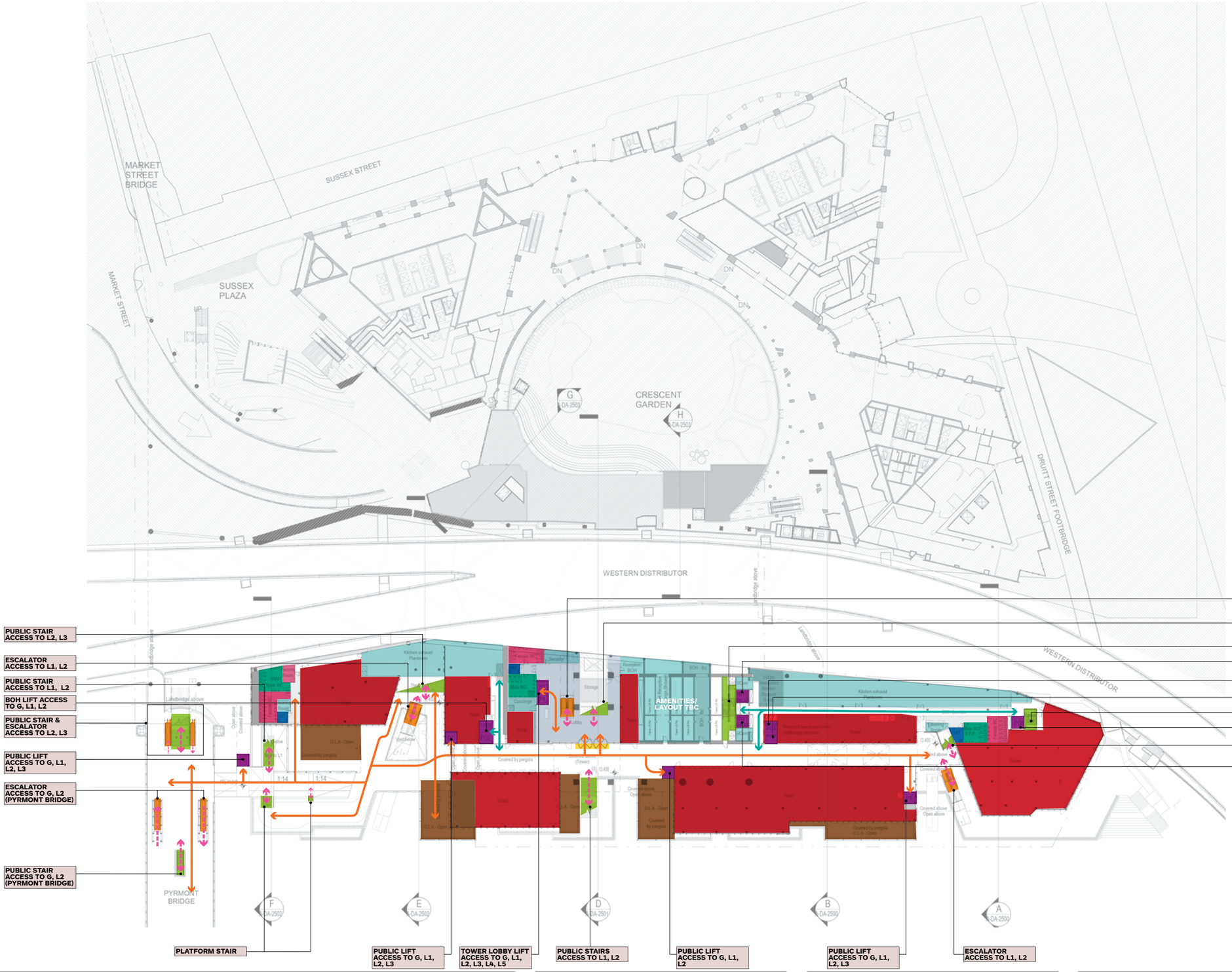
JOURNEYS

- Vehicular ingress
- Vehicular egress
- Deliveries
- Cyclist
- Pedestrian (Accessible)
- Pedestrian (Non-accessible)
- Pedestrian (BOH)

* To be revised on final allocation of tenants.

10.2 Key destinations and journey plans

Podium - Level 2



KEY DESTINATIONS

- Commercial
- Loading dock
- Back of House
- Taxi/Rideshare zone
- Retail*
- Food & Beverage*
- Function
- Wellness
- Outdoor Leased Area
- Crescent Garden
- Pedestrian entry
- Escalator
- Ramp
- Lift
- Stairs
- Female toilet
- Male toilet
- Accessible toilet
- Parents room
- End of Trip Facilities
- Bike parking

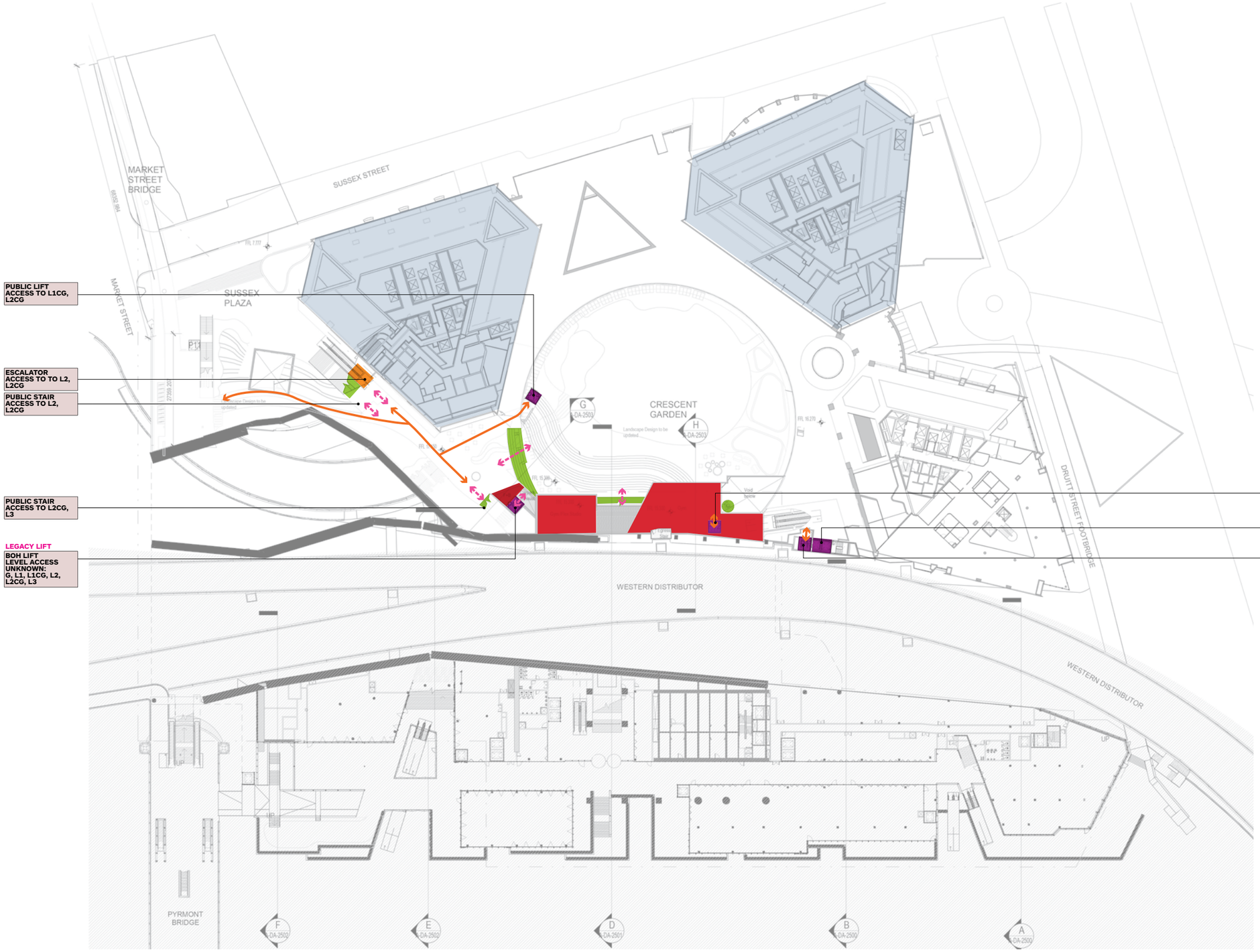
JOURNEYS

- Vehicular ingress
- Vehicular egress
- Deliveries
- Cyclist
- Pedestrian (Accessible)
- Pedestrian (Non-accessible)
- Pedestrian (BOH)

* To be revised on final allocation of tenants.

10.2 Key destinations and journey plans

Podium - Level 2 Crescent Garden



KEY DESTINATIONS

- Commercial
- Loading dock
- Back of House
- Taxi/Rideshare zone
- Retail*
- Food & Beverage*
- Function
- Wellness
- Outdoor Leased Area
- Crescent Garden
- Pedestrian entry
- Escalator
- Ramp
- Lift
- Stairs
- Female toilet
- Male toilet
- Accessible toilet
- Parents room
- End of Trip Facilities
- Bike parking

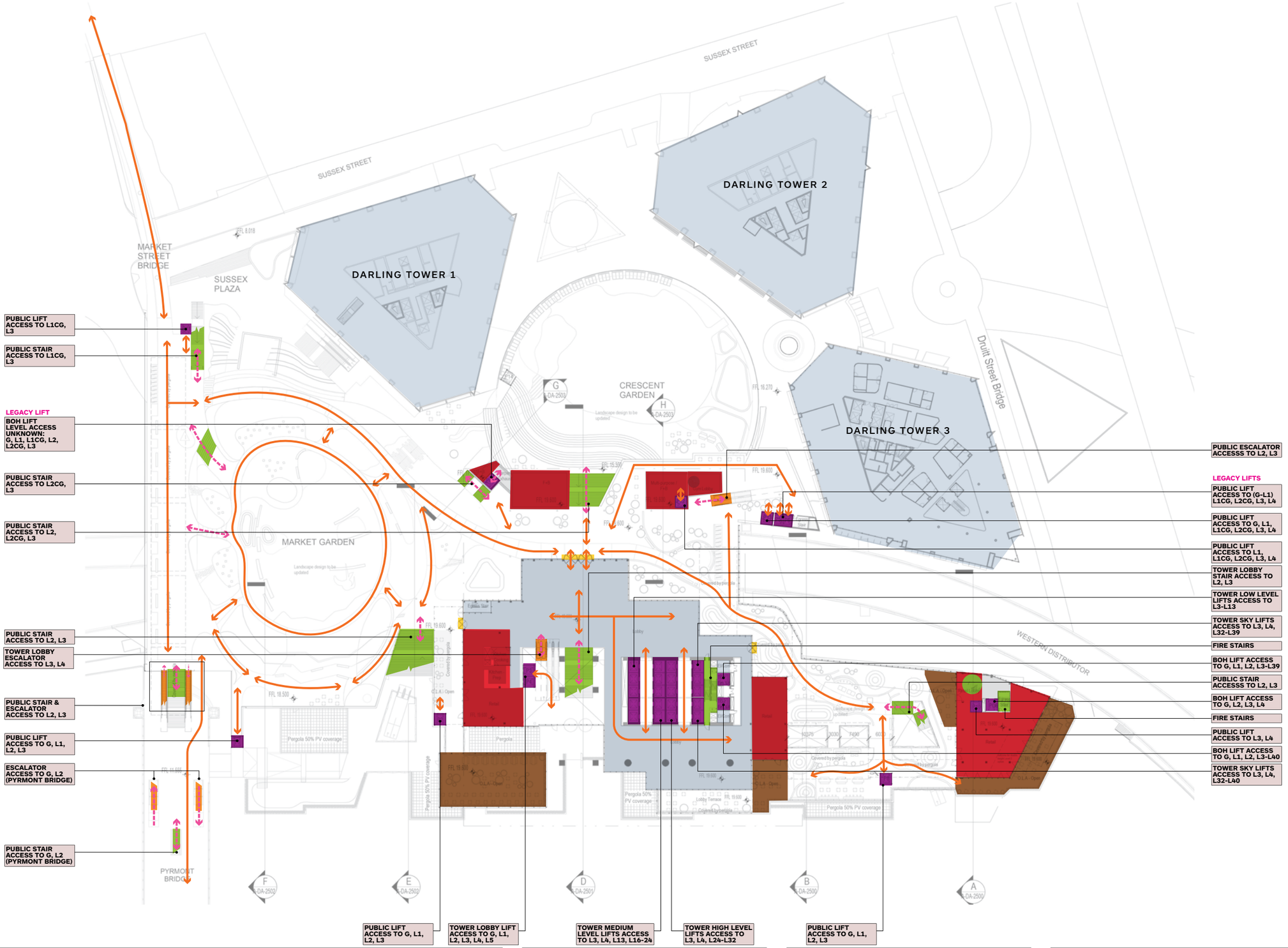
JOURNEYS

- Vehicular ingress
- Vehicular egress
- Deliveries
- Cyclist
- Pedestrian (Accessible)
- Pedestrian (Non-accessible)
- Pedestrian (BOH)

* To be revised on final allocation of tenants.

10.2 Key destinations and journey plans

Podium - Level 3



KEY DESTINATIONS

- Commercial
- Loading dock
- Back of House
- Taxi/Rideshare zone
- Retail*
- Food & Beverage*
- Function
- Wellness
- Outdoor Leased Area
- Crescent Garden
- Pedestrian entry
- Escalator
- Ramp
- Lift
- Stairs
- Female toilet
- Male toilet
- Accessible toilet
- Parents room
- End of Trip Facilities
- Bike parking

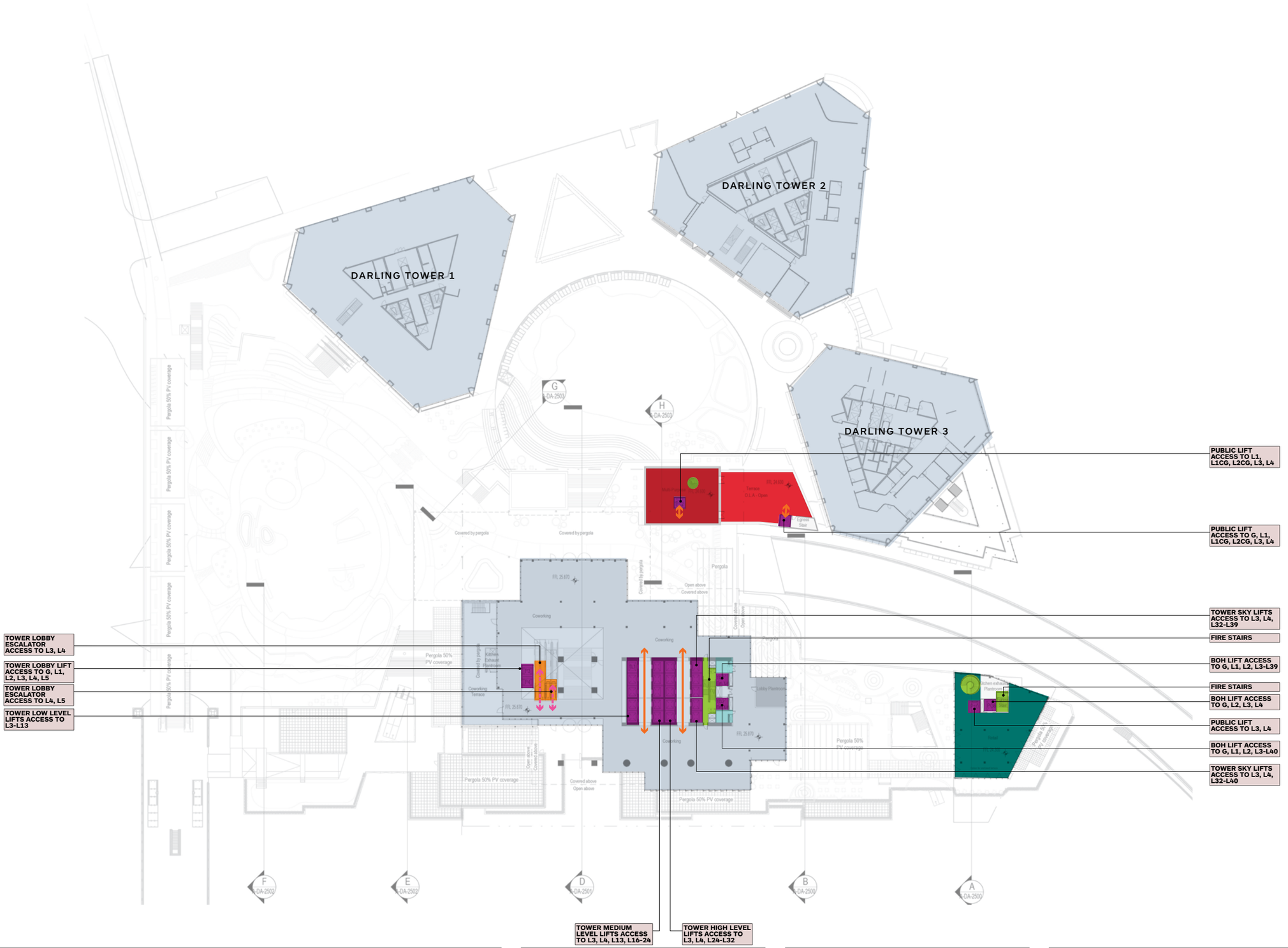
JOURNEYS

- Vehicular ingress
- Vehicular egress
- Deliveries
- Cyclist
- Pedestrian (Accessible)
- Pedestrian (Non-accessible)
- Pedestrian (BOH)

* To be revised on final allocation of tenants.

10.2 Key destinations and journey plans

Podium - Level 4



KEY DESTINATIONS

- Commercial
- Loading dock
- Back of House
- Taxi/Rideshare zone
- Retail*
- Food & Beverage*
- Function
- Wellness
- Outdoor Leased Area
- Crescent Garden
- Pedestrian entry
- Escalator
- Ramp
- Lift
- Stairs
- Female toilet
- Male toilet
- Accessible toilet
- Parents room
- End of Trip Facilities
- Bike parking

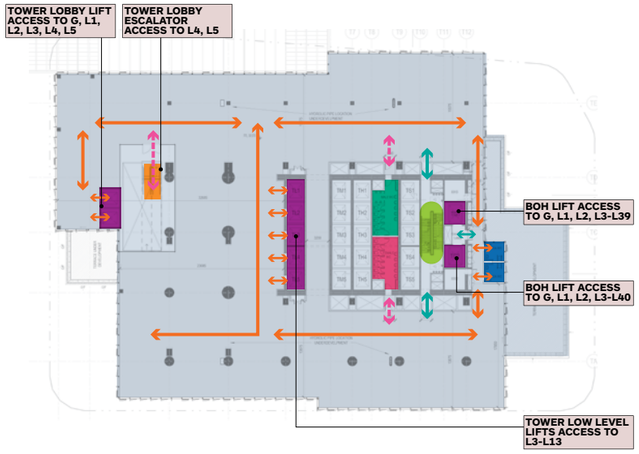
JOURNEYS

- Vehicular ingress
- Vehicular egress
- Deliveries
- Cyclist
- Pedestrian (Accessible)
- Pedestrian (Non-accessible)
- Pedestrian (BOH)

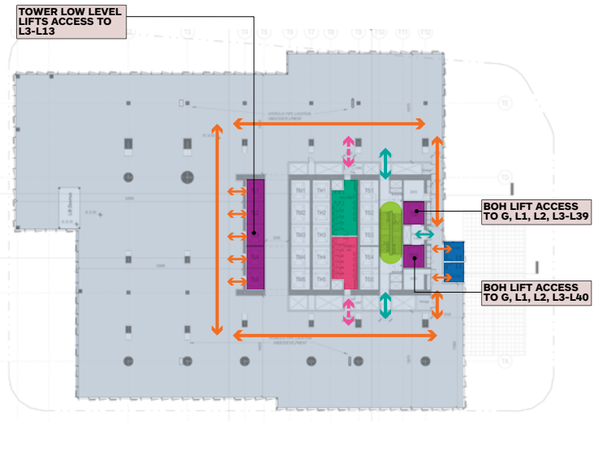
* To be revised on final allocation of tenants.

10.2 Key destinations and journey plans

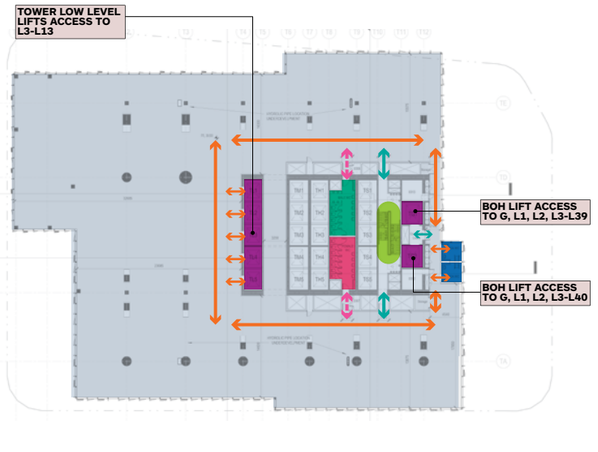
Low Rise: Levels 5 - 15



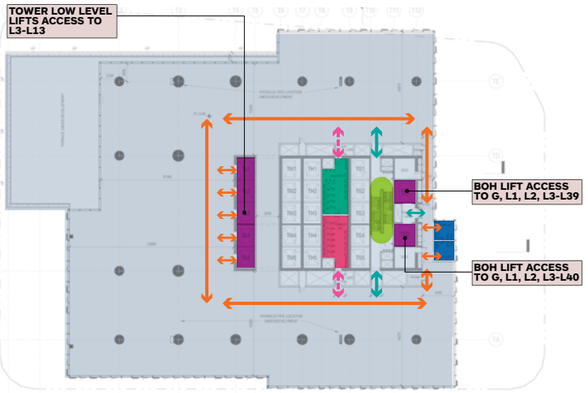
LEVEL 5



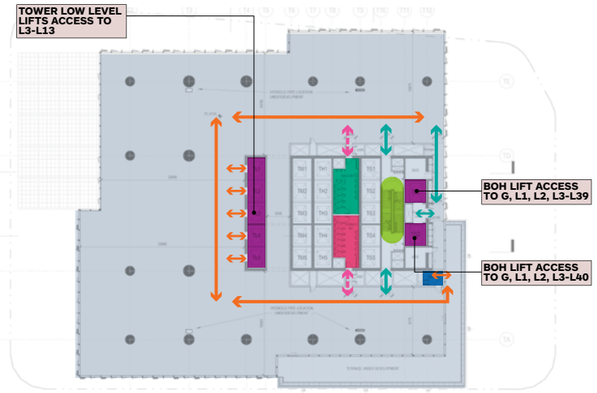
LEVEL 6



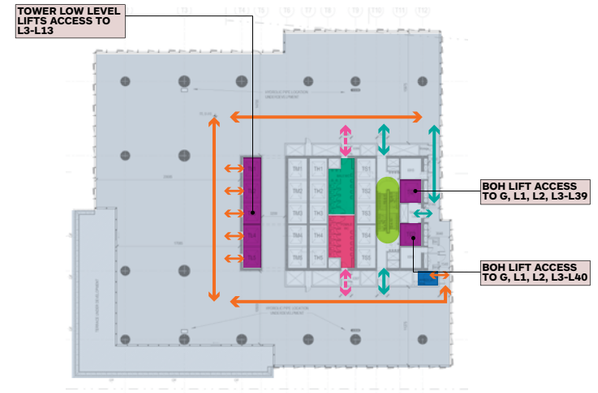
LEVEL 7



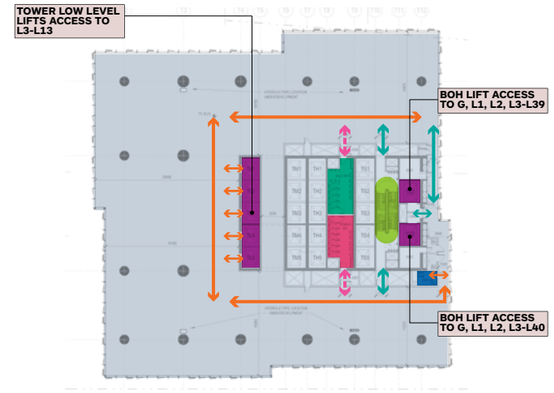
LEVEL 8



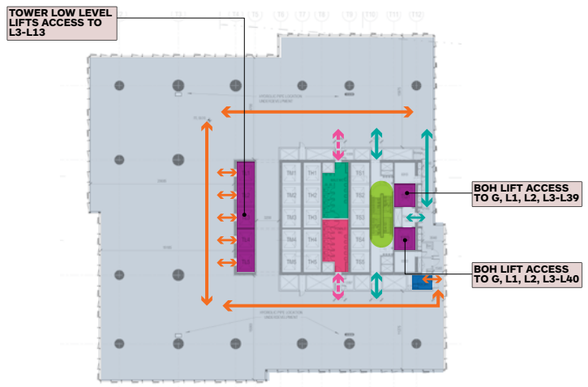
LEVEL 9



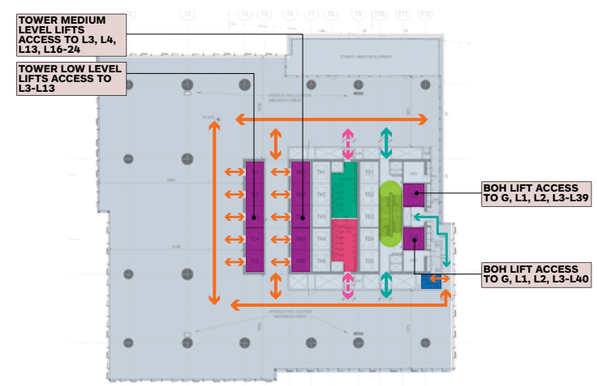
LEVEL 10



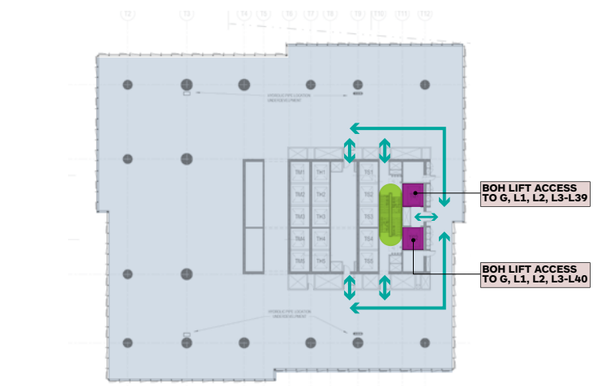
LEVEL 11



LEVEL 12



LEVEL 13



LEVEL 14

LEVEL 15

KEY DESTINATIONS

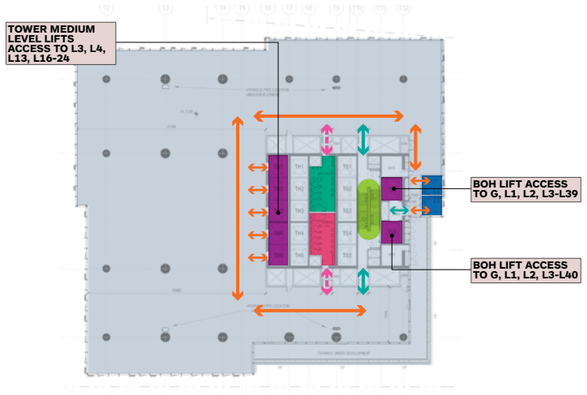
- Commercial
- Back of House
- Function
- Escalator
- Lift
- Stairs
- Female toilet
- Male toilet
- Accessible toilet

JOURNEYS

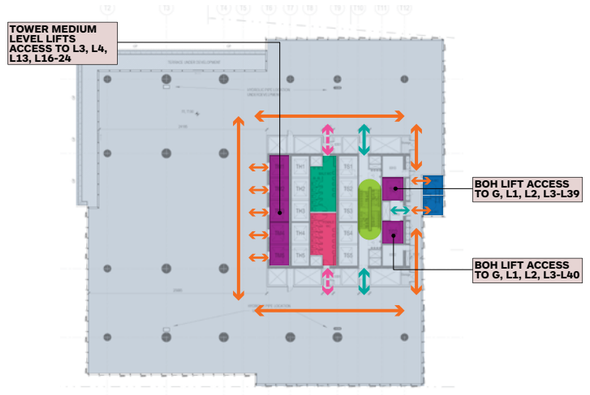
- Pedestrian (Accessible)
- Pedestrian (Non-accessible)
- Pedestrian (BOH)

10.2 Key destinations and journey plans

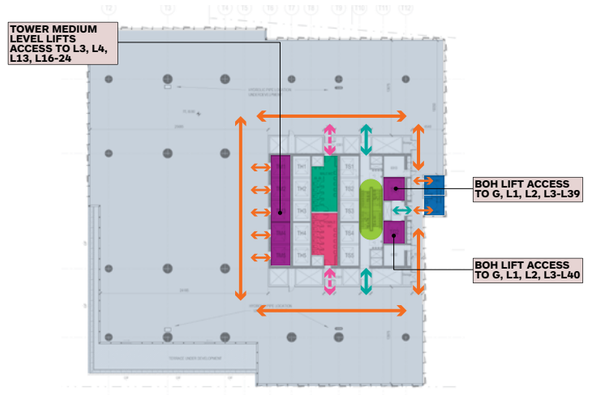
Mid Rise: Levels 16 - 24



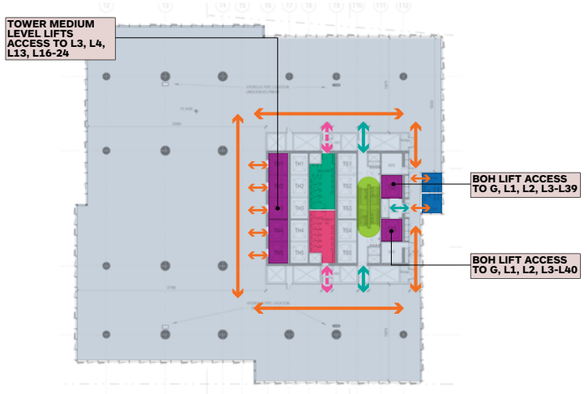
LEVEL 16



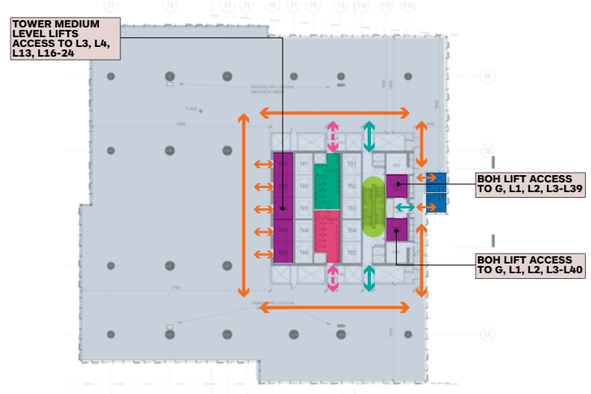
LEVEL 17



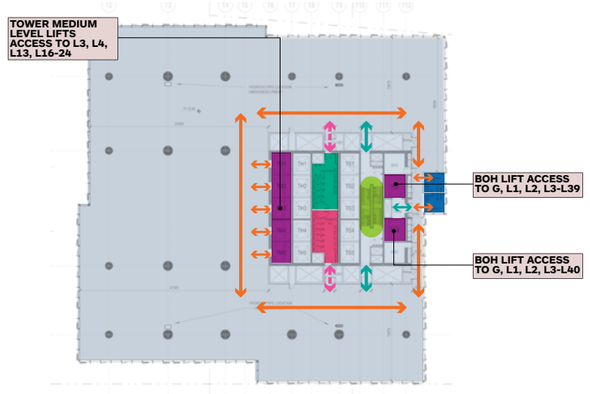
LEVEL 18



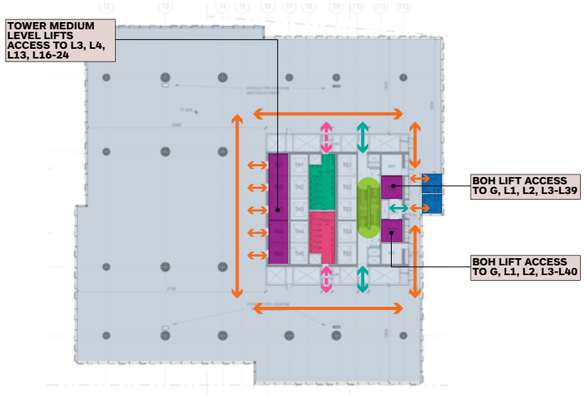
LEVEL 19



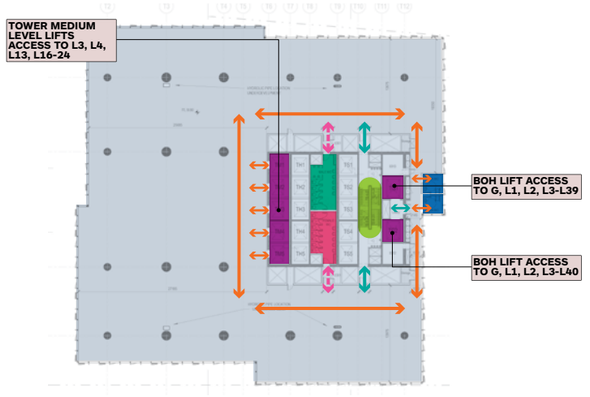
LEVEL 20



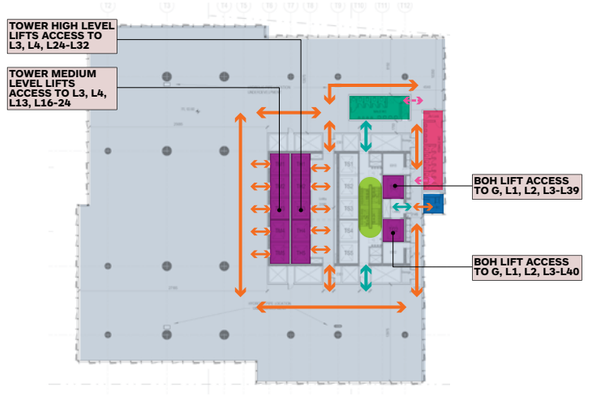
LEVEL 21



LEVEL 22



LEVEL 23



LEVEL 24 - TRANSFER

KEY DESTINATIONS

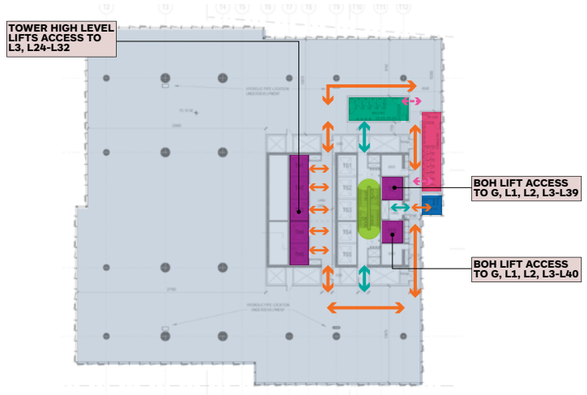
- Commercial
- Back of House
- Function
- Escalator
- Lift
- Stairs
- Female toilet
- Male toilet
- Accessible toilet

JOURNEYS

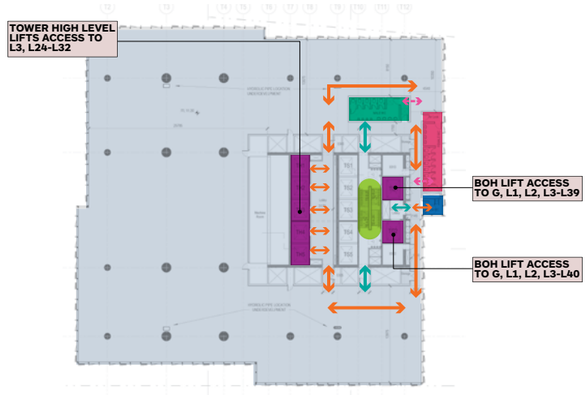
- Pedestrian (Accessible)
- Pedestrian (Non-accessible)
- Pedestrian (BOH)

10.2 Key destinations and journey plans

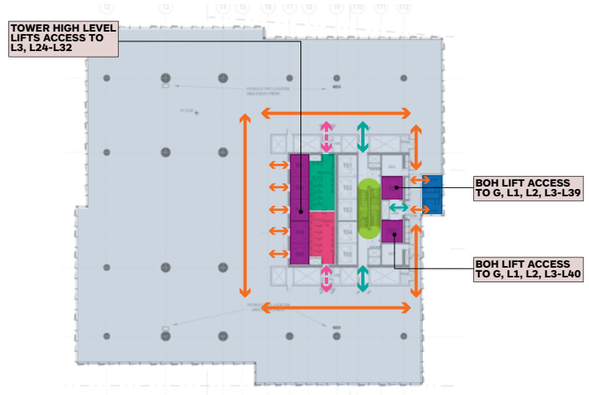
High Rise: Levels 25 - 32



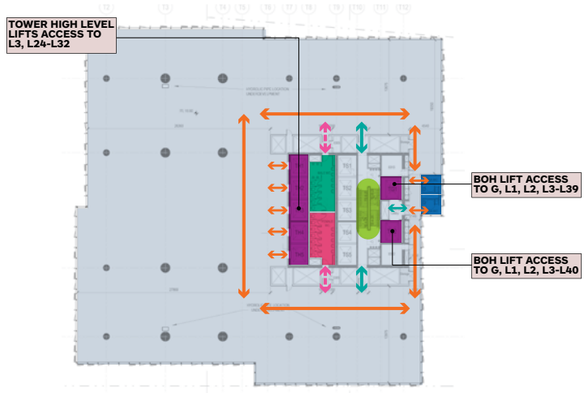
LEVEL 25



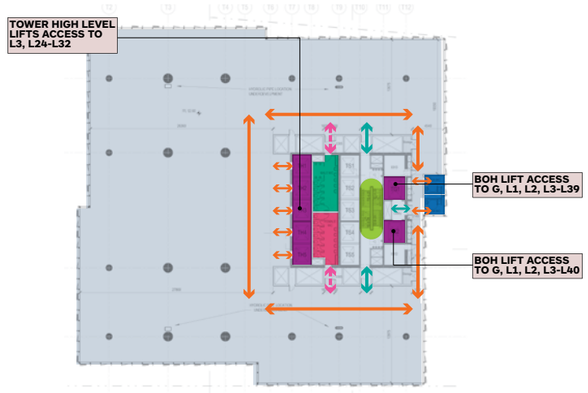
LEVEL 26



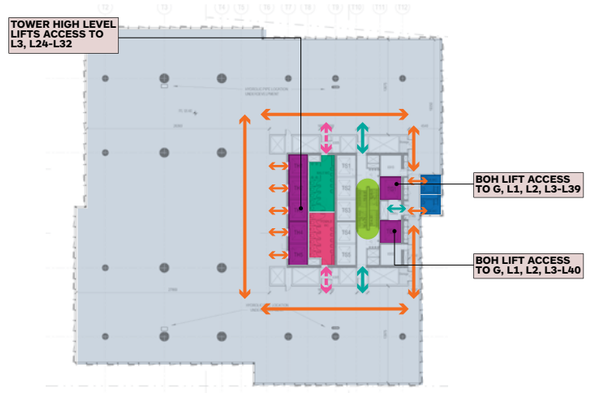
LEVEL 27



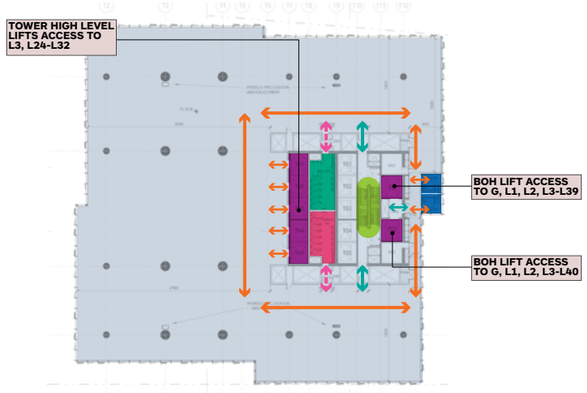
LEVEL 28



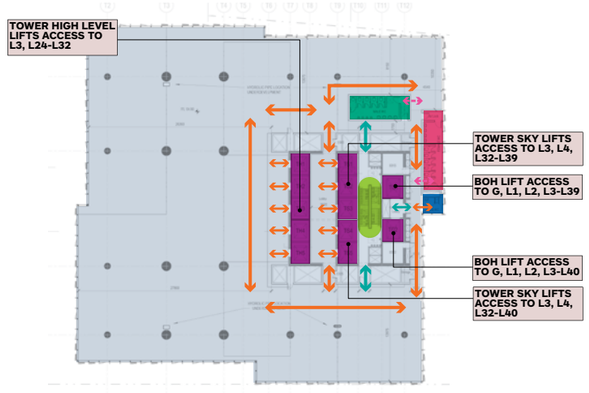
LEVEL 29



LEVEL 30



LEVEL 31



LEVEL 32 - TRANSFER

KEY DESTINATIONS

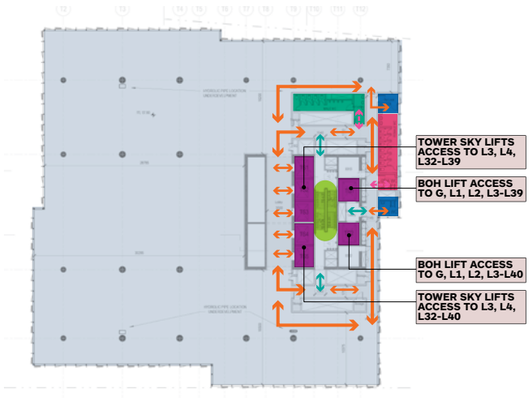
- Commercial
- Back of House
- Function
- Escalator
- Lift
- Stairs
- Female toilet
- Male toilet
- Accessible toilet

JOURNEYS

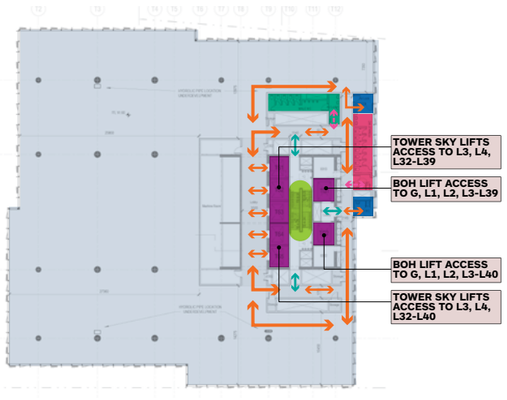
- Pedestrian (Accessible)
- Pedestrian (Non-accessible)
- Pedestrian (BOH)

10.2 Key destinations and journey plans

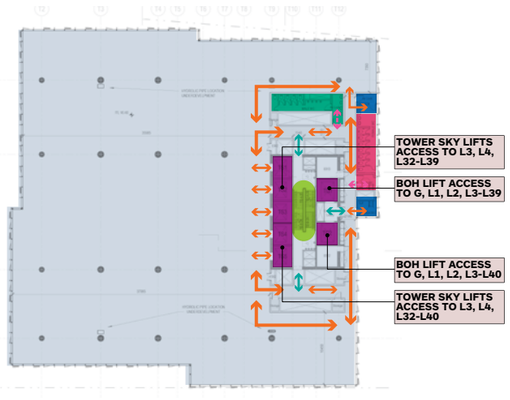
Sky Rise: Levels 33 - 43



LEVEL 33



LEVEL 34



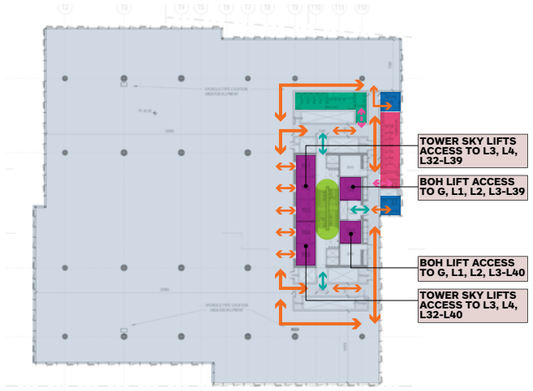
LEVEL 35

KEY DESTINATIONS

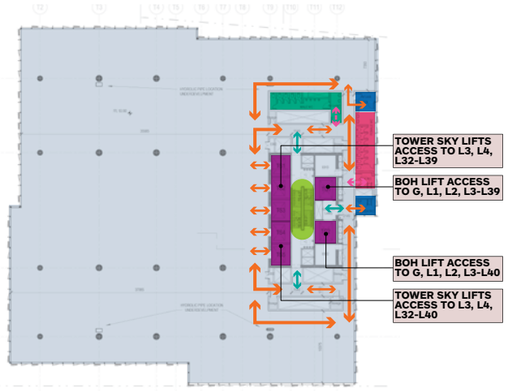
- Commercial
- Back of House
- Function
- Escalator
- Lift
- Stairs
- Female toilet
- Male toilet
- Accessible toilet

JOURNEYS

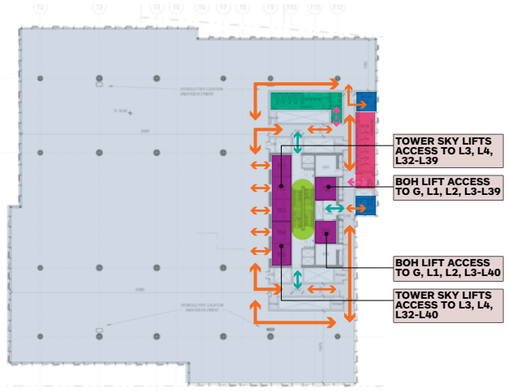
- Pedestrian (Accessible)
- Pedestrian (Non-accessible)
- Pedestrian (BOH)



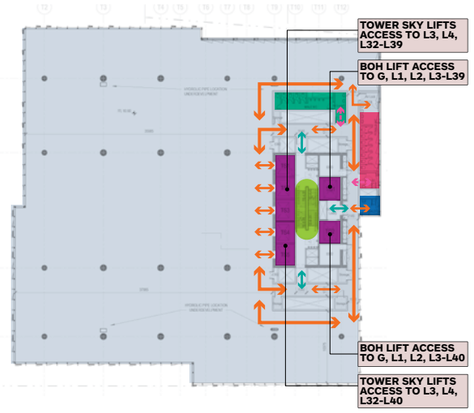
LEVEL 36



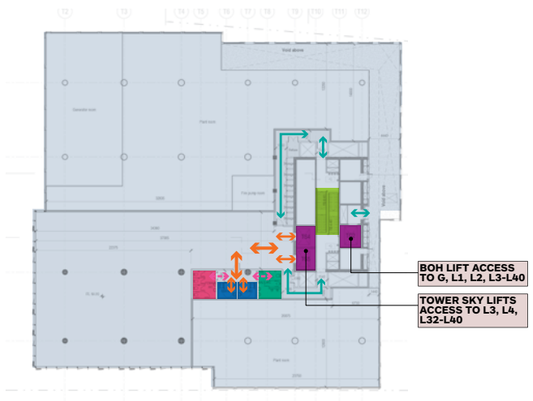
LEVEL 37



LEVEL 38



LEVEL 39



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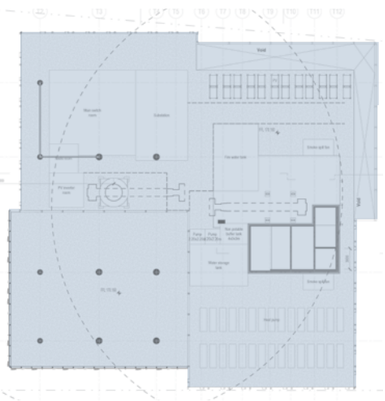
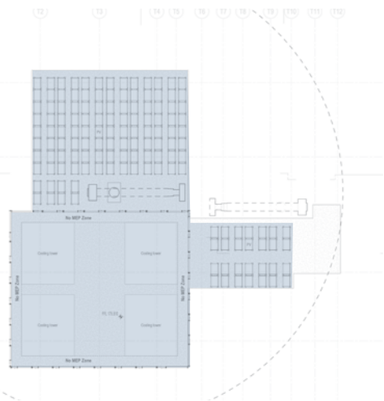
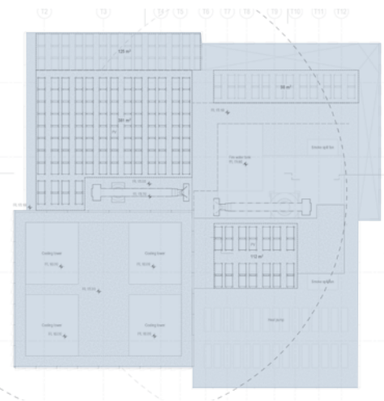


LEVEL 41



LEVEL 42



LEVEL 43

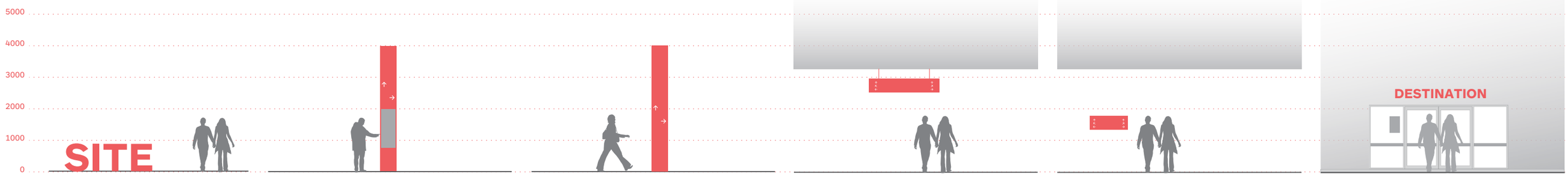
10.3 Wayfinding system requirements

The following pages set out information and specification requirements for each sign type and are subject to further development. Visuals are for reference only and do not indicate final design.

10.3 Wayfinding system requirements

Public Realm & Amenities

PUBLIC REALM – PEDESTRIAN



ID01
Site identification
Announces arrival to destination: Cockle Bay Park.
Power: TBC
Data: No

INF01
Site directory
Directs pedestrians to key points of interest within the public realm, provides an orientation map and includes a magnet element to attract and engage users.
Power: TBC
Data: TBC

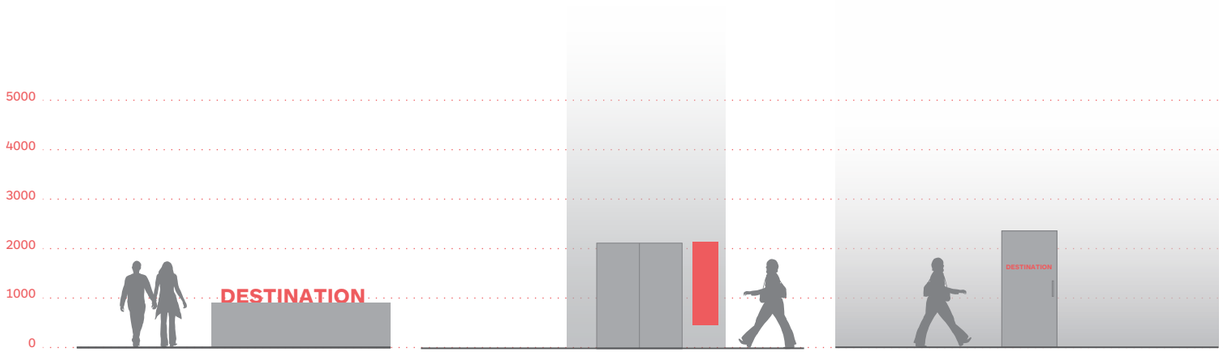
DIR01
Pedestrian directional – Freestanding
Directs pedestrians to key points of interest within the public realm and includes a magnet element to attract and engage users.
Power: TBC
Data: No

DIR02
Pedestrian directional – Suspended
Directs pedestrians to key points of interest within the public realm.
Power: TBC
Data: No

DIR03
Pedestrian directional – Wall mounted
Directs pedestrians to key points of interest within the public realm.
Power: TBC
Data: No

ID02
Destination identification
Announces destinations and named spaces within the public realm, eg. Wellness Centre.
Power: TBC
Data: No

PUBLIC REALM – PEDESTRIAN

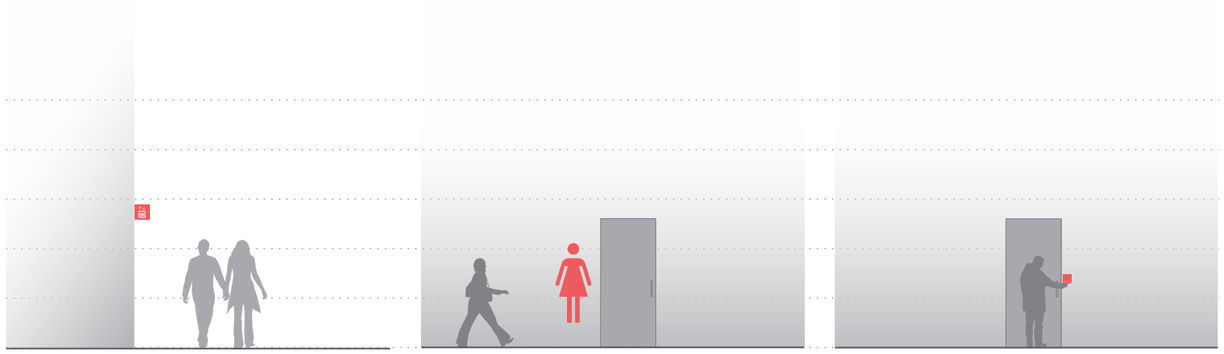


ID03
Precinct identification
Announces destinations and named spaces in the public realm, eg. Crescent Garden.
Power: TBC
Data: No

INF02
Lift directory (Static)
Lists key destinations on each level accessible by that particular lift. Highlights the current level.
Power: No
Data: No

ID04
Room identification
Identifies public facing rooms, such as the function centre.
Power: No
Data: No

AMENITIES



ID05
Amenity identification – Cantilevered
Highlights the location of amenities, such as toilets and lifts.
Power: TBC
Data: No

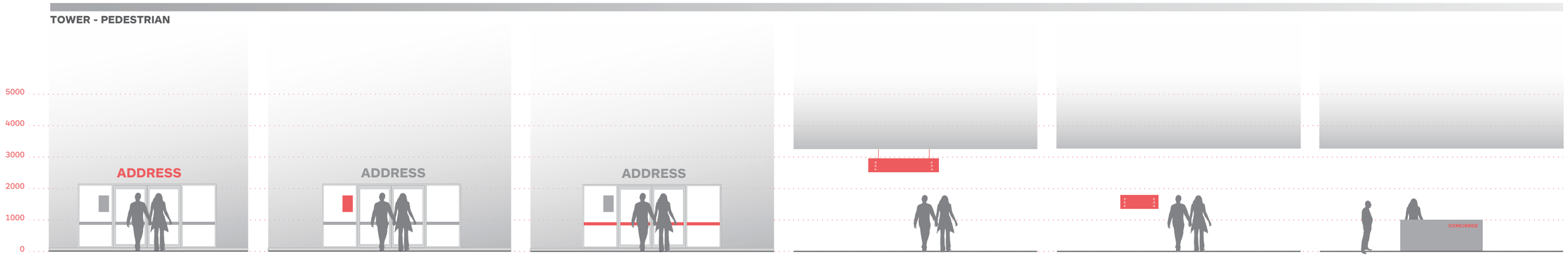
ID06
Amenity identification – Supergraphic
Large pictogram generally applied on the vestibule wall or glazed door of the accessible amenities.
Power: TBC
Data: No

ID07
Amenity identification – Braille
Highlights the location of amenities, such as toilets.
Power: No
Data: No

10.3 Wayfinding system requirements

Commercial Tower

TOWER - PEDESTRIAN



ID08
Tower address identification
Identifies the entry points to commercial office tower.
Power: TBC
Data: No

INF03
Conditions of entry
Consists of operational, security, access and regulatory information.
Power: TBC
Data: No

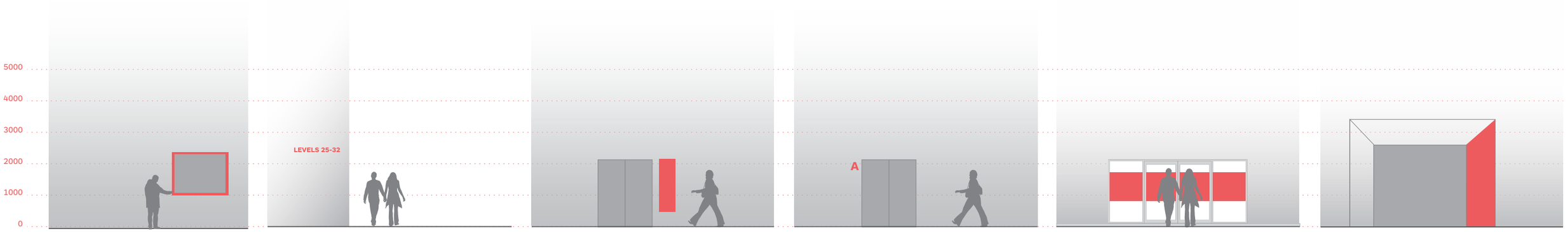
SS01
Safety decal
Assists building branding and meets regulatory requirements to comply with Australian Standards.
Power: No
Data: No

DIR04
Tower pedestrian directional – Suspended
Directs pedestrians to key points of interest on the office tower floors.
Power: TBC
Data: No

DIR05
Tower pedestrian directional – Wall mounted
Directs pedestrians to key points of interest on the office tower floors.
Power: TBC
Data: No

ID09
Tower concierge identification
Identifies concierge service.
Power: TBC
Data: No

TOWER – PEDESTRIAN



INF04
Tower tenant directory (Digital)
Provides a list of tower tenants and levels.
Power: Yes
Data: Yes

ID10
Tower lift bank identification
Identifies tower lift banks. Specific requirements depend on functionality of the tower lift system.
Power: No
Data: No

INF05
Tower lift directory (Static)
Lists key destinations on each level accessible by that particular lift. Highlights the current level. Static version used for end of trip lifts on podium levels.
Power: No
Data: No

ID11
Lift identification
Lists key destinations on each level accessible by that particular lift. Highlights the current level. Static version used for end of trip lifts on podium levels.
Power: No
Data: No

ENV01
Glazing graphics
Glazing graphics to support and reinforce the Cockle Bay Park brand and provide privacy.
Power: No
Data: No

ENV02
Environmental graphics
Large graphics to support and reinforce the Cockle Bay Park brand and enhance the customer experience.
Power: No
Data: No

10.3 Wayfinding system requirements

Commercial Tower & Transport Ingress

TRANSPORT INGRESS - CYCLIST / VEHICULAR

ID12
Entry identification
Identifies parking entry for approaching cyclists, taxis, rideshare vehicles. Includes Cockle Bay Park brand and relevant pictogram.
Power: Yes
Data: No

ID13
Bike parking entry treatment
Identifies bike parking entries through bespoke architectural and graphic treatments, includes clearance height.
Power: Yes
Data: No

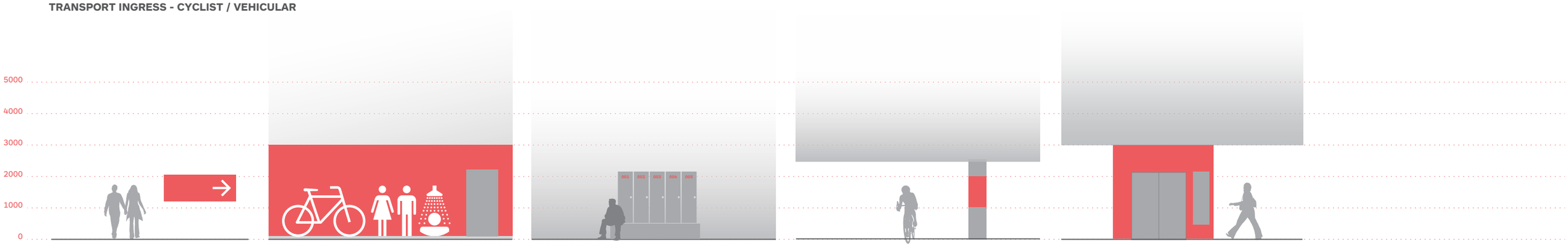
DIR06
Vehicular directional
Directs vehicles toward key destinations such as pick up / drop off zone and the way out.
Power: Yes
Data: No

DIR07
Cyclist directional graphics – Ground marking
Creates safety by delineating the cyclists path of travel to bike parking zones.
Power: No
Data: No

ID14
Zone identification – Freestanding
Identifies parking zones such as bicycle parking, taxi / rideshare zones etc.
Power: No
Data: No

ID15
Zone identification – Ground marking
Identifies parking zones such as bicycle parking, taxi / rideshare zones etc.
Power: No
Data: No

TRANSPORT INGRESS - CYCLIST / VEHICULAR



DIR08
Directional supergraphics
Directs pedestrians toward lift lobbies. It is designed to be read from a distance.
Power: No
Data: No

ID16
End of trip facility treatment
Identifies the bike store and end of trip facilities with environmental wayfinding cues and graphic treatments.
Power: No
Data: No

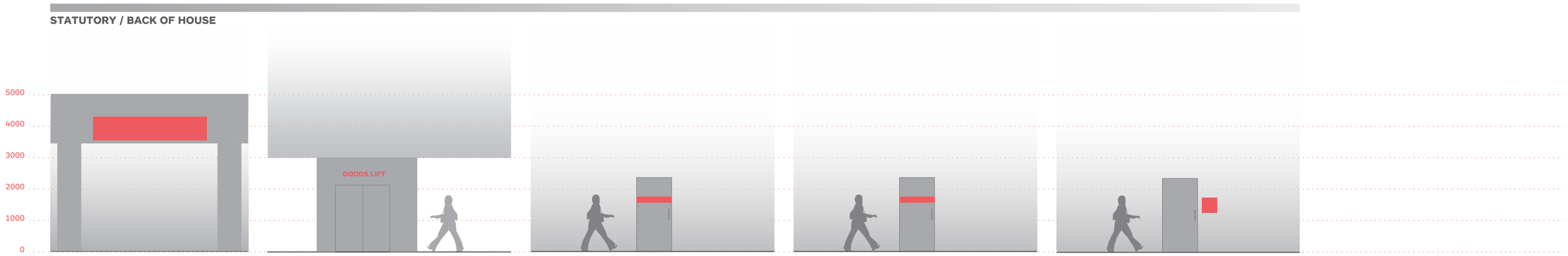
ID17
Locker numbers
Identifies each locker within the end of trip facilities using a code.
Power: No
Data: No

DIR09
Column graphics
Graphic treatment to columns, providing directions toward key points of interest such as lifts.
Power: No
Data: No

ID18
Lift lobby treatment
Highlights lift core through architectural and graphic treatments. Reinforces level identity.
Power: No
Data: No

10.3 Wayfinding system requirements

Statutory & Back of House



BOH01
Loading zone identification
Identifies loading dock location.
Power: No
Data: No

BOH02
Goods lift identification
Identifies goods lift core from front of house lifts.
Power: No
Data: No

BOH03
Back of house signage
Bespoke back of house signage requirements such as typical door signage and directional signage within the docks.
Power: No
Data: No

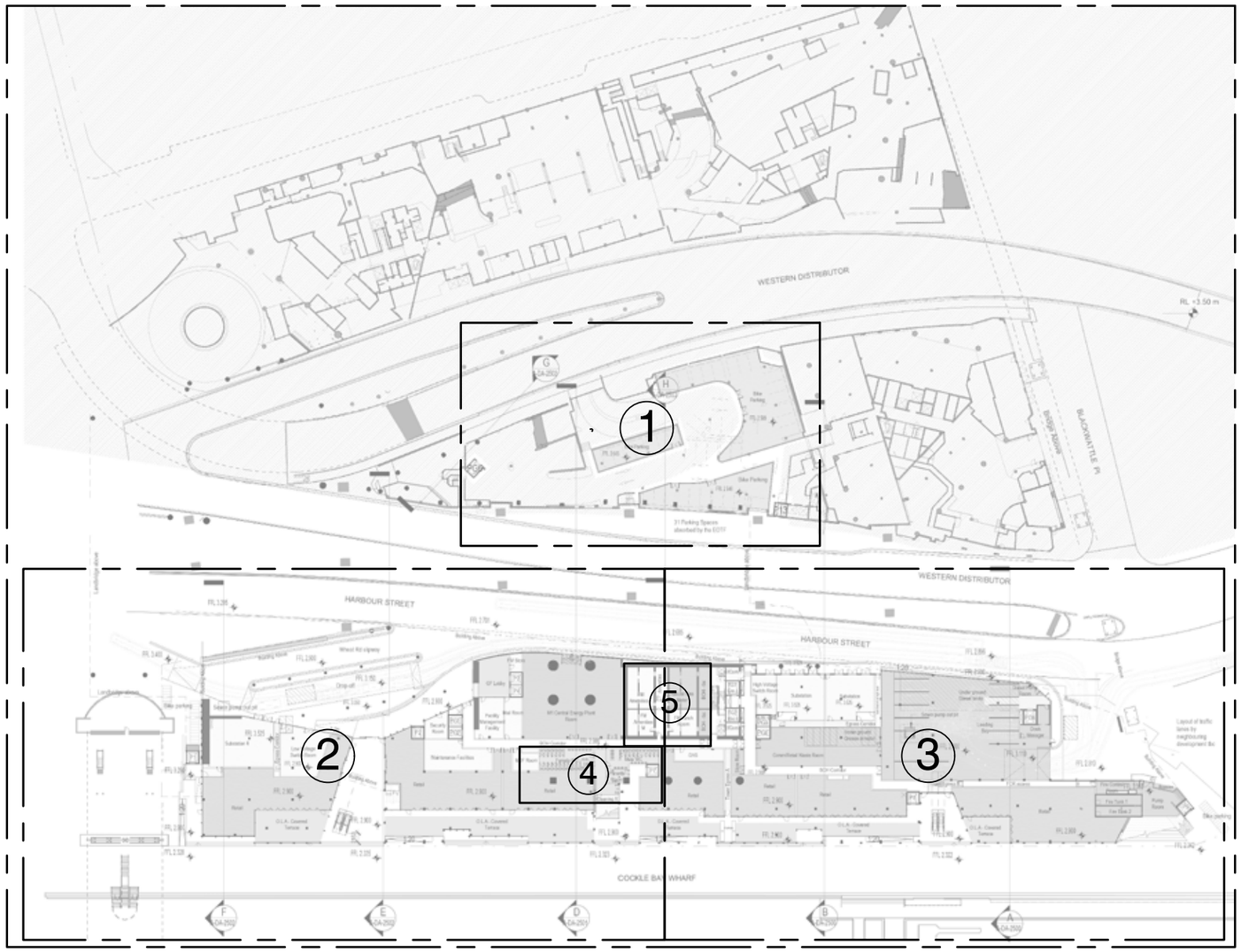
SS02
Statutory signage
Bespoke statutory signage requirements such as typical door signage.
Power: No
Data: No

BOH04
Operational signage
Bespoke operational signage requirements such as CCTV, informative elements, plant/service, emergency and egress, push/pull door signage.
Power: No
Data: No

10.4 Sign location plans

Allocations for typical levels are provided on the following pages. Locations are indicative only for the current stage of works. Plans will continue to be updated as the project progresses.

10.4 Sign location plans

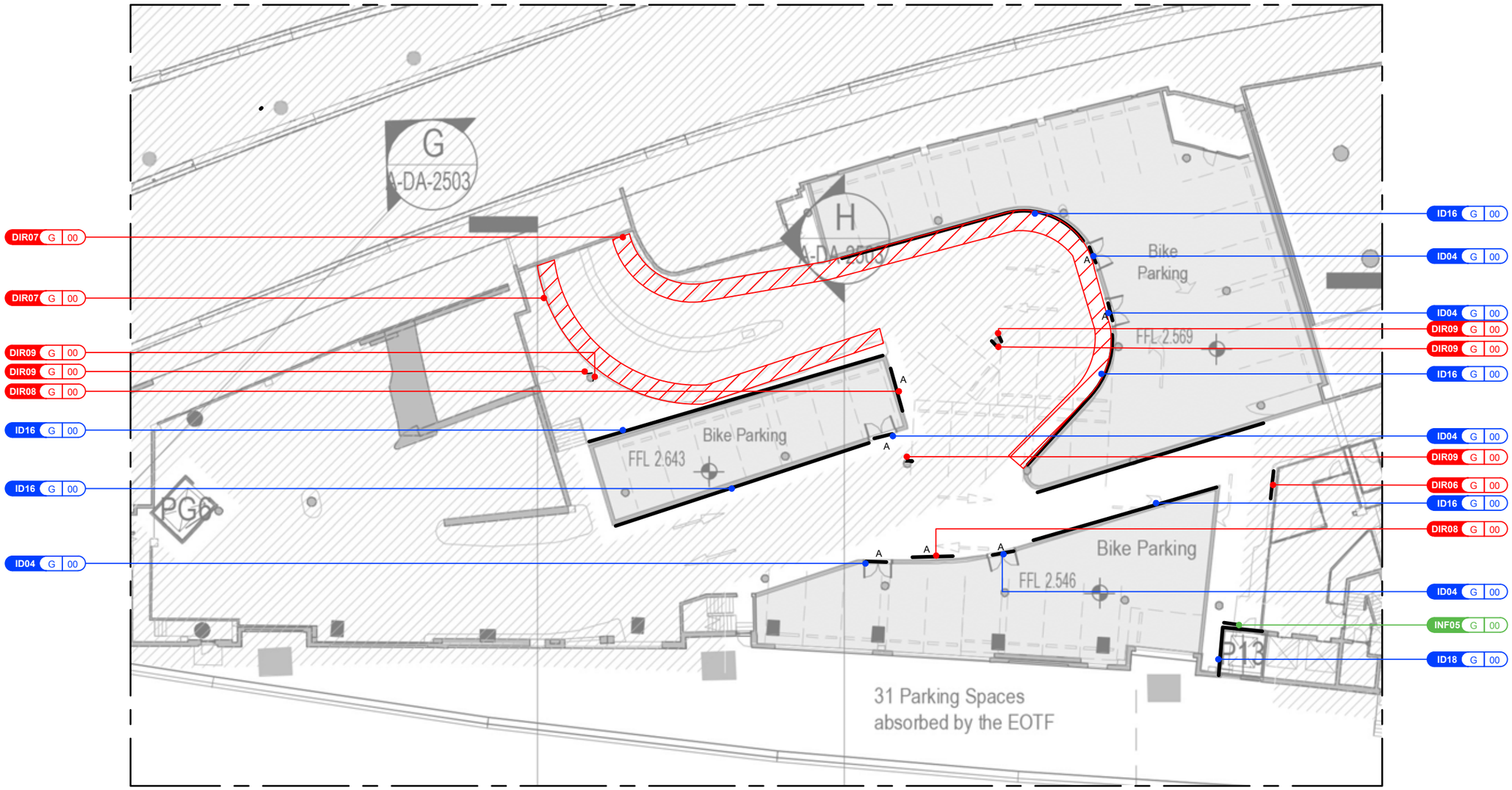


Ground - Key Plan
1:1250

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08	DIRECTIONAL SUPERGRAPHICS	ID04	ROOM IDENTIFICATION	ID11	LIFT IDENTIFICATION	ID18	LIFT LOBBY TREATMENT	BOH01	LOADING ZONE IDENTIFICATION
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09	COLUMN GRAPHICS	ID05	AMENITY IDENTIFICATION - CANTILEVERED	ID12	ENTRY IDENTIFICATION	INF01	SITE DIRECTORY	BOH02	GOODS LIFT IDENTIFICATION
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01	GLAZING GRAPHICS	ID06	AMENITY IDENTIFICATION - WALL MOUNTED	ID13	BIKE PARKING ENTRY TREATMENT	INF02	LIFT DIRECTORY (STATIC)	BOH03	BACK OF HOUSE SIGNAGE
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02	ENVIRONMENTAL GRAPHICS	ID07	AMENITY IDENTIFICATION - BRAILLE	ID14	ZONE IDENTIFICATION - FREESTANDING	INF03	CONDITIONS OF ENTRY	BOH04	OPERATIONAL SIGNAGE
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01	SITE IDENTIFICATION	ID08	TOWER ADDRESS IDENTIFICATION	ID15	ZONE IDENTIFICATION - GROUND MARKING	INF04	TOWER TENANT DIRECTORY (DIGITAL)	SS01	SAFETY DECAL
DIR06	VEHICULAR DIRECTIONAL	ID02	DESTINATION IDENTIFICATION	ID09	TOWER CONCIERGE IDENTIFICATION	ID16	END OF TRIP FACILITY TREATMENT	INF05	TOWER LIFT DIRECTORY (STATIC)	SS02	STATUTORY SIGNAGE
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03	PRECINCT IDENTIFICATION	ID10	TOWER LIFT BANK IDENTIFICATION	ID17	LOCKER NUMBERS				

10.4 Sign location plans

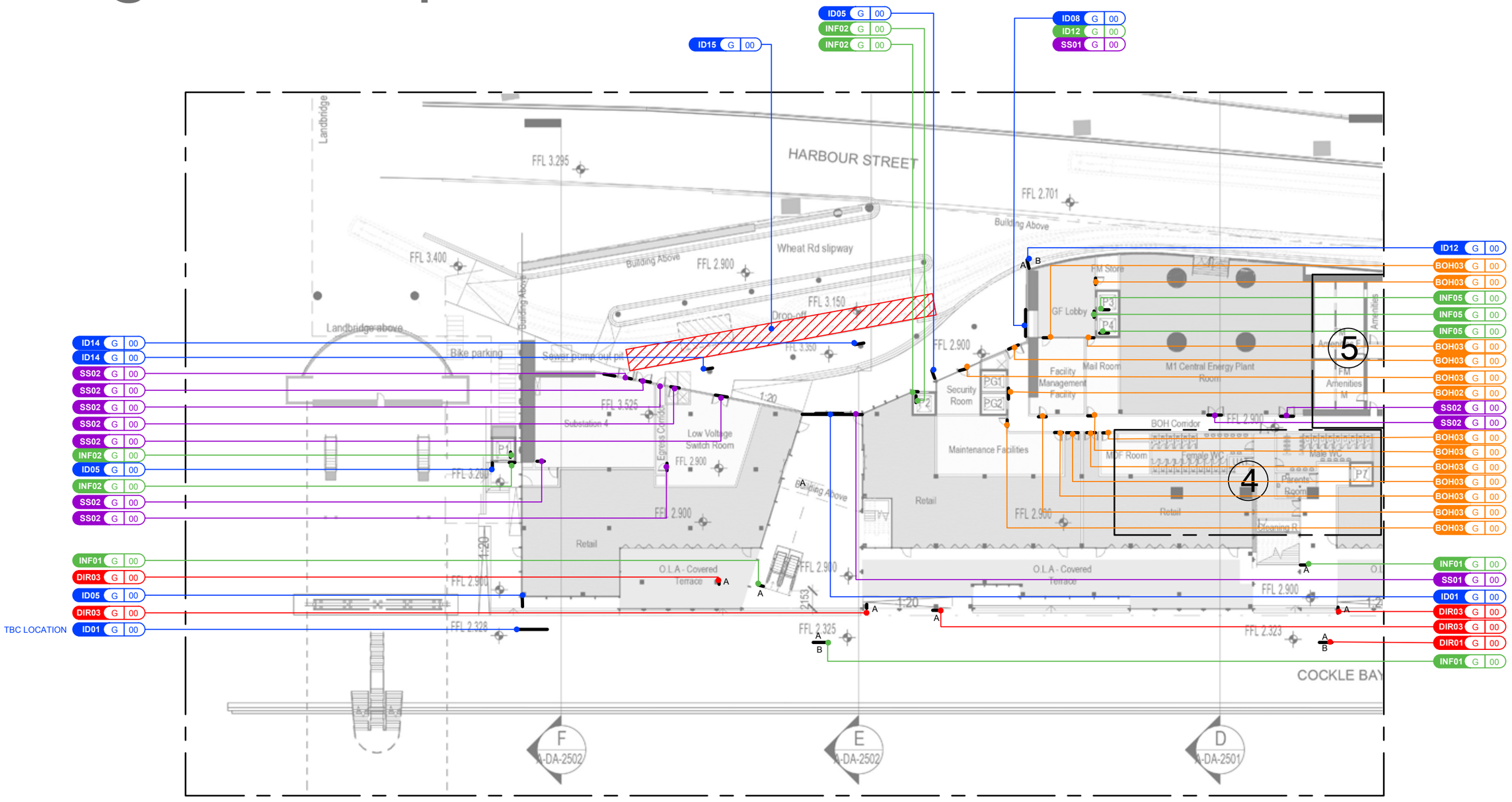


Ground - Detail 1
1:300

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans

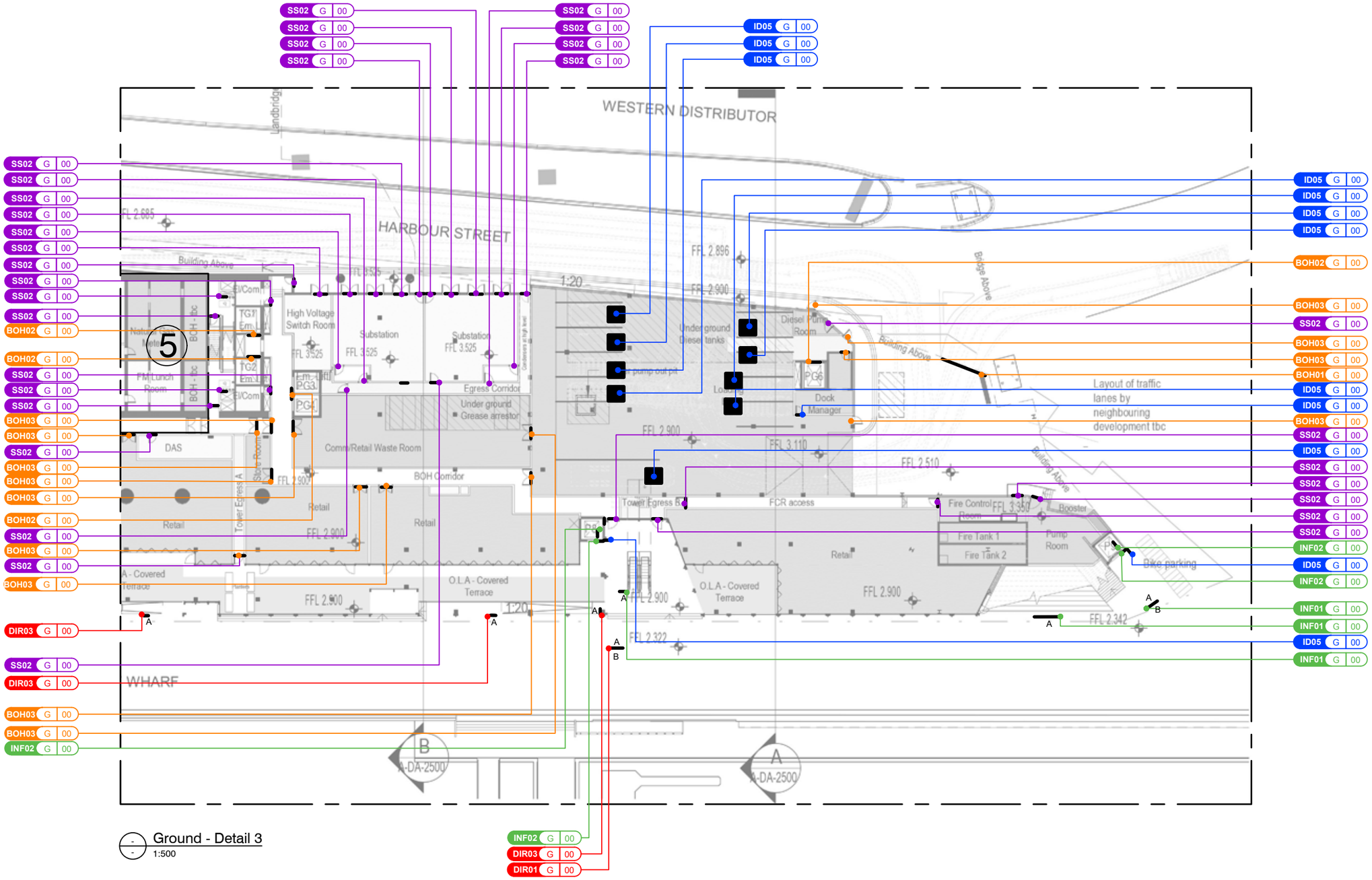


Ground - Detail 2
1:500

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR06	VEHICULAR DIRECTIONAL
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING
DIR08	DIRECTIONAL SUPERGRAPHICS
DIR09	COLUMN GRAPHICS
ENV01	GLAZING GRAPHICS
ENV02	ENVIRONMENTAL GRAPHICS
ID01	SITE IDENTIFICATION
ID02	DESTINATION IDENTIFICATION
ID03	PRECINCT IDENTIFICATION
ID04	ROOM IDENTIFICATION
ID05	AMENITY IDENTIFICATION - CANTILEVERED
ID06	AMENITY IDENTIFICATION - WALL MOUNTED
ID07	AMENITY IDENTIFICATION - BRAILLE
ID08	TOWER ADDRESS IDENTIFICATION
ID09	TOWER CONCIERGE IDENTIFICATION
ID10	TOWER LIFT BANK IDENTIFICATION
ID11	LIFT IDENTIFICATION
ID12	ENTRY IDENTIFICATION
ID13	BIKE PARKING ENTRY TREATMENT
ID14	ZONE IDENTIFICATION - FREESTANDING
ID15	ZONE IDENTIFICATION - GROUND MARKING
ID16	END OF TRIP FACILITY TREATMENT
ID17	LOCKER NUMBERS
ID18	LIFT LOBBY TREATMENT
INF01	SITE DIRECTORY
INF02	LIFT DIRECTORY (STATIC)
INF03	CONDITIONS OF ENTRY
INF04	TOWER TENANT DIRECTORY (DIGITAL)
INF05	TOWER LIFT DIRECTORY (STATIC)
BOH01	LOADING ZONE IDENTIFICATION
BOH02	GOODS LIFT IDENTIFICATION
BOH03	BACK OF HOUSE SIGNAGE
BOH04	OPERATIONAL SIGNAGE
SS01	SAFETY DECAL
SS02	STATUTORY SIGNAGE

10.4 Sign location plans

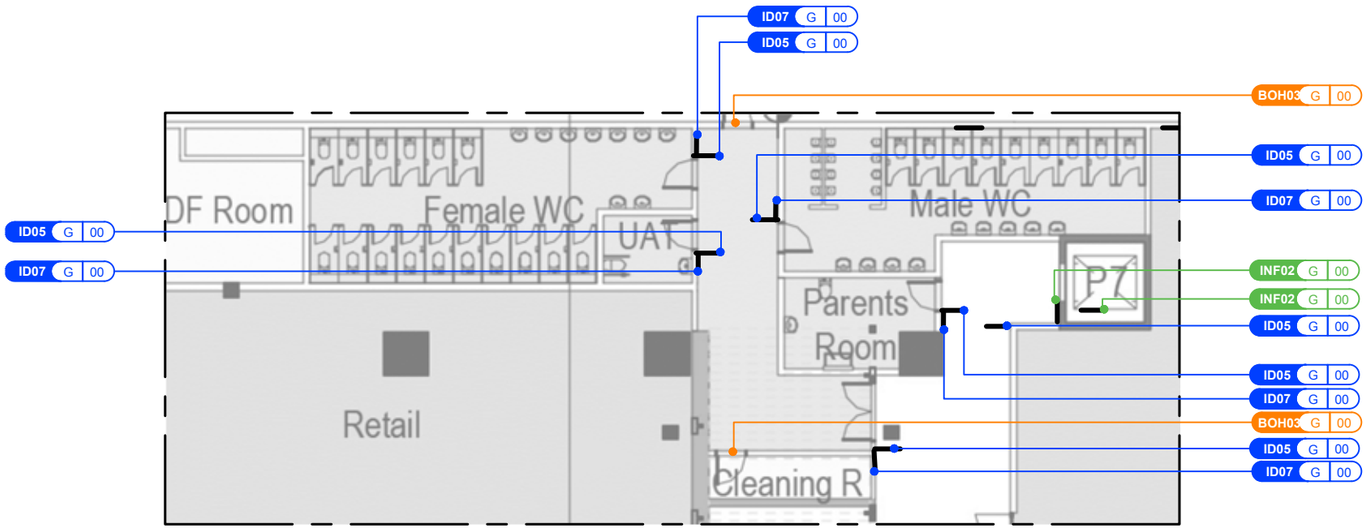


Ground - Detail 3
1:500

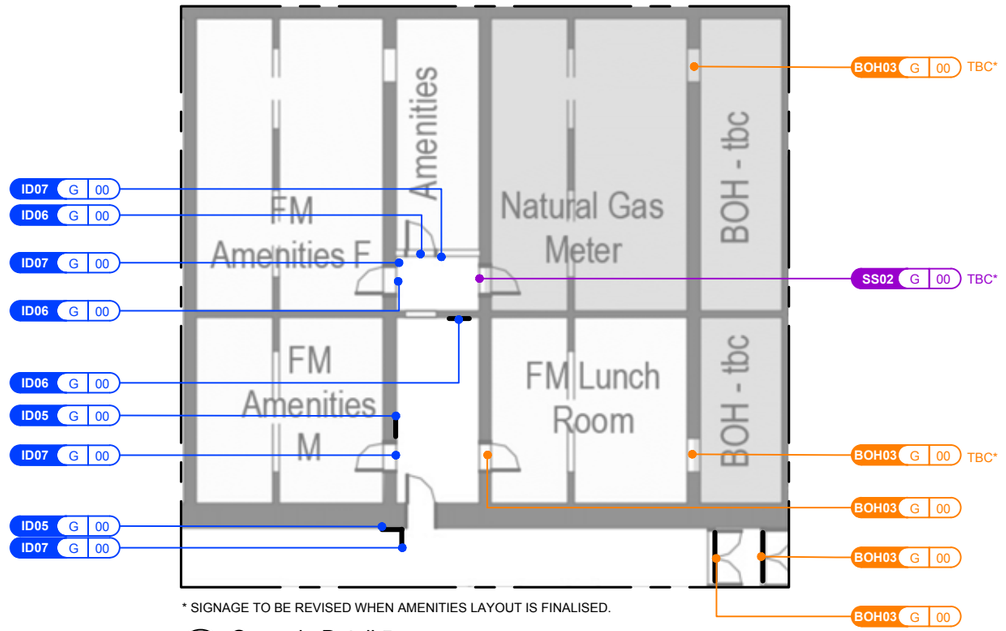
KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR06	VEHICULAR DIRECTIONAL
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING
DIR08	DIRECTIONAL SUPERGRAPHICS
DIR09	COLUMN GRAPHICS
ENV01	GLAZING GRAPHICS
ENV02	ENVIRONMENTAL GRAPHICS
ID01	SITE IDENTIFICATION
ID02	DESTINATION IDENTIFICATION
ID03	PRECINCT IDENTIFICATION
ID04	ROOM IDENTIFICATION
ID05	AMENITY IDENTIFICATION - CANTILEVERED
ID06	AMENITY IDENTIFICATION - WALL MOUNTED
ID07	AMENITY IDENTIFICATION - BRAILLE
ID08	TOWER ADDRESS IDENTIFICATION
ID09	TOWER CONCIERGE IDENTIFICATION
ID10	TOWER LIFT BANK IDENTIFICATION
ID11	LIFT IDENTIFICATION
ID12	ENTRY IDENTIFICATION
ID13	BIKE PARKING ENTRY TREATMENT
ID14	ZONE IDENTIFICATION - FREESTANDING
ID15	ZONE IDENTIFICATION - GROUND MARKING
ID16	END OF TRIP FACILITY TREATMENT
ID17	LOCKER NUMBERS
ID18	LIFT LOBBY TREATMENT
INF01	SITE DIRECTORY
INF02	LIFT DIRECTORY (STATIC)
INF03	CONDITIONS OF ENTRY
INF04	TOWER TENANT DIRECTORY (DIGITAL)
INF05	TOWER LIFT DIRECTORY (STATIC)
BOH01	LOADING ZONE IDENTIFICATION
BOH02	GOODS LIFT IDENTIFICATION
BOH03	BACK OF HOUSE SIGNAGE
BOH04	OPERATIONAL SIGNAGE
SS01	SAFETY DECAL
SS02	STATUTORY SIGNAGE

10.4 Sign location plans



Ground - Detail 4
1:200



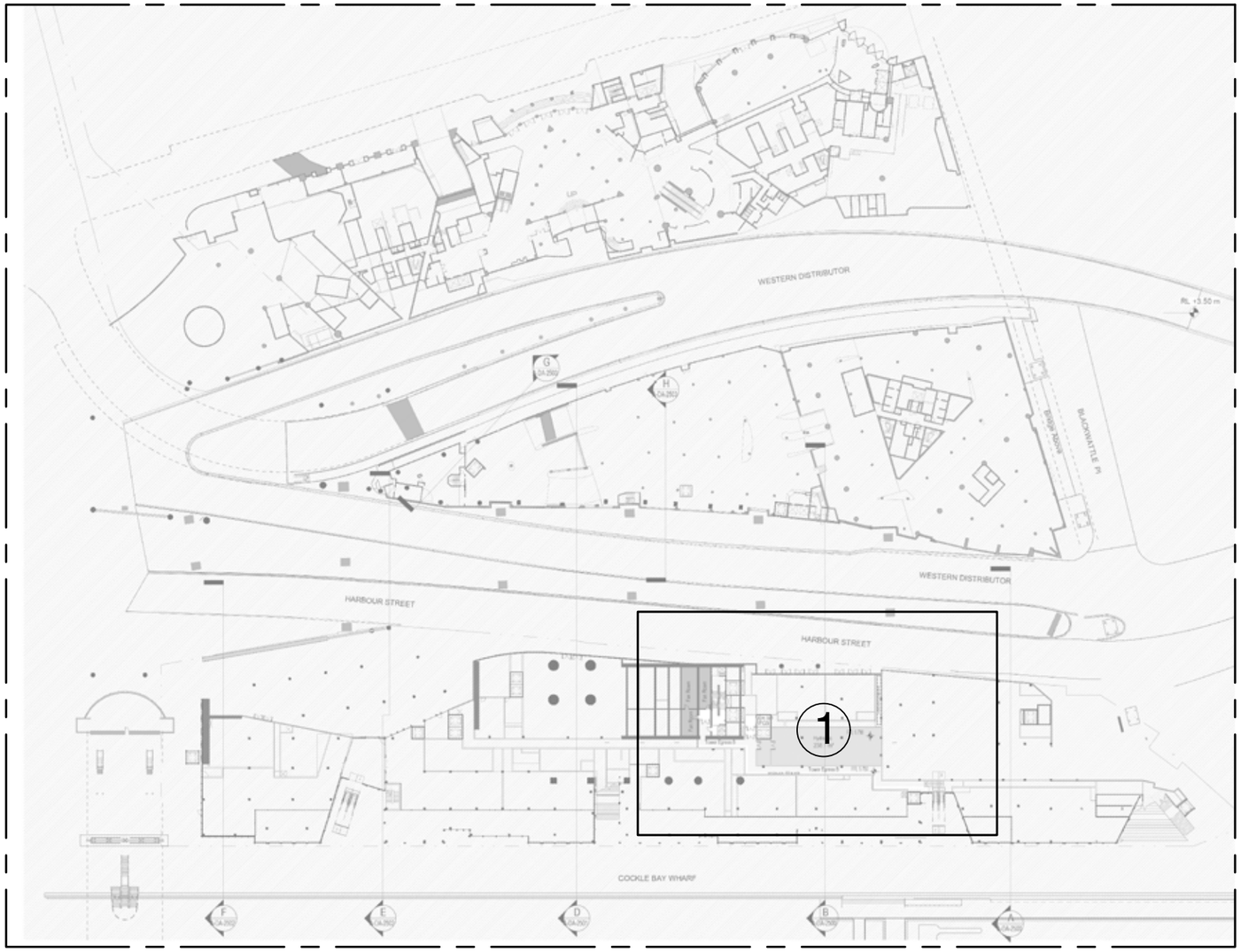
* SIGNAGE TO BE REVISED WHEN AMENITIES LAYOUT IS FINALISED.

Ground - Detail 5
1:200

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans

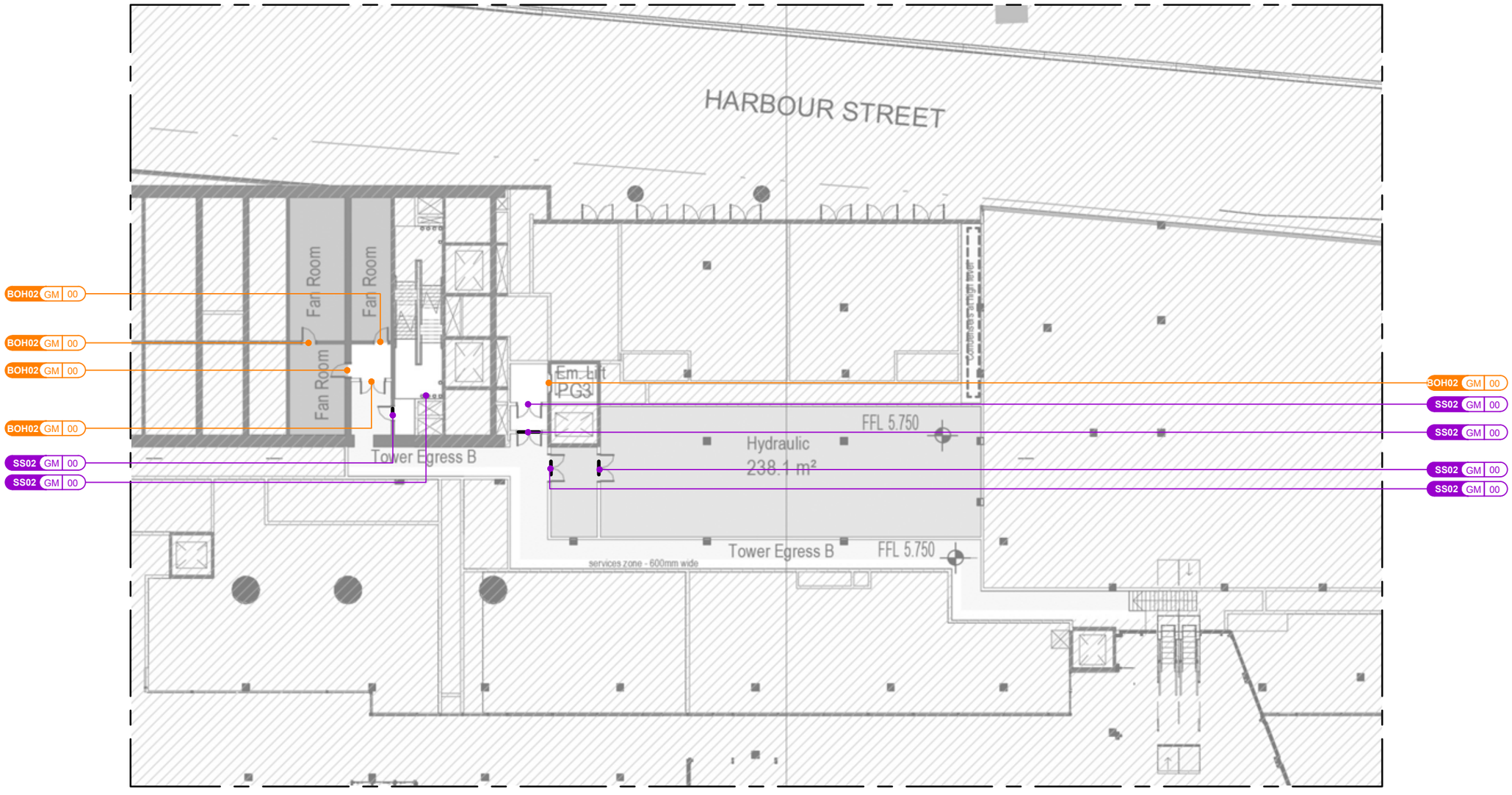


Ground Mezzanine - Key Plan
1:1250

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR06	VEHICULAR DIRECTIONAL
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING
DIR08	DIRECTIONAL SUPERGRAPHICS
DIR09	COLUMN GRAPHICS
ENV01	GLAZING GRAPHICS
ENV02	ENVIRONMENTAL GRAPHICS
ID01	SITE IDENTIFICATION
ID02	DESTINATION IDENTIFICATION
ID03	PRECINCT IDENTIFICATION
ID04	ROOM IDENTIFICATION
ID05	AMENITY IDENTIFICATION - CANTILEVERED
ID06	AMENITY IDENTIFICATION - WALL MOUNTED
ID07	AMENITY IDENTIFICATION - BRAILLE
ID08	TOWER ADDRESS IDENTIFICATION
ID09	TOWER CONCIERGE IDENTIFICATION
ID10	TOWER LIFT BANK IDENTIFICATION
ID11	LIFT IDENTIFICATION
ID12	ENTRY IDENTIFICATION
ID13	BIKE PARKING ENTRY TREATMENT
ID14	ZONE IDENTIFICATION - FREESTANDING
ID15	ZONE IDENTIFICATION - GROUND MARKING
ID16	END OF TRIP FACILITY TREATMENT
ID17	LOCKER NUMBERS
ID18	LIFT LOBBY TREATMENT
INF01	SITE DIRECTORY
INF02	LIFT DIRECTORY (STATIC)
INF03	CONDITIONS OF ENTRY
INF04	TOWER TENANT DIRECTORY (DIGITAL)
INF05	TOWER LIFT DIRECTORY (STATIC)
BOH01	LOADING ZONE IDENTIFICATION
BOH02	GOODS LIFT IDENTIFICATION
BOH03	BACK OF HOUSE SIGNAGE
BOH04	OPERATIONAL SIGNAGE
SS01	SAFETY DECAL
SS02	STATUTORY SIGNAGE

10.4 Sign location plans

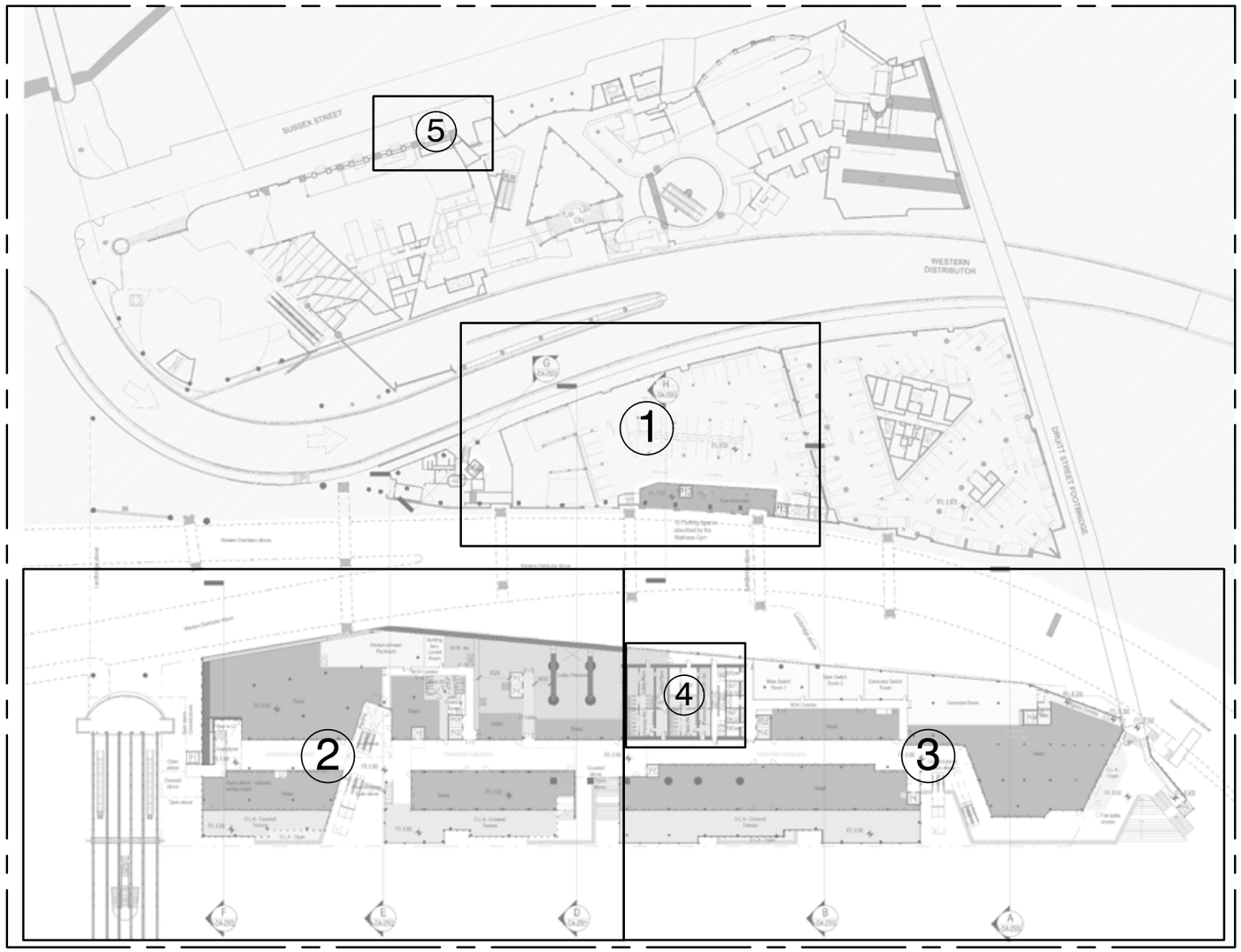


Ground Mezzanine - Detail 1
1:300

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans

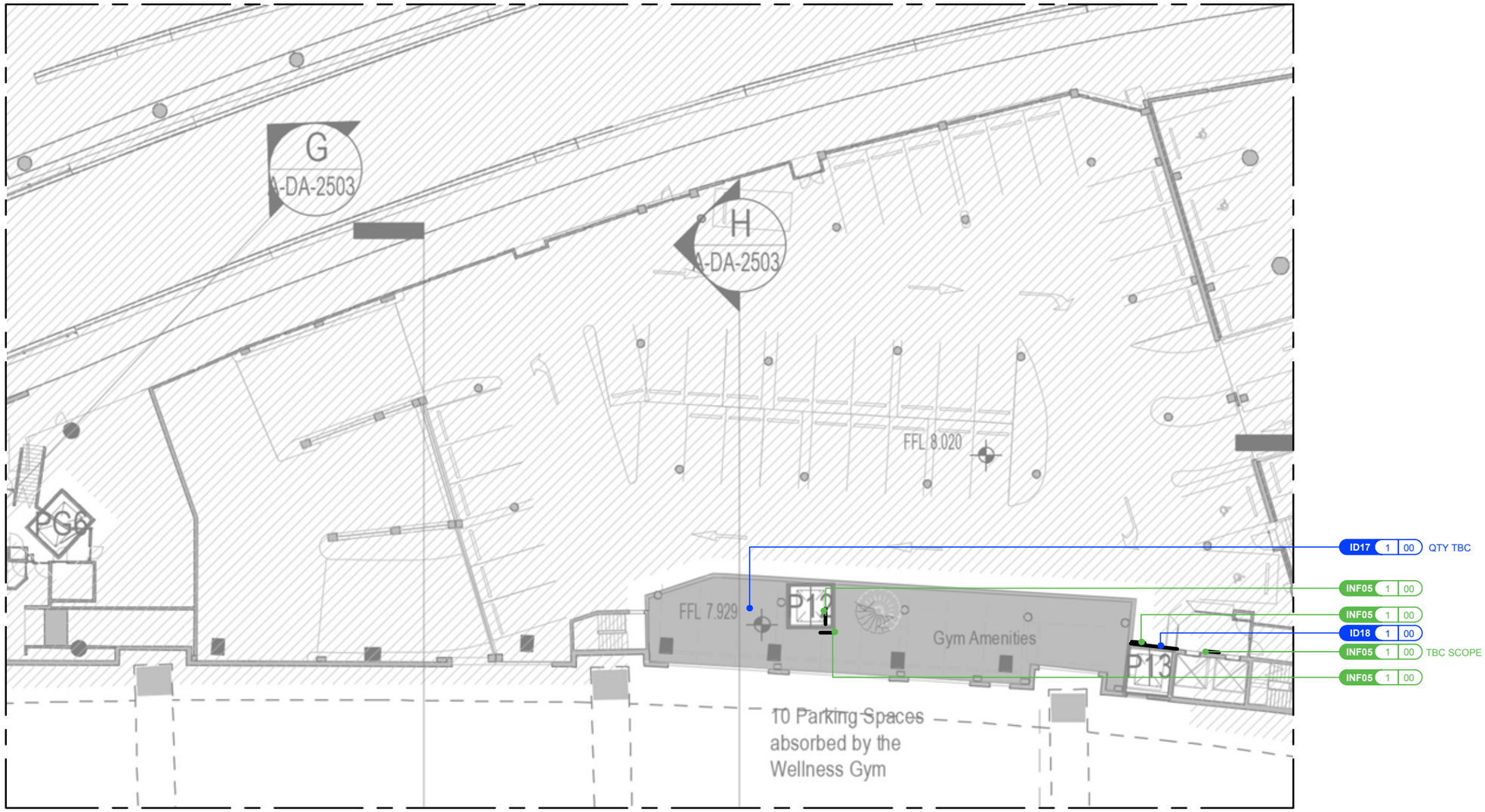


Level 1 - Key Plan
1:1250

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans



Level 1 - Detail 1
1:300

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
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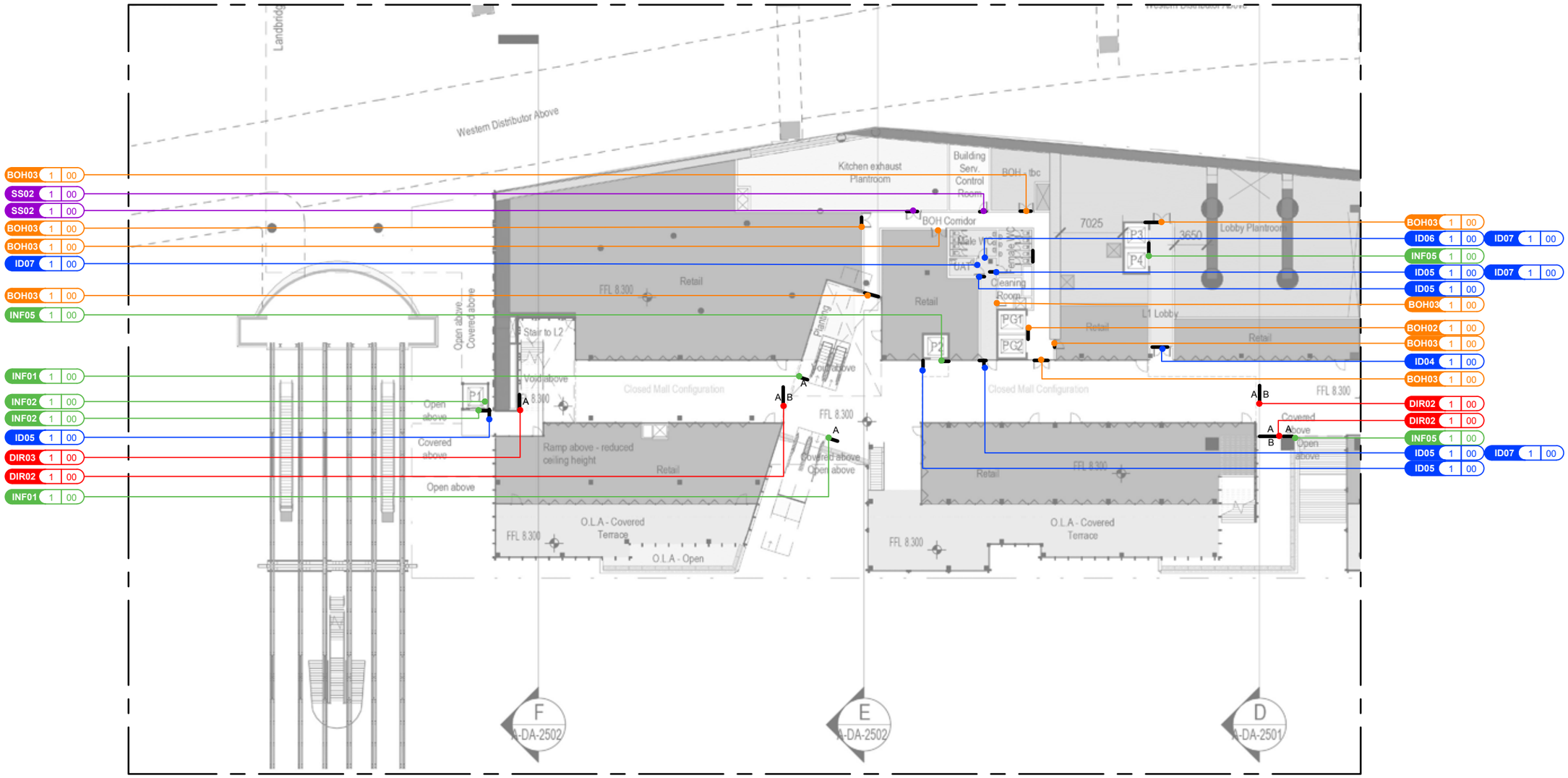
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans



Level 1 - Detail 2
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KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
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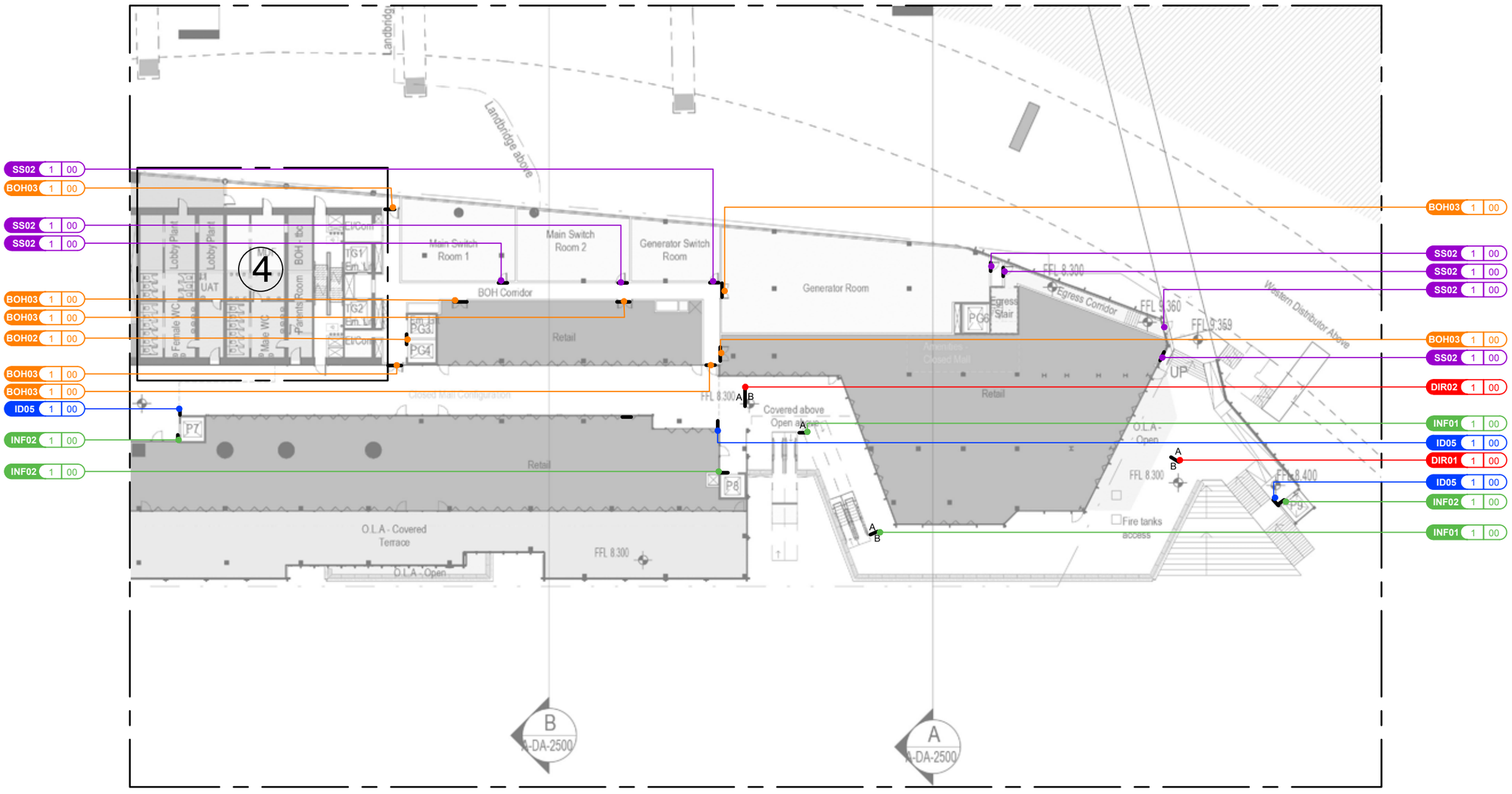

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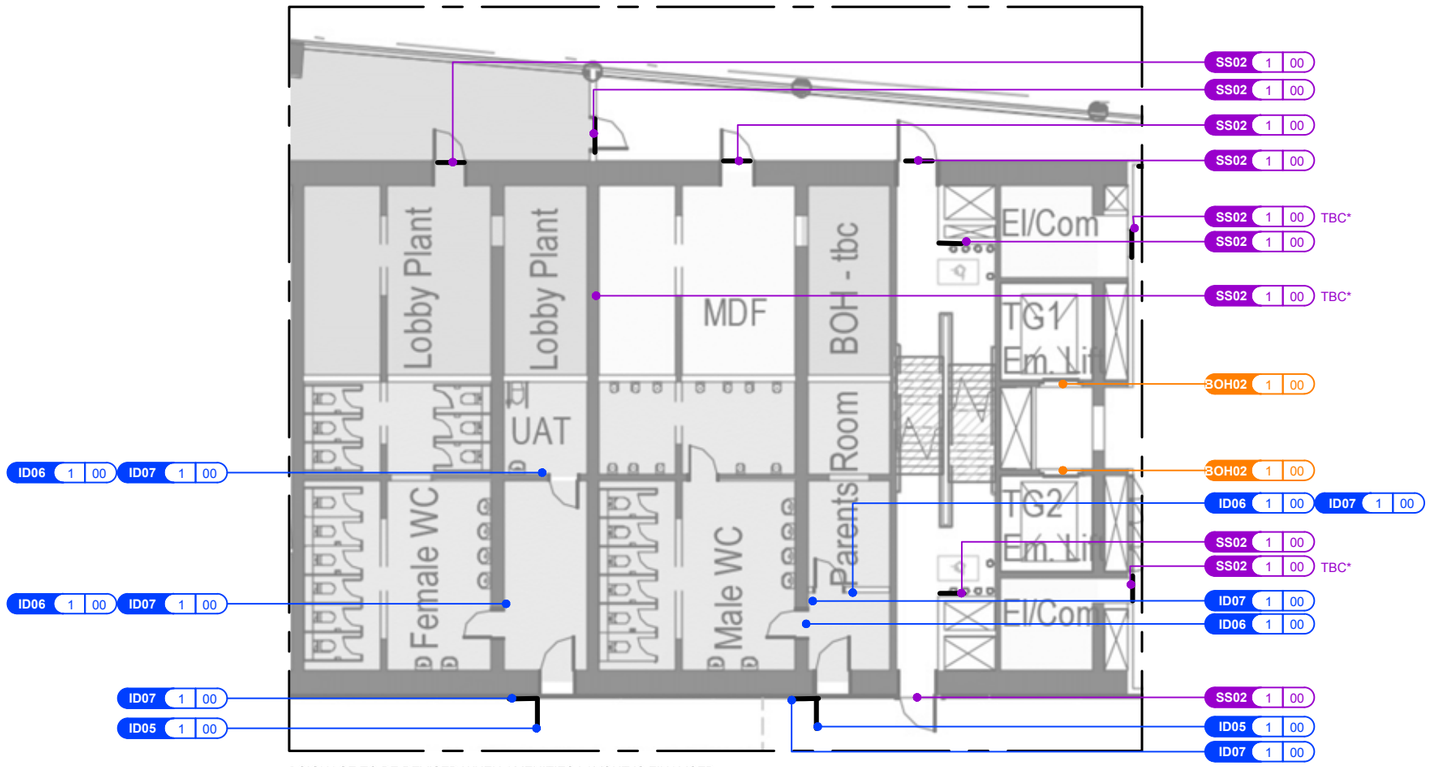
10.4 Sign location plans



* SIGNAGE TO BE REVISED WHEN AMENITIES LAYOUT IS FINALISED.

Level 1 - Detail 4
1:200

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
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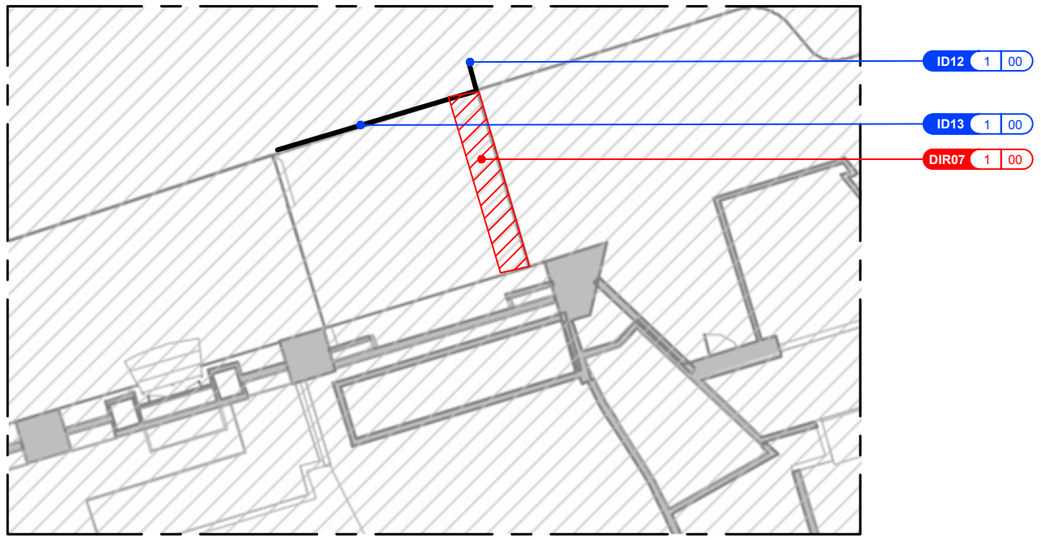
10.4 Sign location plans



- - Level 1 - Detail 5
1:200

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
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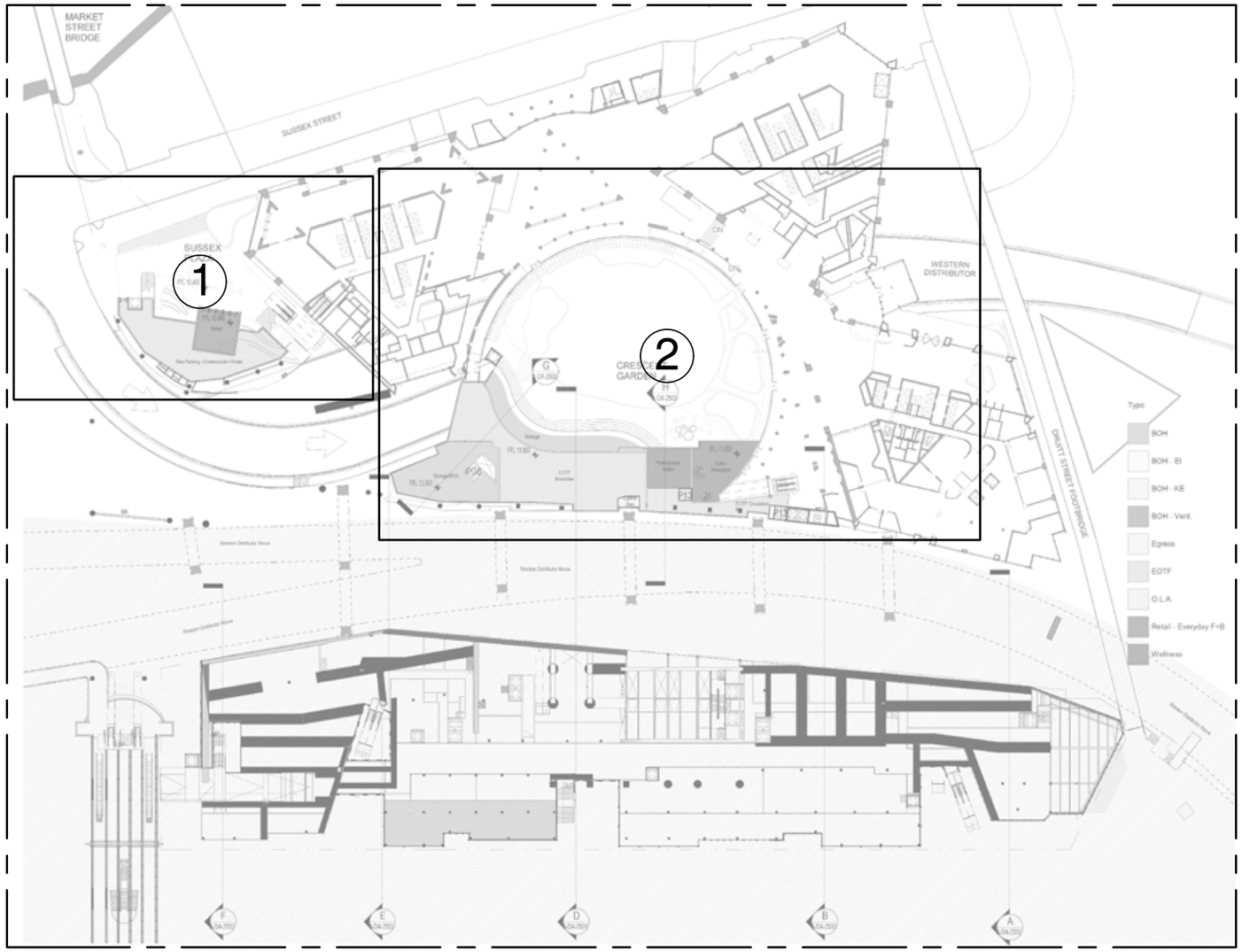
10.4 Sign location plans



Level 1 CG - Key Plan
1:1250

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
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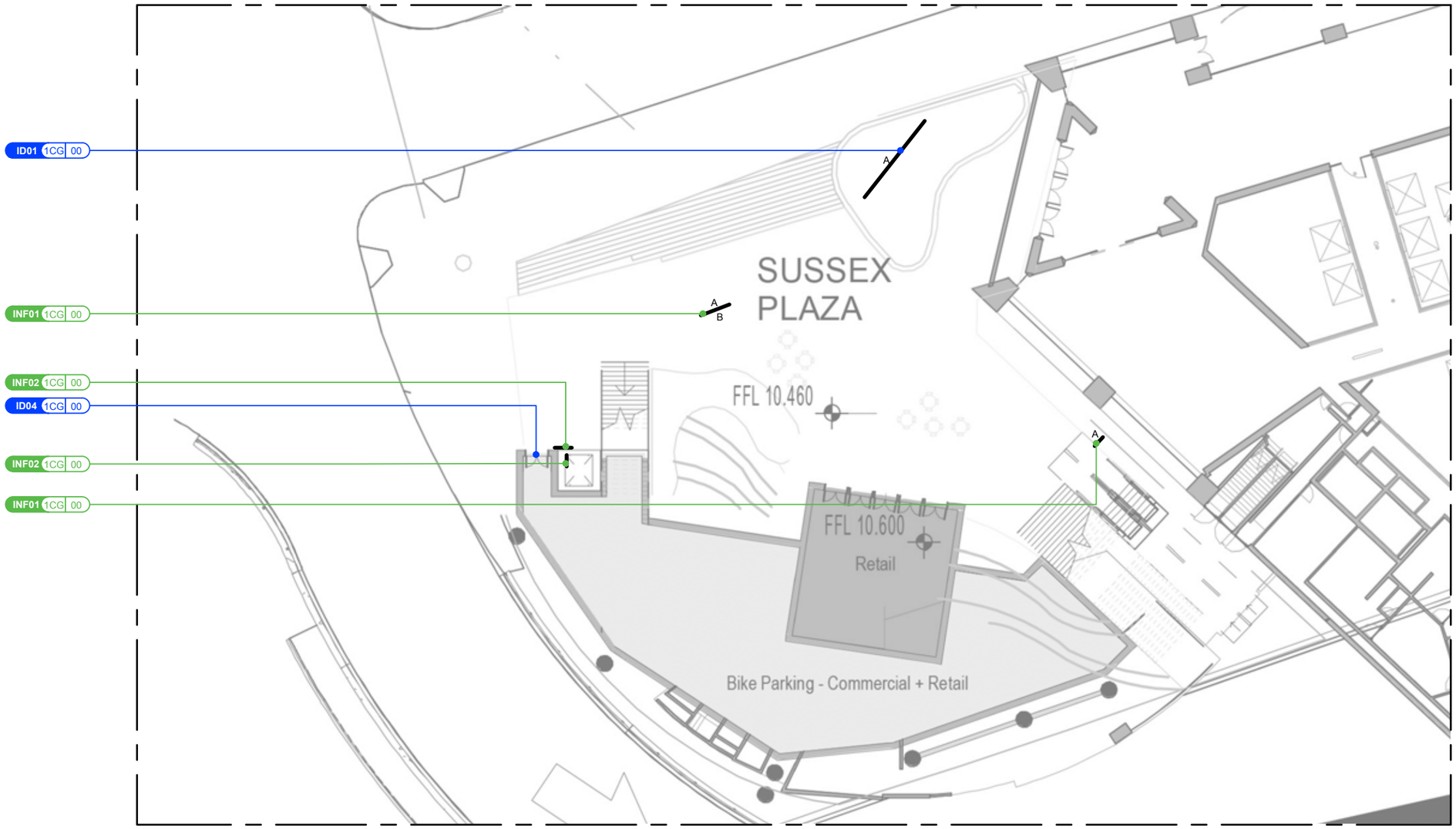
10.4 Sign location plans

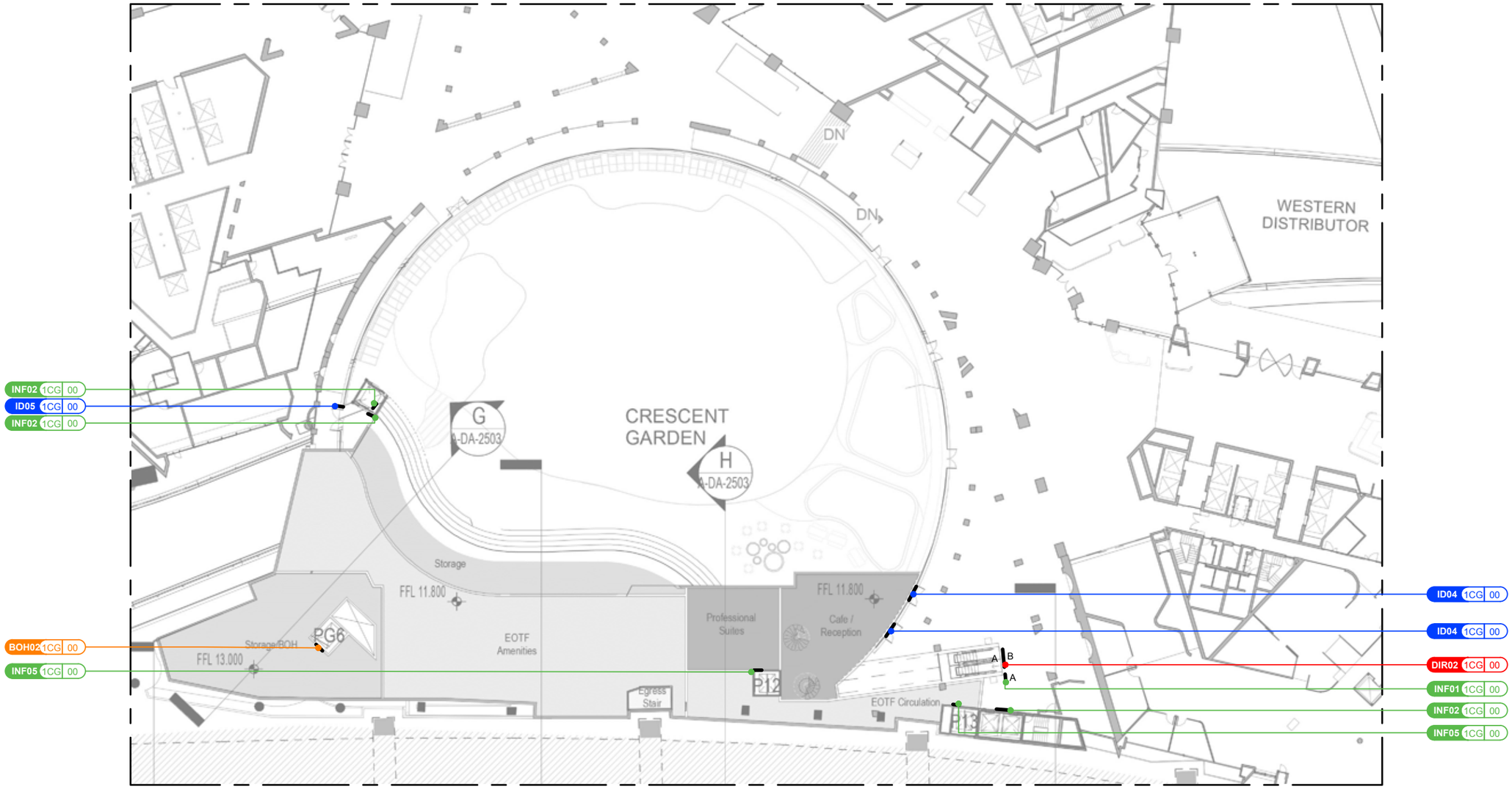


Level 1 CG - Detail 1
1:300

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans

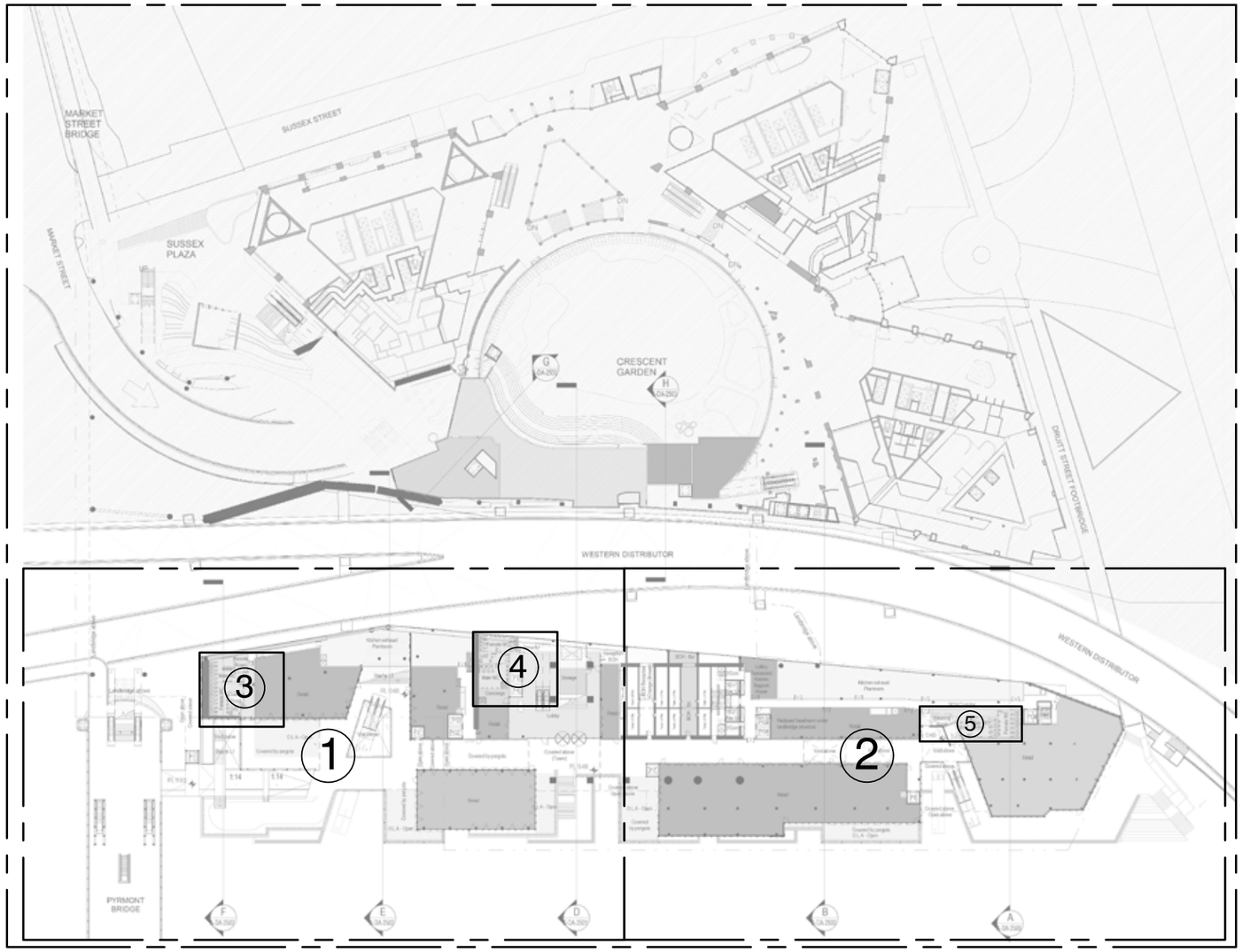


Level 1 CG - Detail 2
1:500

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR06	VEHICULAR DIRECTIONAL
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING
DIR08	DIRECTIONAL SUPERGRAPHICS
DIR09	COLUMN GRAPHICS
ENV01	GLAZING GRAPHICS
ENV02	ENVIRONMENTAL GRAPHICS
ID01	SITE IDENTIFICATION
ID02	DESTINATION IDENTIFICATION
ID03	PRECINCT IDENTIFICATION
ID04	ROOM IDENTIFICATION
ID05	AMENITY IDENTIFICATION - CANTILEVERED
ID06	AMENITY IDENTIFICATION - WALL MOUNTED
ID07	AMENITY IDENTIFICATION - BRAILLE
ID08	TOWER ADDRESS IDENTIFICATION
ID09	TOWER CONCIERGE IDENTIFICATION
ID10	TOWER LIFT BANK IDENTIFICATION
ID11	LIFT IDENTIFICATION
ID12	ENTRY IDENTIFICATION
ID13	BIKE PARKING ENTRY TREATMENT
ID14	ZONE IDENTIFICATION - FREESTANDING
ID15	ZONE IDENTIFICATION - GROUND MARKING
ID16	END OF TRIP FACILITY TREATMENT
ID17	LOCKER NUMBERS
ID18	LIFT LOBBY TREATMENT
INF01	SITE DIRECTORY
INF02	LIFT DIRECTORY (STATIC)
INF03	CONDITIONS OF ENTRY
INF04	TOWER TENANT DIRECTORY (DIGITAL)
INF05	TOWER LIFT DIRECTORY (STATIC)
BOH01	LOADING ZONE IDENTIFICATION
BOH02	GOODS LIFT IDENTIFICATION
BOH03	BACK OF HOUSE SIGNAGE
BOH04	OPERATIONAL SIGNAGE
SS01	SAFETY DECAL
SS02	STATUTORY SIGNAGE

10.4 Sign location plans

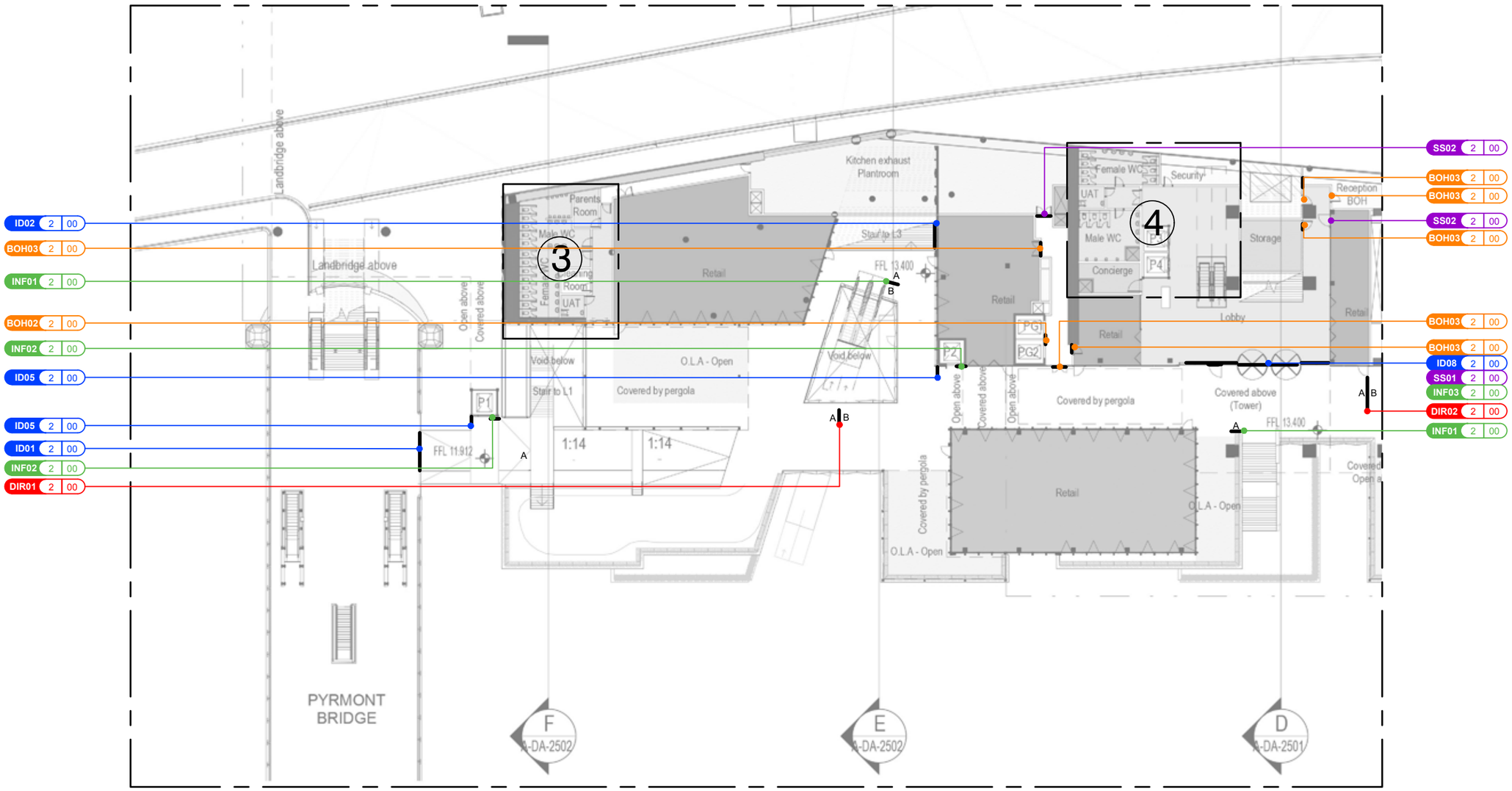


Level 2 - Key Plan
1:1250

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08	DIRECTIONAL SUPERGRAPHICS	ID04	ROOM IDENTIFICATION	ID11	LIFT IDENTIFICATION	ID18	LIFT LOBBY TREATMENT	BOH01	LOADING ZONE IDENTIFICATION
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09	COLUMN GRAPHICS	ID05	AMENITY IDENTIFICATION - CANTILEVERED	ID12	ENTRY IDENTIFICATION	INF01	SITE DIRECTORY	BOH02	GOODS LIFT IDENTIFICATION
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01	GLAZING GRAPHICS	ID06	AMENITY IDENTIFICATION - WALL MOUNTED	ID13	BIKE PARKING ENTRY TREATMENT	INF02	LIFT DIRECTORY (STATIC)	BOH03	BACK OF HOUSE SIGNAGE
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02	ENVIRONMENTAL GRAPHICS	ID07	AMENITY IDENTIFICATION - BRAILLE	ID14	ZONE IDENTIFICATION - FREESTANDING	INF03	CONDITIONS OF ENTRY	BOH04	OPERATIONAL SIGNAGE
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01	SITE IDENTIFICATION	ID08	TOWER ADDRESS IDENTIFICATION	ID15	ZONE IDENTIFICATION - GROUND MARKING	INF04	TOWER TENANT DIRECTORY (DIGITAL)	SS01	SAFETY DECAL
DIR06	VEHICULAR DIRECTIONAL	ID02	DESTINATION IDENTIFICATION	ID09	TOWER CONCIERGE IDENTIFICATION	ID16	END OF TRIP FACILITY TREATMENT	INF05	TOWER LIFT DIRECTORY (STATIC)	SS02	STATUTORY SIGNAGE
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03	PRECINCT IDENTIFICATION	ID10	TOWER LIFT BANK IDENTIFICATION	ID17	LOCKER NUMBERS				

10.4 Sign location plans



Level 2 - Detail 1
1:500

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
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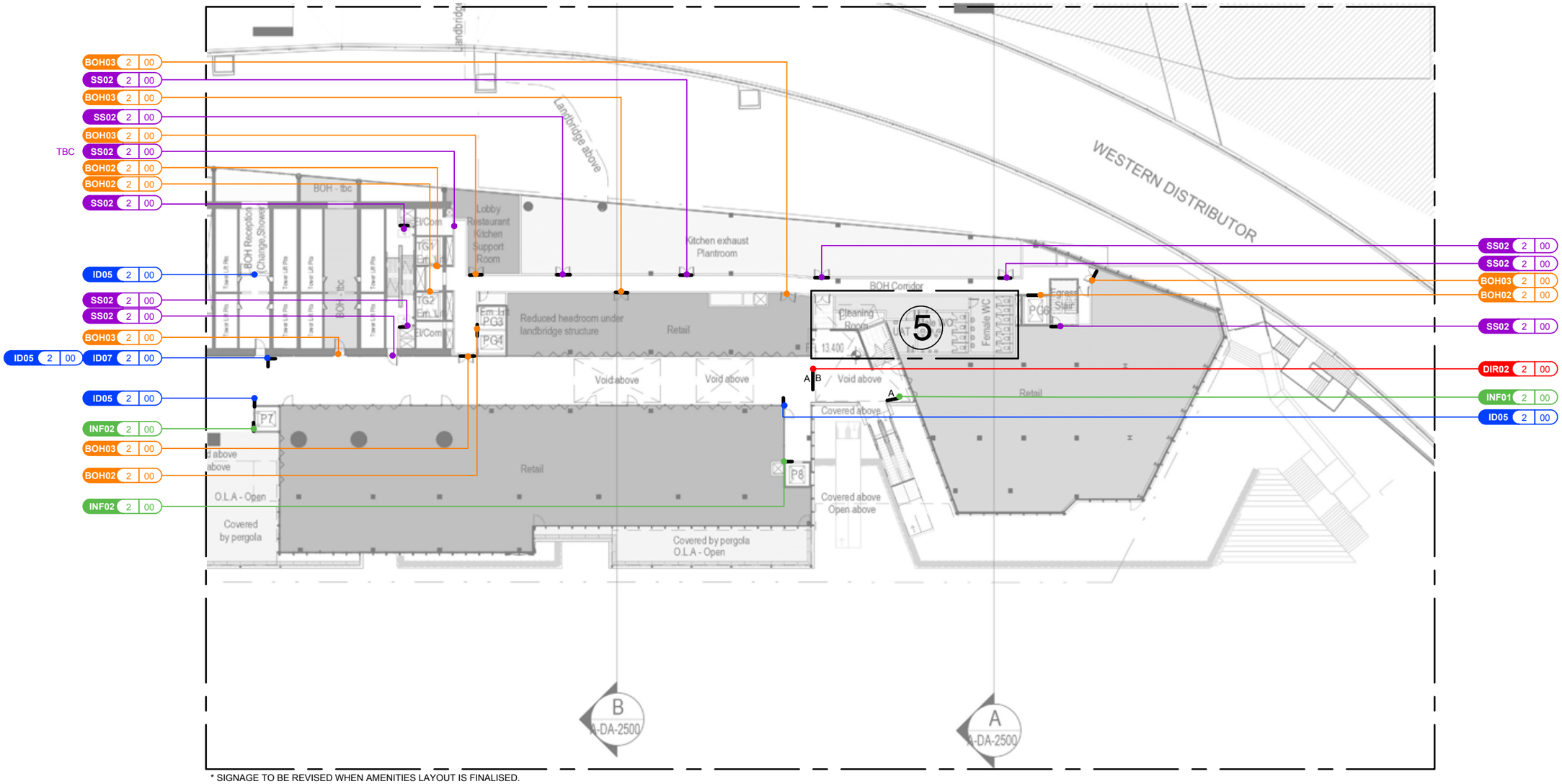
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans



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Level 2 - Detail 2
1:500

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
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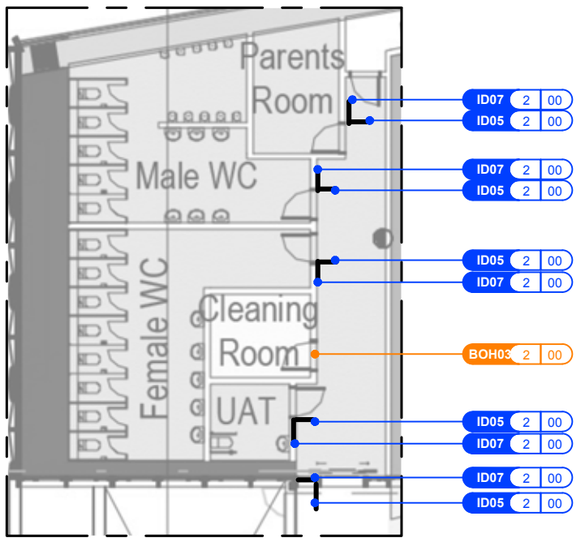
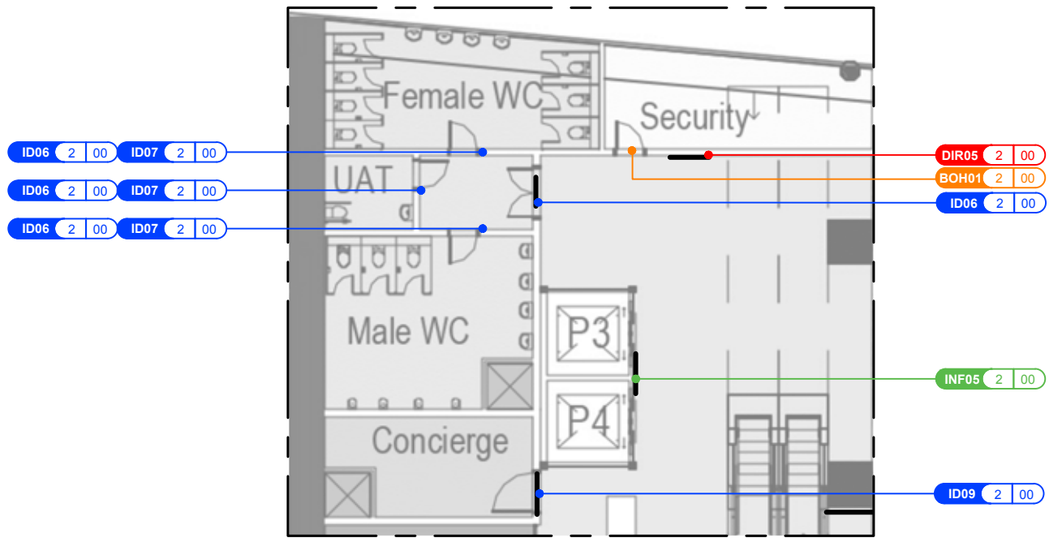
10.4 Sign location plans



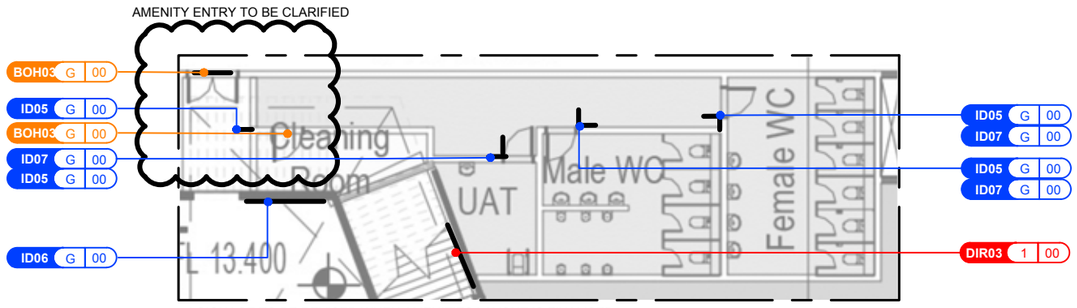
* SIGNAGE TO BE REVISED WHEN AMENITIES LAYOUT IS FINALISED.

Level 2 - Detail 3
1:200



* SIGNAGE TO BE REVISED WHEN AMENITIES LAYOUT IS FINALISED.

Level 2 - Detail 4
1:200



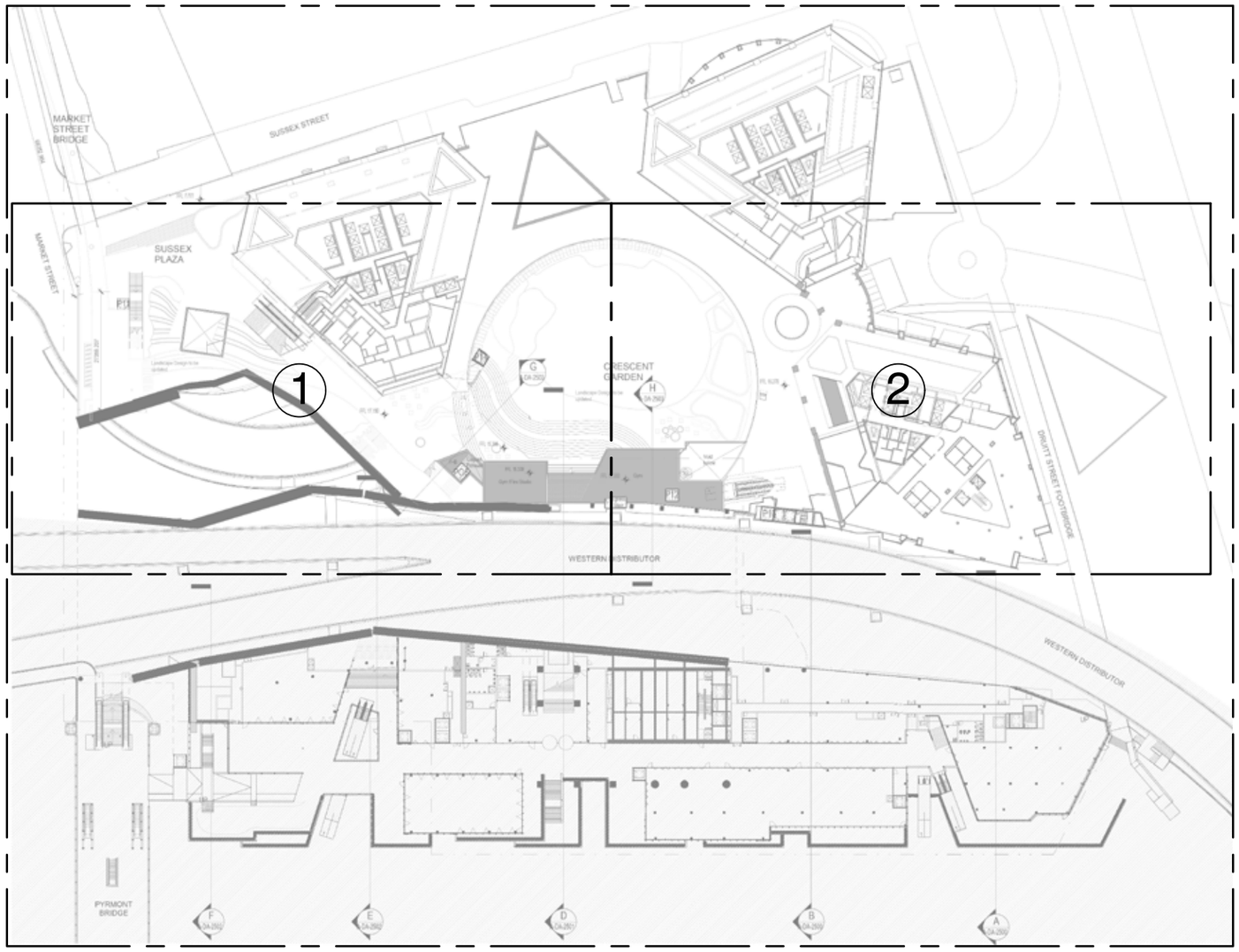
* SIGNAGE TO BE REVISED WHEN AMENITIES LAYOUT IS FINALISED.

Level 2 - Detail 5
1:200

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR06	VEHICULAR DIRECTIONAL
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING
DIR08	DIRECTIONAL SUPERGRAPHICS
DIR09	COLUMN GRAPHICS
ENV01	GLAZING GRAPHICS
ENV02	ENVIRONMENTAL GRAPHICS
ID01	SITE IDENTIFICATION
ID02	DESTINATION IDENTIFICATION
ID03	PRECINCT IDENTIFICATION
ID04	ROOM IDENTIFICATION
ID05	AMENITY IDENTIFICATION - CANTILEVERED
ID06	AMENITY IDENTIFICATION - WALL MOUNTED
ID07	AMENITY IDENTIFICATION - BRAILLE
ID08	TOWER ADDRESS IDENTIFICATION
ID09	TOWER CONCIERGE IDENTIFICATION
ID10	TOWER LIFT BANK IDENTIFICATION
ID11	LIFT IDENTIFICATION
ID12	ENTRY IDENTIFICATION
ID13	BIKE PARKING ENTRY TREATMENT
ID14	ZONE IDENTIFICATION - FREESTANDING
ID15	ZONE IDENTIFICATION - GROUND MARKING
ID16	END OF TRIP FACILITY TREATMENT
ID17	LOCKER NUMBERS
ID18	LIFT LOBBY TREATMENT
INF01	SITE DIRECTORY
INF02	LIFT DIRECTORY (STATIC)
INF03	CONDITIONS OF ENTRY
INF04	TOWER TENANT DIRECTORY (DIGITAL)
INF05	TOWER LIFT DIRECTORY (STATIC)
BOH01	LOADING ZONE IDENTIFICATION
BOH02	GOODS LIFT IDENTIFICATION
BOH03	BACK OF HOUSE SIGNAGE
BOH04	OPERATIONAL SIGNAGE
SS01	SAFETY DECAL
SS02	STATUTORY SIGNAGE

10.4 Sign location plans

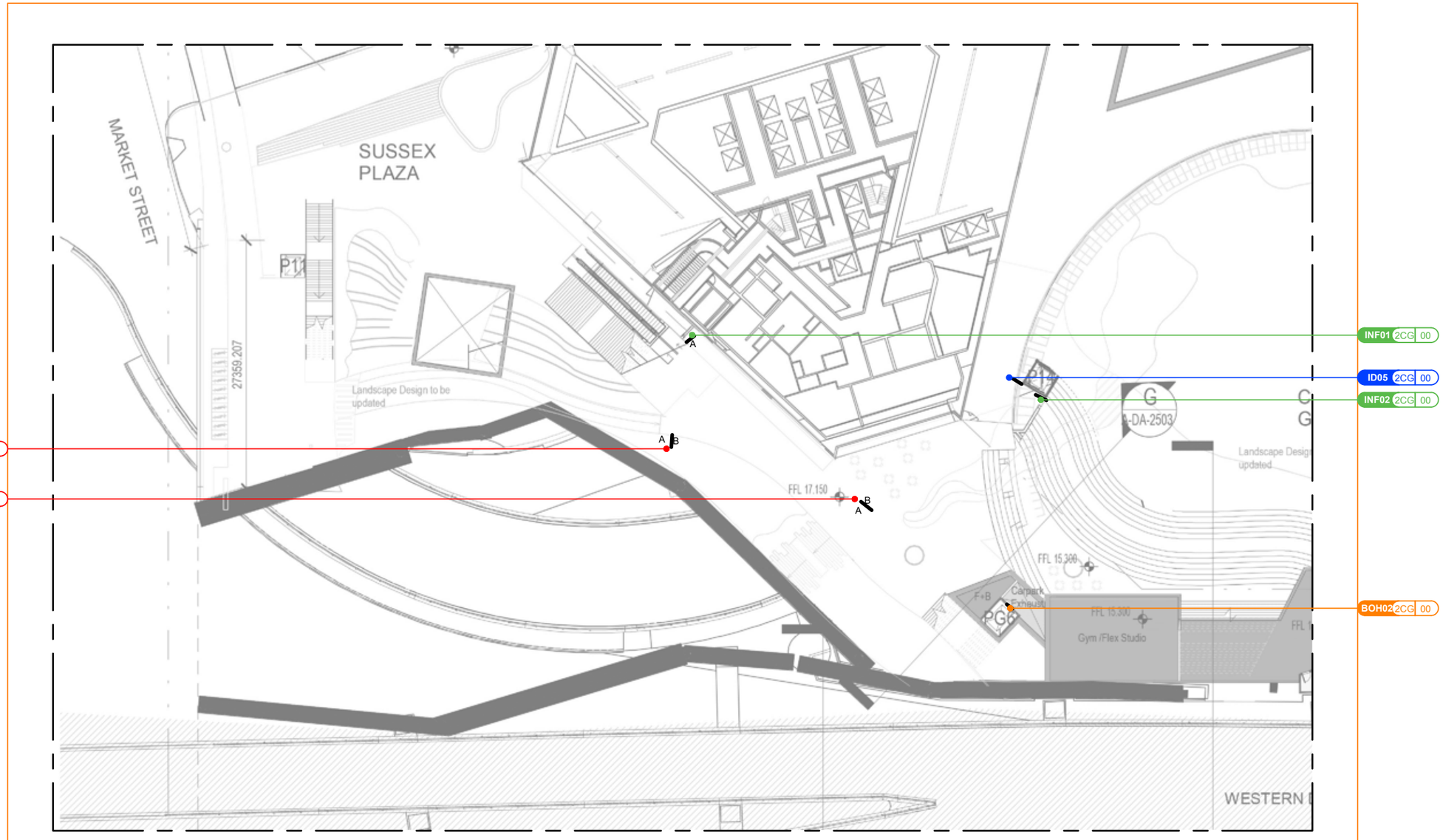


Level 2 CG - Key Plan
1:1250

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08	DIRECTIONAL SUPERGRAPHICS	ID04	ROOM IDENTIFICATION	ID11	LIFT IDENTIFICATION	ID18	LIFT LOBBY TREATMENT	BOH01	LOADING ZONE IDENTIFICATION
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09	COLUMN GRAPHICS	ID05	AMENITY IDENTIFICATION - CANTILEVERED	ID12	ENTRY IDENTIFICATION	INF01	SITE DIRECTORY	BOH02	GOODS LIFT IDENTIFICATION
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01	GLAZING GRAPHICS	ID06	AMENITY IDENTIFICATION - WALL MOUNTED	ID13	BIKE PARKING ENTRY TREATMENT	INF02	LIFT DIRECTORY (STATIC)	BOH03	BACK OF HOUSE SIGNAGE
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02	ENVIRONMENTAL GRAPHICS	ID07	AMENITY IDENTIFICATION - BRAILLE	ID14	ZONE IDENTIFICATION - FREESTANDING	INF03	CONDITIONS OF ENTRY	BOH04	OPERATIONAL SIGNAGE
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01	SITE IDENTIFICATION	ID08	TOWER ADDRESS IDENTIFICATION	ID15	ZONE IDENTIFICATION - GROUND MARKING	INF04	TOWER TENANT DIRECTORY (DIGITAL)	SS01	SAFETY DECAL
DIR06	VEHICULAR DIRECTIONAL	ID02	DESTINATION IDENTIFICATION	ID09	TOWER CONCIERGE IDENTIFICATION	ID16	END OF TRIP FACILITY TREATMENT	INF05	TOWER LIFT DIRECTORY (STATIC)	SS02	STATUTORY SIGNAGE
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03	PRECINCT IDENTIFICATION	ID10	TOWER LIFT BANK IDENTIFICATION	ID17	LOCKER NUMBERS				

10.4 Sign location plans

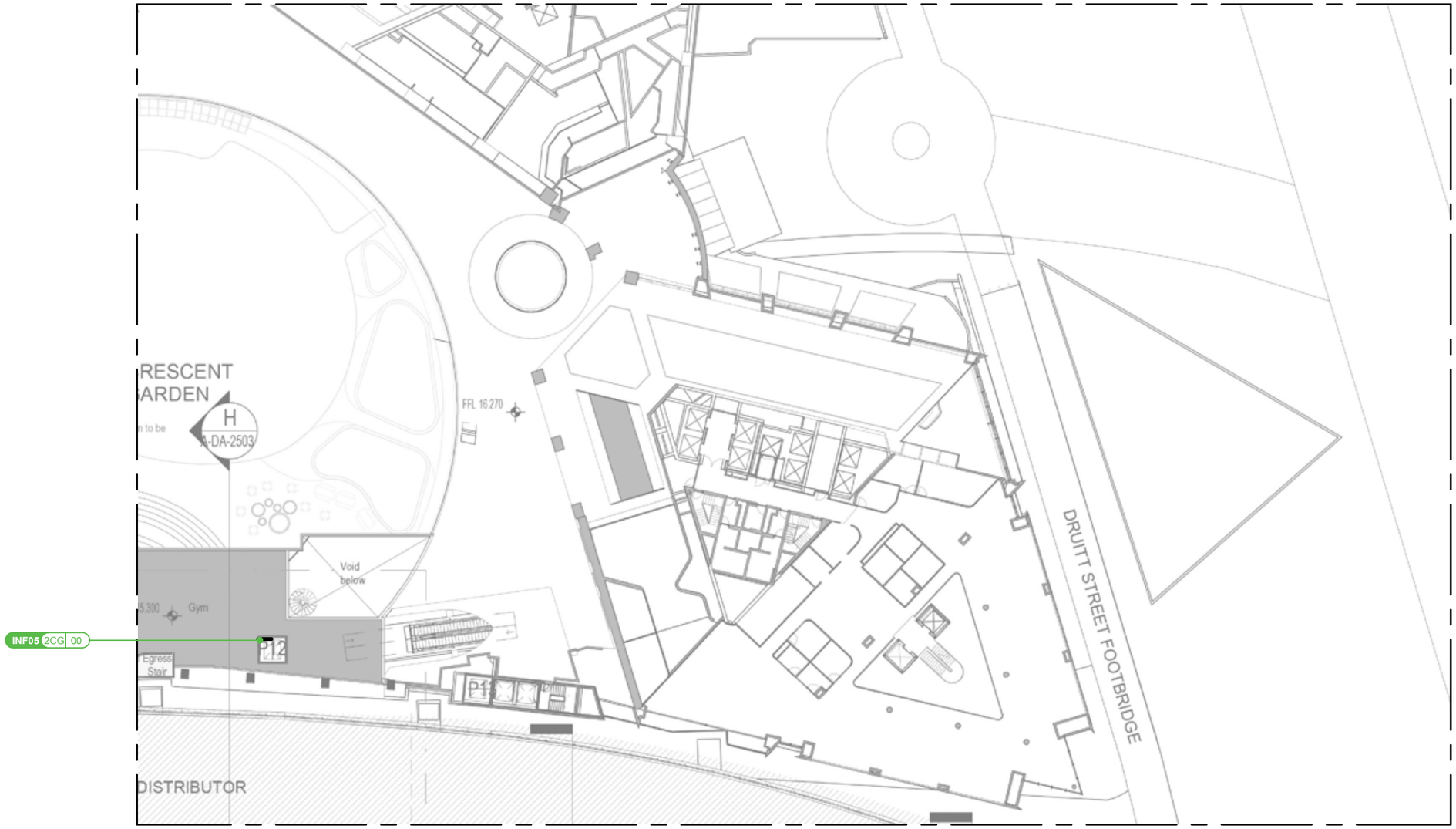


Level 2 CG - Detail 1
1:500

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans

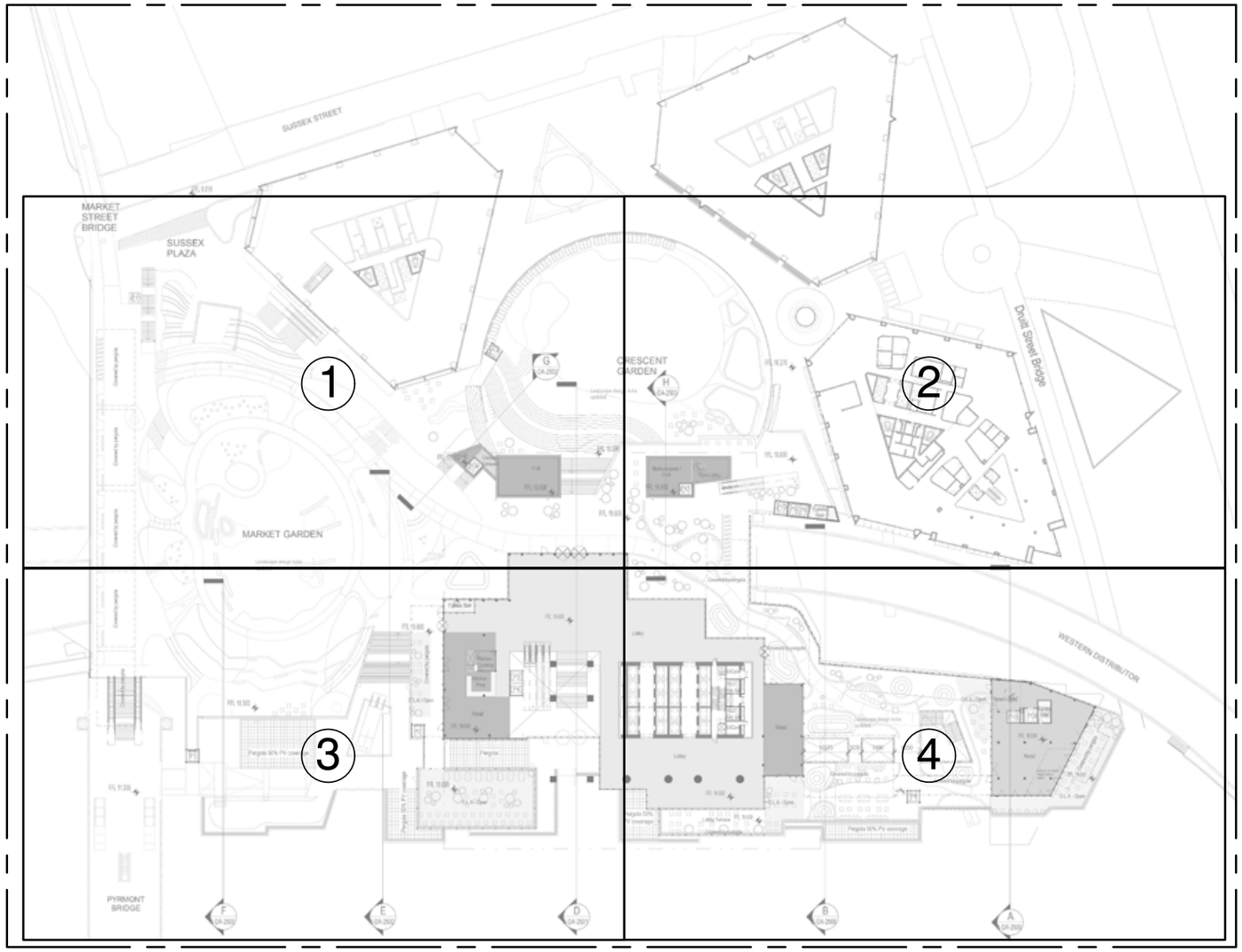


Level 2 CG - Detail 2
1:500

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08	DIRECTIONAL SUPERGRAPHICS	ID04	ROOM IDENTIFICATION	ID11	LIFT IDENTIFICATION	ID18	LIFT LOBBY TREATMENT	BOH01	LOADING ZONE IDENTIFICATION
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09	COLUMN GRAPHICS	ID05	AMENITY IDENTIFICATION - CANTILEVERED	ID12	ENTRY IDENTIFICATION	INF01	SITE DIRECTORY	BOH02	GOODS LIFT IDENTIFICATION
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01	GLAZING GRAPHICS	ID06	AMENITY IDENTIFICATION - WALL MOUNTED	ID13	BIKE PARKING ENTRY TREATMENT	INF02	LIFT DIRECTORY (STATIC)	BOH03	BACK OF HOUSE SIGNAGE
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02	ENVIRONMENTAL GRAPHICS	ID07	AMENITY IDENTIFICATION - BRAILLE	ID14	ZONE IDENTIFICATION - FREESTANDING	INF03	CONDITIONS OF ENTRY	BOH04	OPERATIONAL SIGNAGE
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01	SITE IDENTIFICATION	ID08	TOWER ADDRESS IDENTIFICATION	ID15	ZONE IDENTIFICATION - GROUND MARKING	INF04	TOWER TENANT DIRECTORY (DIGITAL)	SS01	SAFETY DECAL
DIR06	VEHICULAR DIRECTIONAL	ID02	DESTINATION IDENTIFICATION	ID09	TOWER CONCIERGE IDENTIFICATION	ID16	END OF TRIP FACILITY TREATMENT	INF05	TOWER LIFT DIRECTORY (STATIC)	SS02	STATUTORY SIGNAGE
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03	PRECINCT IDENTIFICATION	ID10	TOWER LIFT BANK IDENTIFICATION	ID17	LOCKER NUMBERS				

10.4 Sign location plans

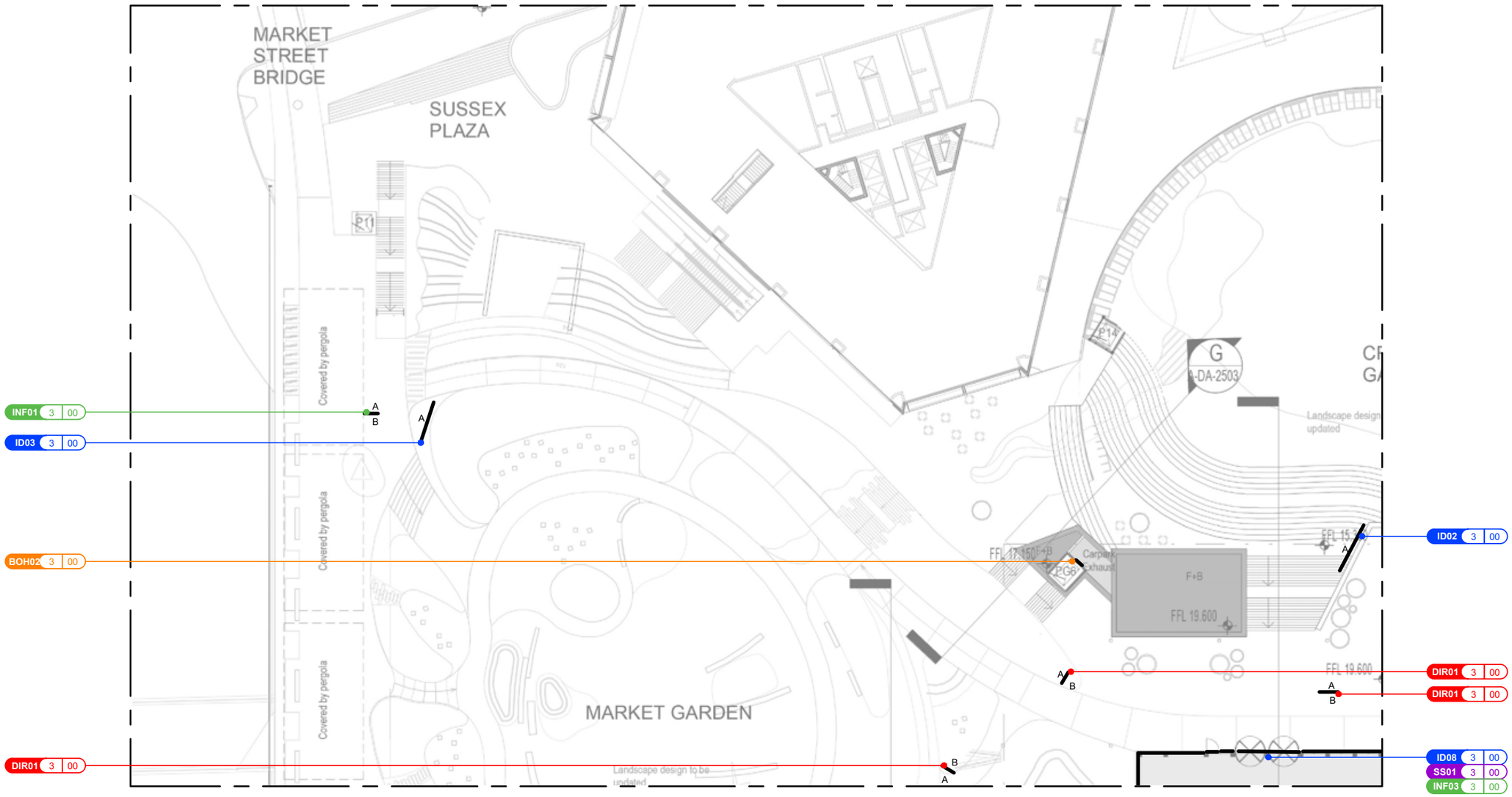


Level 3 - Key Plan
1:1250

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR06	VEHICULAR DIRECTIONAL
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING
DIR08	DIRECTIONAL SUPERGRAPHICS
DIR09	COLUMN GRAPHICS
ENV01	GLAZING GRAPHICS
ENV02	ENVIRONMENTAL GRAPHICS
ID01	SITE IDENTIFICATION
ID02	DESTINATION IDENTIFICATION
ID03	PRECINCT IDENTIFICATION
ID04	ROOM IDENTIFICATION
ID05	AMENITY IDENTIFICATION - CANTILEVERED
ID06	AMENITY IDENTIFICATION - WALL MOUNTED
ID07	AMENITY IDENTIFICATION - BRAILLE
ID08	TOWER ADDRESS IDENTIFICATION
ID09	TOWER CONCIERGE IDENTIFICATION
ID10	TOWER LIFT BANK IDENTIFICATION
ID11	LIFT IDENTIFICATION
ID12	ENTRY IDENTIFICATION
ID13	BIKE PARKING ENTRY TREATMENT
ID14	ZONE IDENTIFICATION - FREESTANDING
ID15	ZONE IDENTIFICATION - GROUND MARKING
ID16	END OF TRIP FACILITY TREATMENT
ID17	LOCKER NUMBERS
ID18	LIFT LOBBY TREATMENT
INF01	SITE DIRECTORY
INF02	LIFT DIRECTORY (STATIC)
INF03	CONDITIONS OF ENTRY
INF04	TOWER TENANT DIRECTORY (DIGITAL)
INF05	TOWER LIFT DIRECTORY (STATIC)
BOH01	LOADING ZONE IDENTIFICATION
BOH02	GOODS LIFT IDENTIFICATION
BOH03	BACK OF HOUSE SIGNAGE
BOH04	OPERATIONAL SIGNAGE
SS01	SAFETY DECAL
SS02	STATUTORY SIGNAGE

10.4 Sign location plans

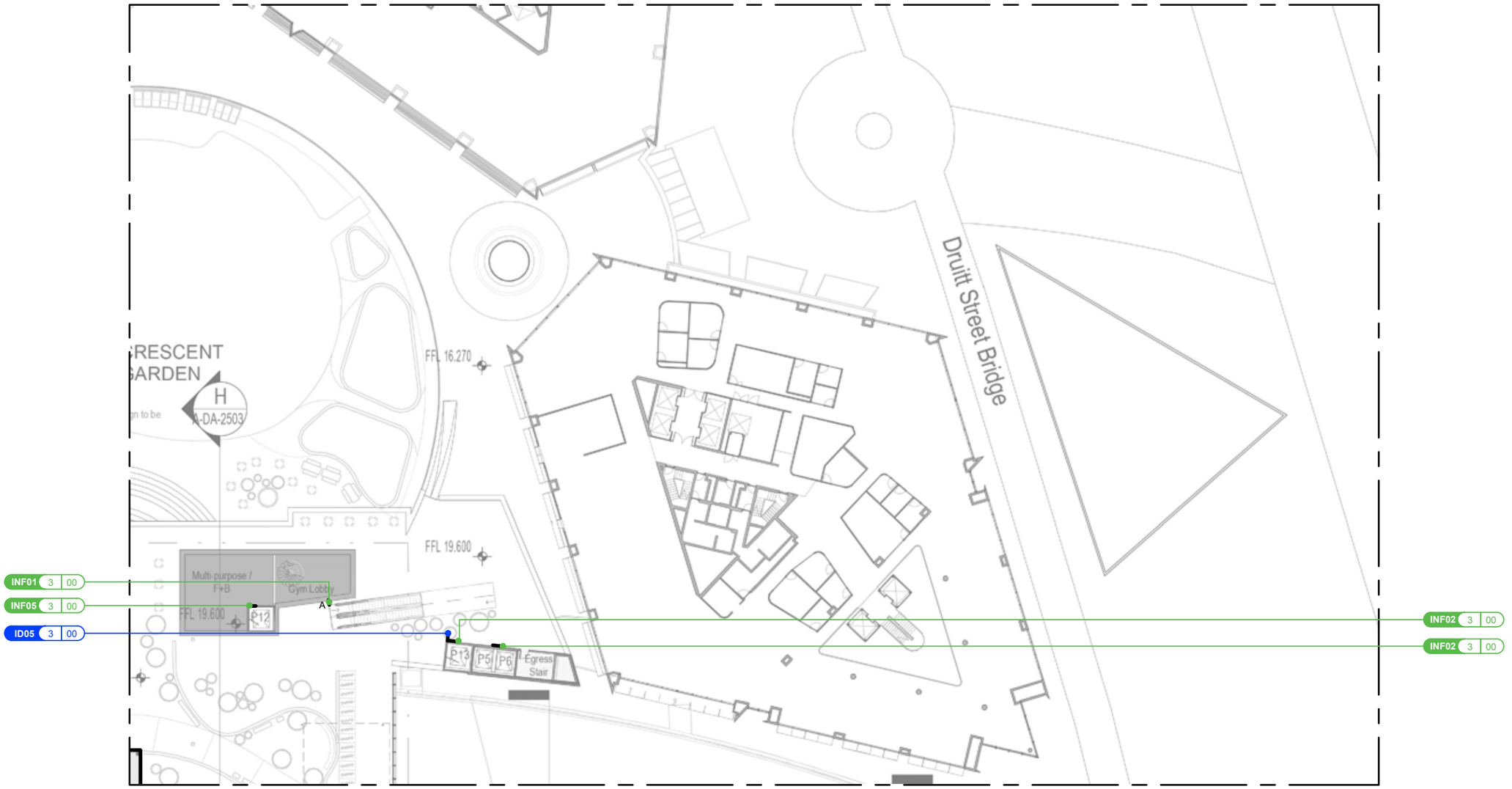


Level 3 - Detail 1
1:500

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08	DIRECTIONAL SUPERGRAPHICS	ID04	ROOM IDENTIFICATION	ID11	LIFT IDENTIFICATION	ID18	LIFT LOBBY TREATMENT	BOH01	LOADING ZONE IDENTIFICATION
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09	COLUMN GRAPHICS	ID05	AMENITY IDENTIFICATION - CANTILEVERED	ID12	ENTRY IDENTIFICATION	INF01	SITE DIRECTORY	BOH02	GOODS LIFT IDENTIFICATION
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01	GLAZING GRAPHICS	ID06	AMENITY IDENTIFICATION - WALL MOUNTED	ID13	BIKE PARKING ENTRY TREATMENT	INF02	LIFT DIRECTORY (STATIC)	BOH03	BACK OF HOUSE SIGNAGE
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02	ENVIRONMENTAL GRAPHICS	ID07	AMENITY IDENTIFICATION - BRAILLE	ID14	ZONE IDENTIFICATION - FREESTANDING	INF03	CONDITIONS OF ENTRY	BOH04	OPERATIONAL SIGNAGE
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01	SITE IDENTIFICATION	ID08	TOWER ADDRESS IDENTIFICATION	ID15	ZONE IDENTIFICATION - GROUND MARKING	INF04	TOWER TENANT DIRECTORY (DIGITAL)	SS01	SAFETY DECAL
DIR06	VEHICULAR DIRECTIONAL	ID02	DESTINATION IDENTIFICATION	ID09	TOWER CONCIERGE IDENTIFICATION	ID16	END OF TRIP FACILITY TREATMENT	INF05	TOWER LIFT DIRECTORY (STATIC)	SS02	STATUTORY SIGNAGE
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03	PRECINCT IDENTIFICATION	ID10	TOWER LIFT BANK IDENTIFICATION	ID17	LOCKER NUMBERS				

10.4 Sign location plans

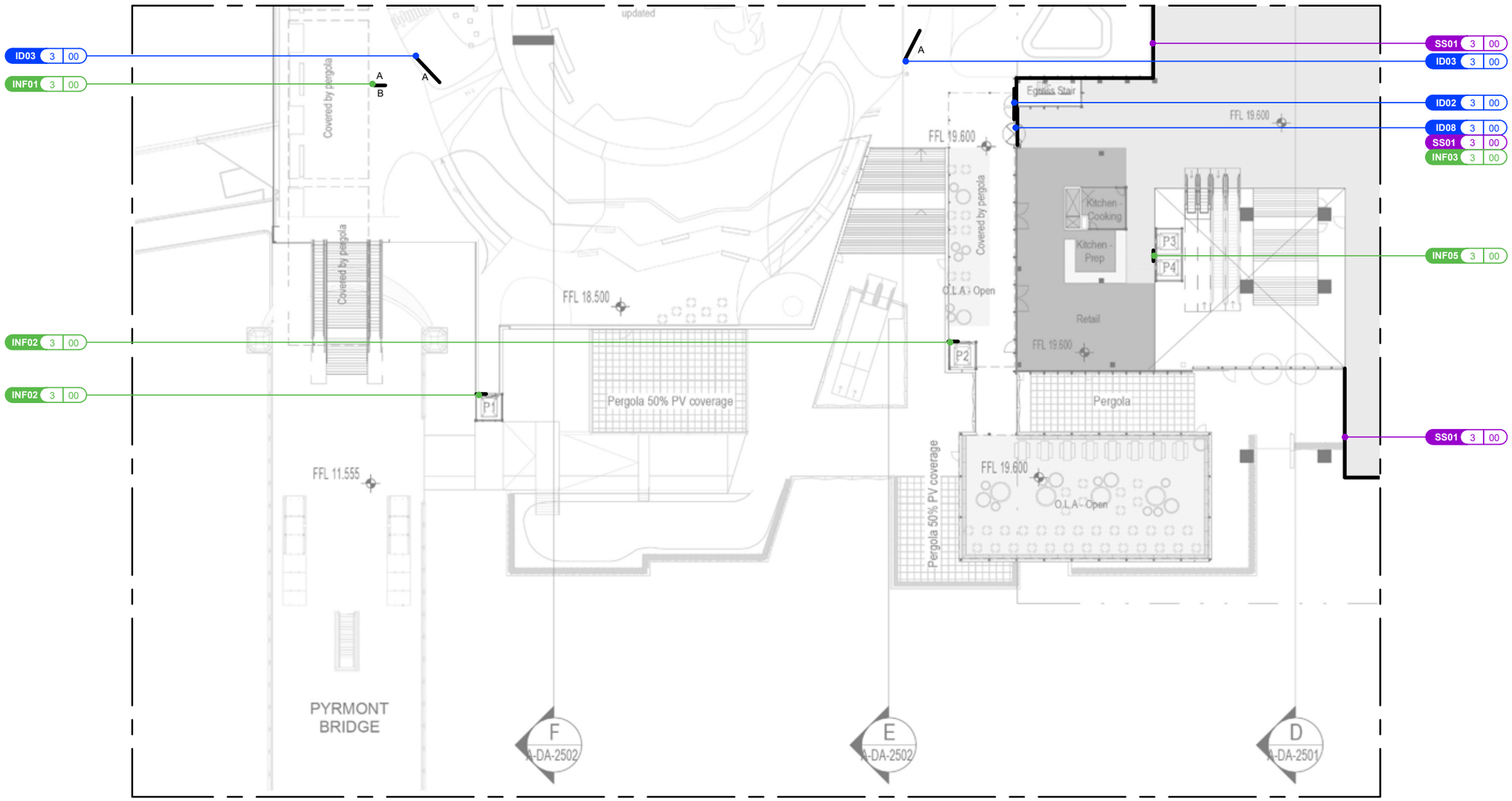


Level 3 - Detail 2
1:500

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR06	VEHICULAR DIRECTIONAL
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING
DIR08	DIRECTIONAL SUPERGRAPHICS
DIR09	COLUMN GRAPHICS
ENV01	GLAZING GRAPHICS
ENV02	ENVIRONMENTAL GRAPHICS
ID01	SITE IDENTIFICATION
ID02	DESTINATION IDENTIFICATION
ID03	PRECINCT IDENTIFICATION
ID04	ROOM IDENTIFICATION
ID05	AMENITY IDENTIFICATION - CANTILEVERED
ID06	AMENITY IDENTIFICATION - WALL MOUNTED
ID07	AMENITY IDENTIFICATION - BRAILLE
ID08	TOWER ADDRESS IDENTIFICATION
ID09	TOWER CONCIERGE IDENTIFICATION
ID10	TOWER LIFT BANK IDENTIFICATION
ID11	LIFT IDENTIFICATION
ID12	ENTRY IDENTIFICATION
ID13	BIKE PARKING ENTRY TREATMENT
ID14	ZONE IDENTIFICATION - FREESTANDING
ID15	ZONE IDENTIFICATION - GROUND MARKING
ID16	END OF TRIP FACILITY TREATMENT
ID17	LOCKER NUMBERS
ID18	LIFT LOBBY TREATMENT
INF01	SITE DIRECTORY
INF02	LIFT DIRECTORY (STATIC)
INF03	CONDITIONS OF ENTRY
INF04	TOWER TENANT DIRECTORY (DIGITAL)
INF05	TOWER LIFT DIRECTORY (STATIC)
BOH01	LOADING ZONE IDENTIFICATION
BOH02	GOODS LIFT IDENTIFICATION
BOH03	BACK OF HOUSE SIGNAGE
BOH04	OPERATIONAL SIGNAGE
SS01	SAFETY DECAL
SS02	STATUTORY SIGNAGE

10.4 Sign location plans

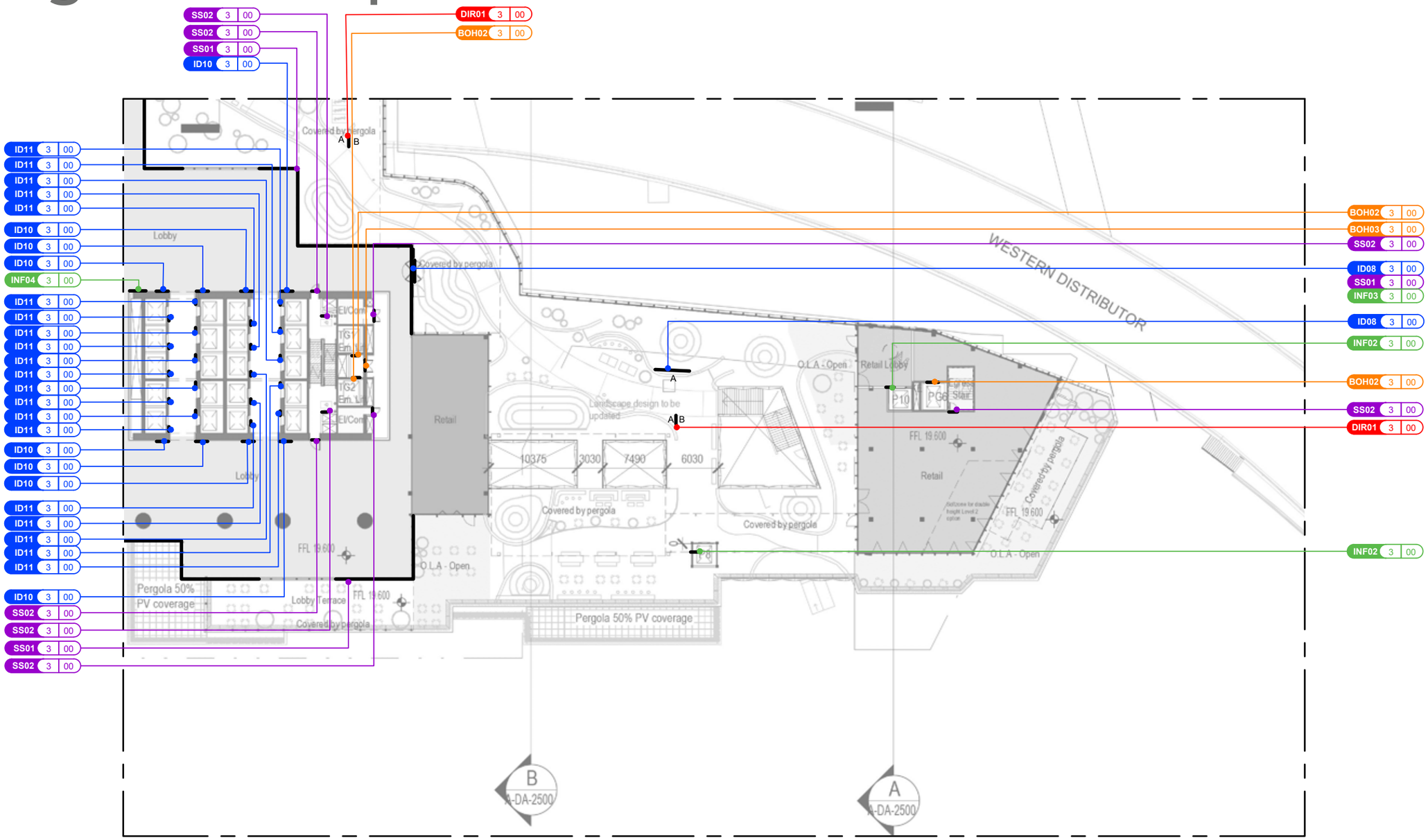


Level 3 - Detail 3
1:500

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans

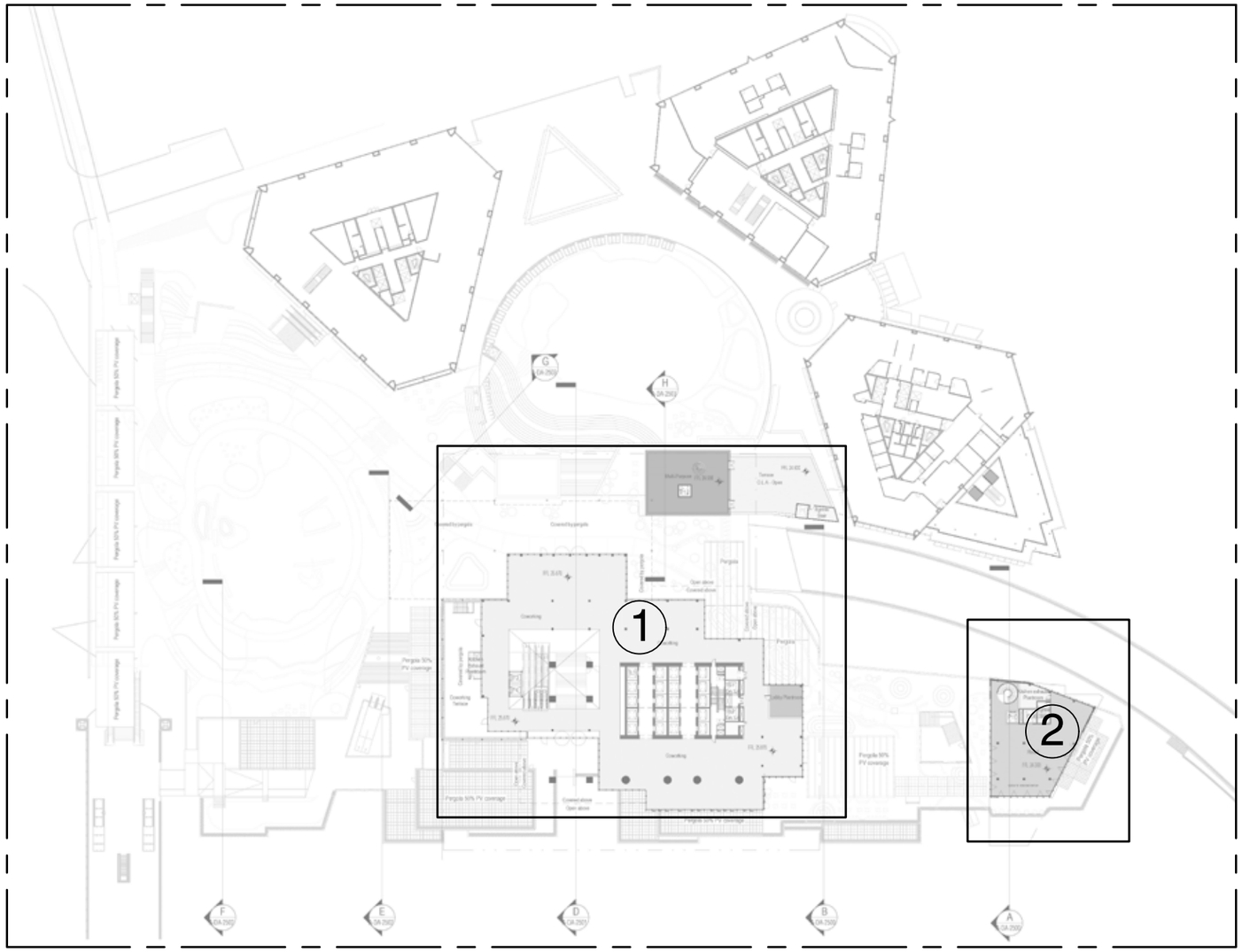


Level 3 - Detail 4
1:500

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans

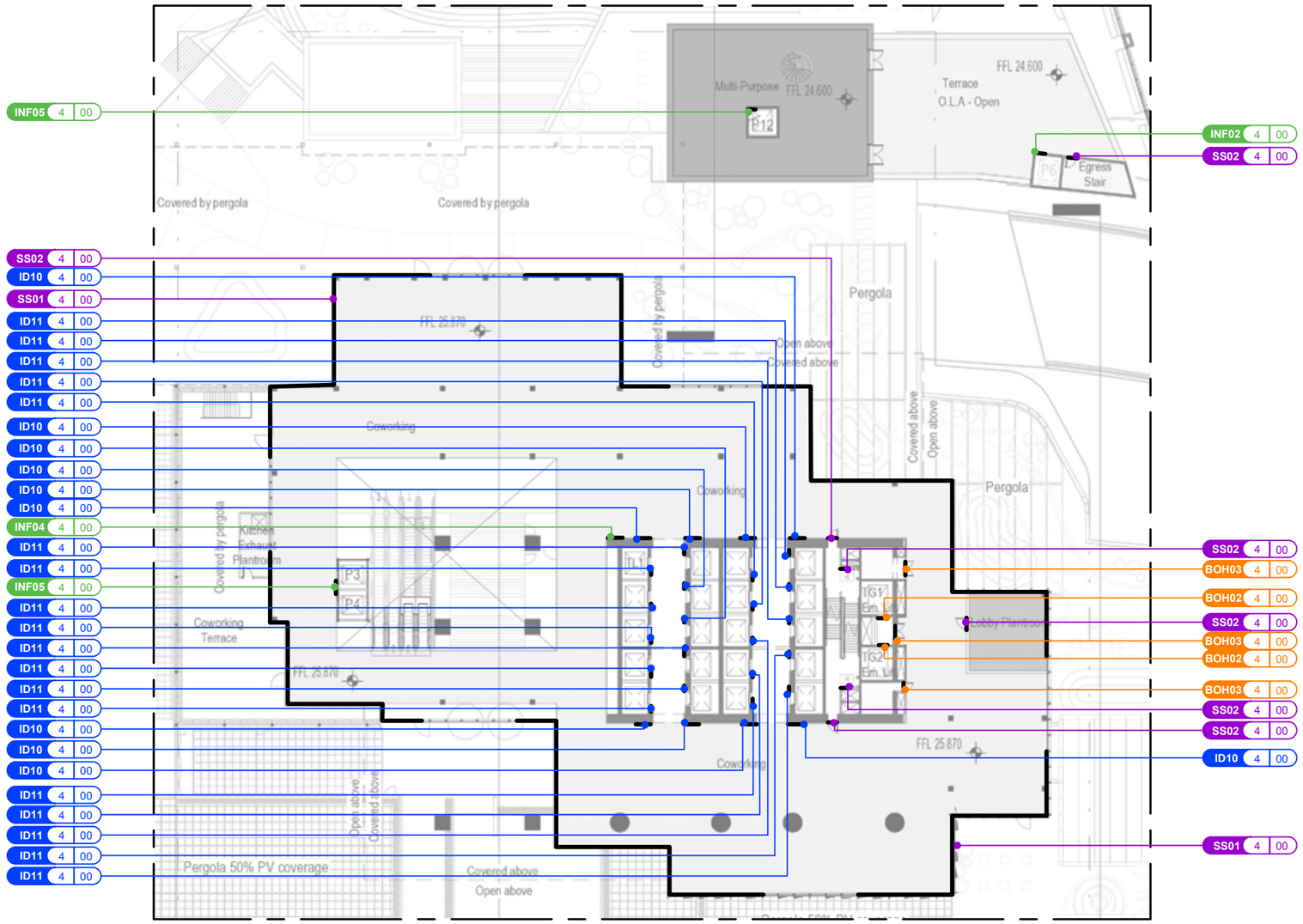


Level 4 - Key Plan
1:1250

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans

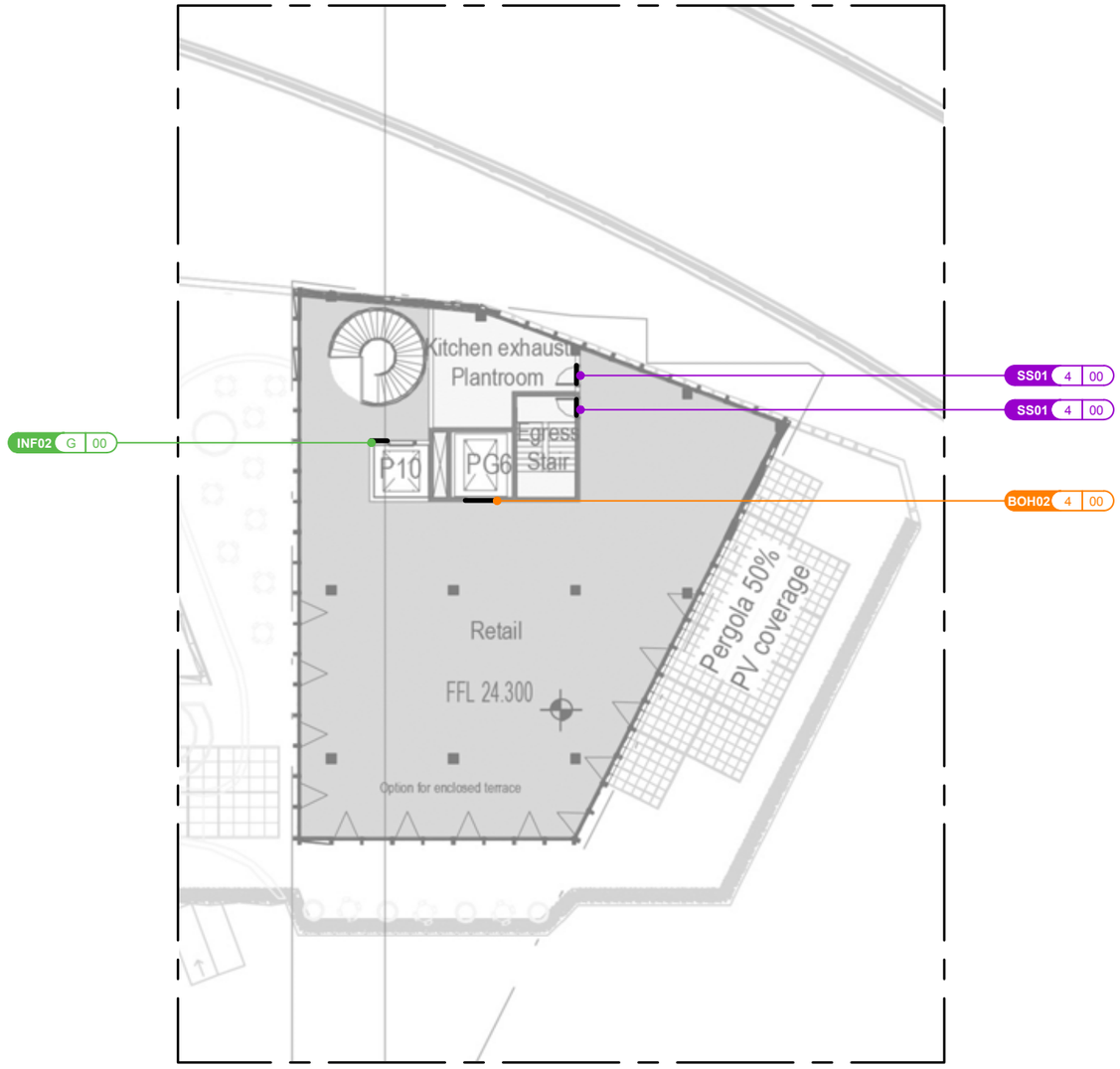


Level 4 - Detail 1
1:500

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED
DIR06	VEHICULAR DIRECTIONAL
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING
DIR08	DIRECTIONAL SUPERGRAPHICS
DIR09	COLUMN GRAPHICS
ENV01	GLAZING GRAPHICS
ENV02	ENVIRONMENTAL GRAPHICS
ID01	SITE IDENTIFICATION
ID02	DESTINATION IDENTIFICATION
ID03	PRECINCT IDENTIFICATION
ID04	ROOM IDENTIFICATION
ID05	AMENITY IDENTIFICATION - CANTILEVERED
ID06	AMENITY IDENTIFICATION - WALL MOUNTED
ID07	AMENITY IDENTIFICATION - BRAILLE
ID08	TOWER ADDRESS IDENTIFICATION
ID09	TOWER CONCIERGE IDENTIFICATION
ID10	TOWER LIFT BANK IDENTIFICATION
ID11	LIFT IDENTIFICATION
ID12	ENTRY IDENTIFICATION
ID13	BIKE PARKING ENTRY TREATMENT
ID14	ZONE IDENTIFICATION - FREESTANDING
ID15	ZONE IDENTIFICATION - GROUND MARKING
ID16	END OF TRIP FACILITY TREATMENT
ID17	LOCKER NUMBERS
ID18	LIFT LOBBY TREATMENT
INF01	SITE DIRECTORY
INF02	LIFT DIRECTORY (STATIC)
INF03	CONDITIONS OF ENTRY
INF04	TOWER TENANT DIRECTORY (DIGITAL)
INF05	TOWER LIFT DIRECTORY (STATIC)
BOH01	LOADING ZONE IDENTIFICATION
BOH02	GOODS LIFT IDENTIFICATION
BOH03	BACK OF HOUSE SIGNAGE
BOH04	OPERATIONAL SIGNAGE
SS01	SAFETY DECAL
SS02	STATUTORY SIGNAGE

10.4 Sign location plans

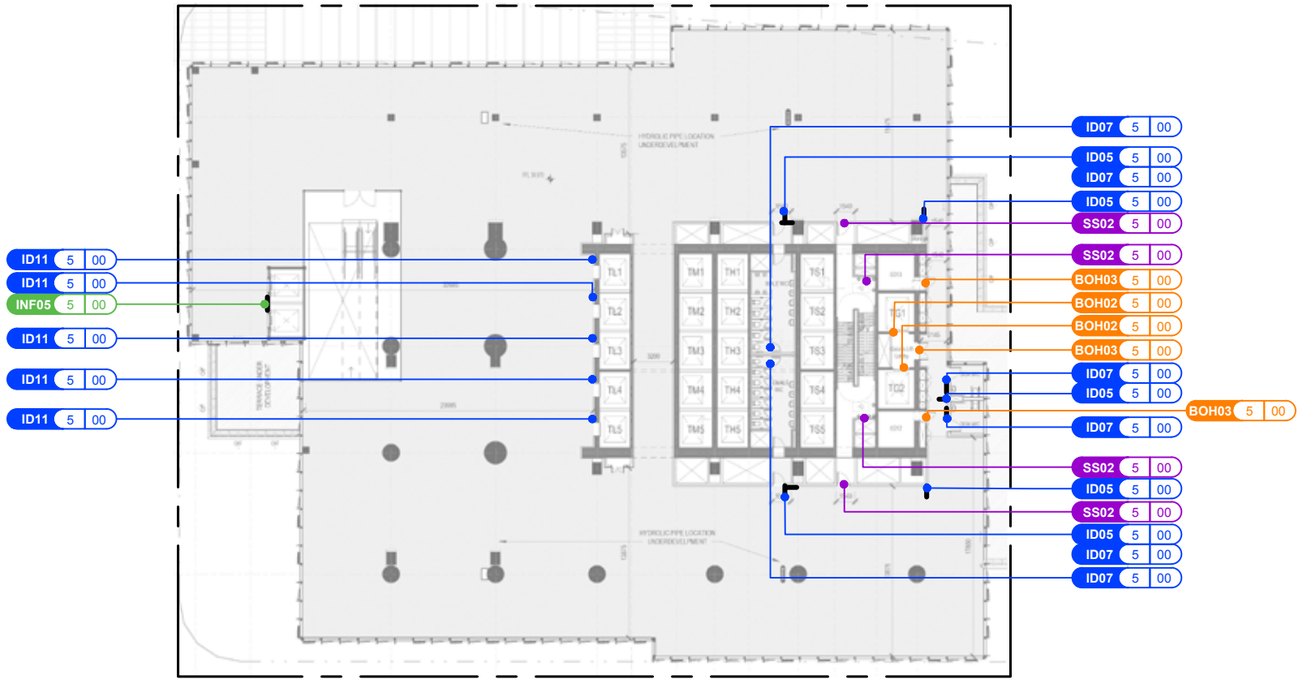


- - Level 4 - Detail 2
1:300

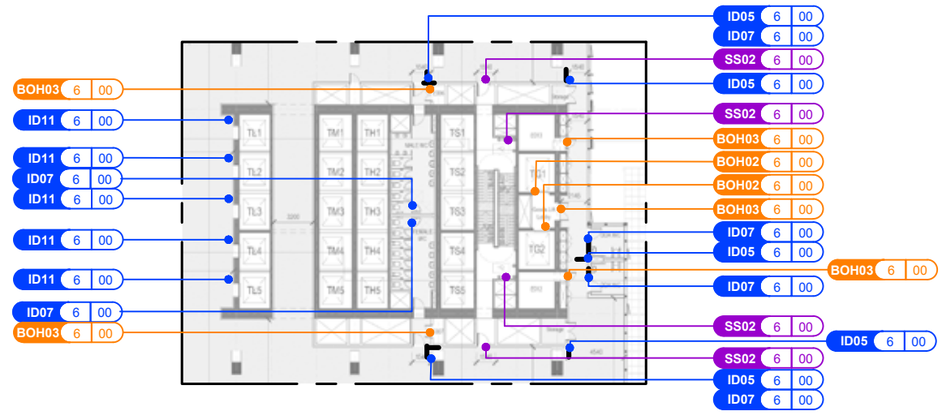
KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans



Tower - Level 5
1:1250

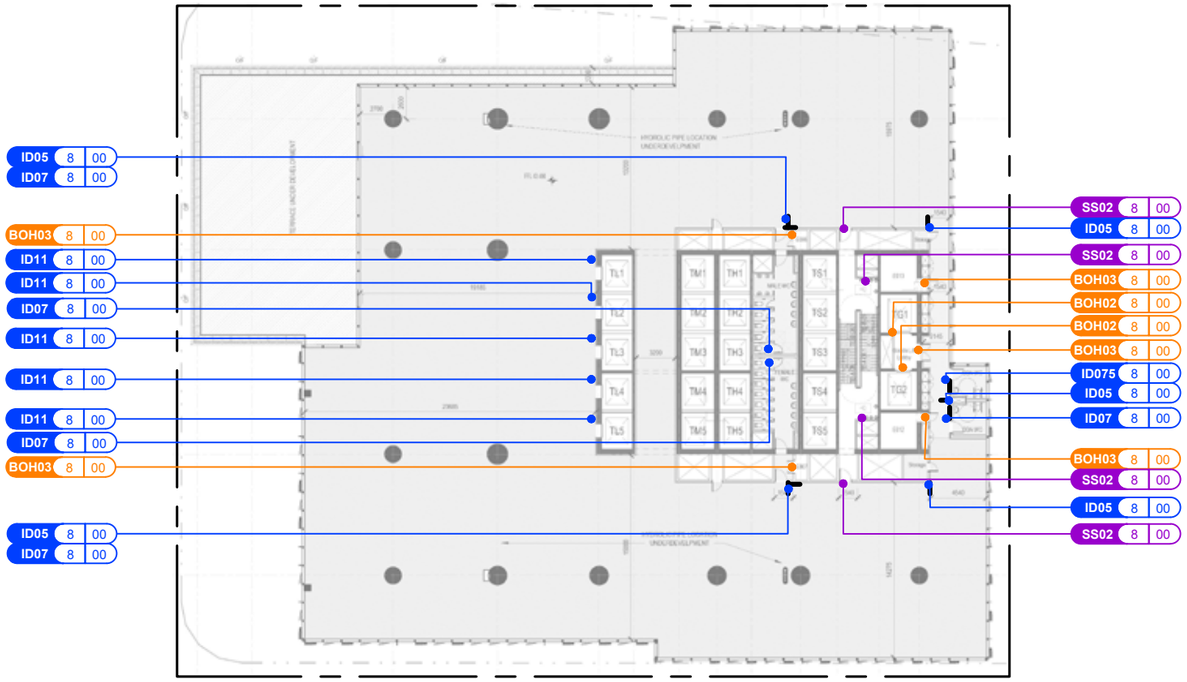


Tower - Typical Level 6 & 7 Lift Lobby
1:1250

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans



Tower - Level 8
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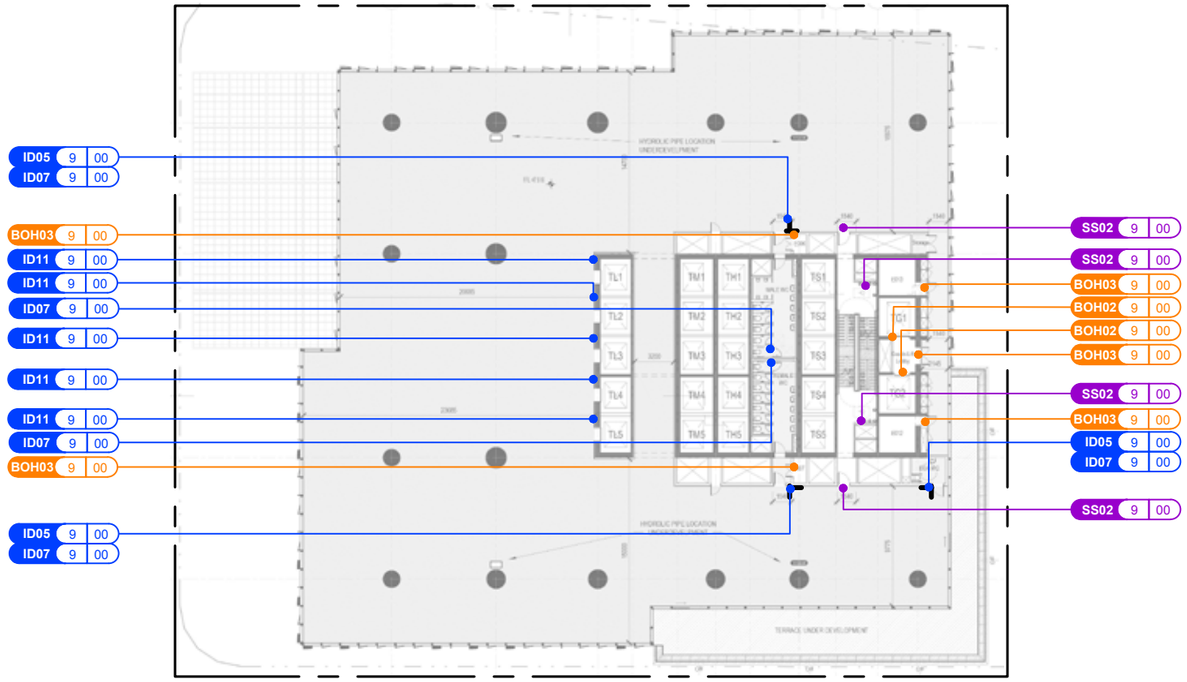
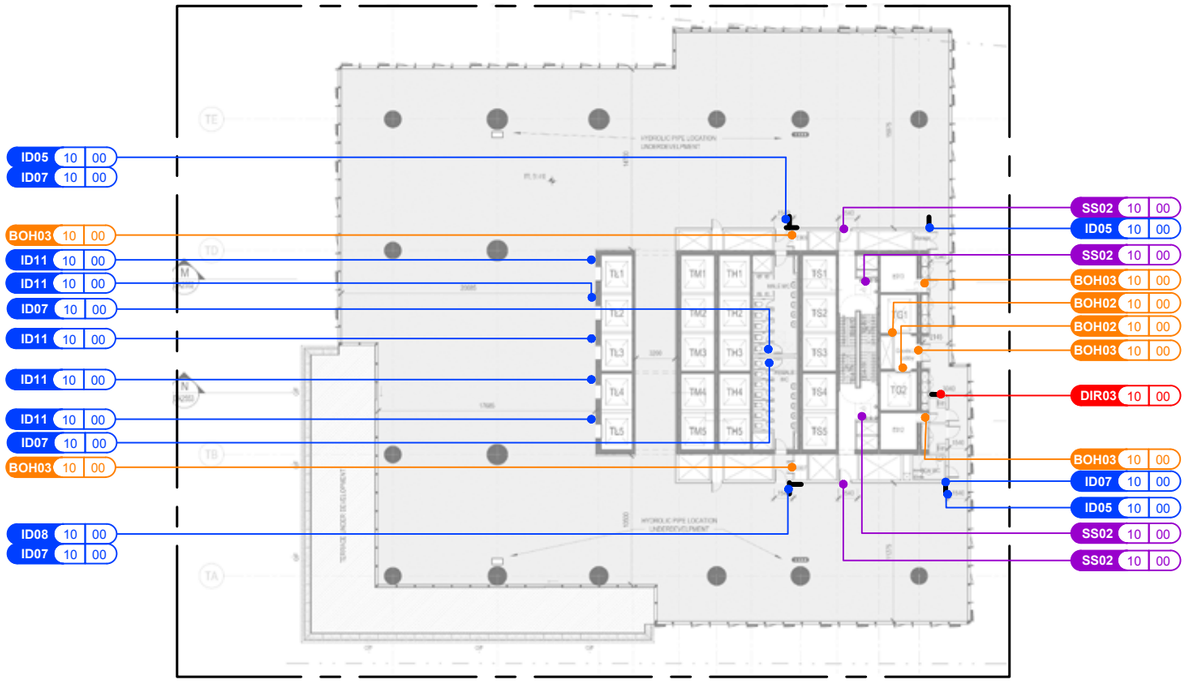


Tower - Level 9
1:1250

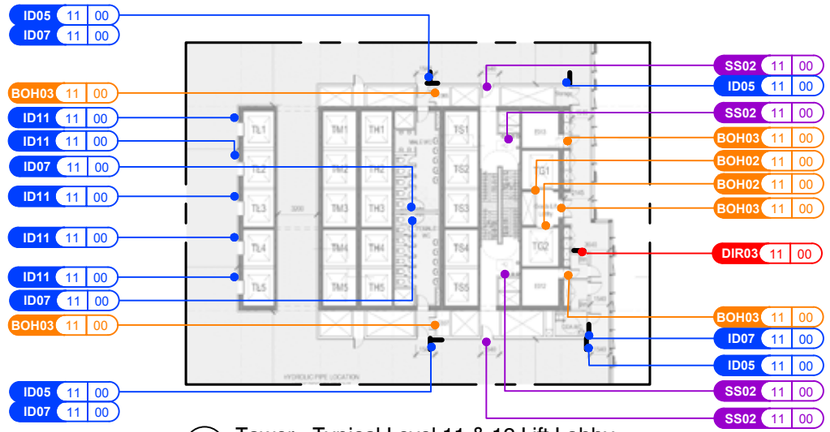
KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08	DIRECTIONAL SUPERGRAPHICS	ID04	ROOM IDENTIFICATION	ID11	LIFT IDENTIFICATION	ID18	LIFT LOBBY TREATMENT	BOH01	LOADING ZONE IDENTIFICATION
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09	COLUMN GRAPHICS	ID05	AMENITY IDENTIFICATION - CANTILEVERED	ID12	ENTRY IDENTIFICATION	INF01	SITE DIRECTORY	BOH02	GOODS LIFT IDENTIFICATION
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01	GLAZING GRAPHICS	ID06	AMENITY IDENTIFICATION - WALL MOUNTED	ID13	BIKE PARKING ENTRY TREATMENT	INF02	LIFT DIRECTORY (STATIC)	BOH03	BACK OF HOUSE SIGNAGE
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02	ENVIRONMENTAL GRAPHICS	ID07	AMENITY IDENTIFICATION - BRAILLE	ID14	ZONE IDENTIFICATION - FREESTANDING	INF03	CONDITIONS OF ENTRY	BOH04	OPERATIONAL SIGNAGE
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01	SITE IDENTIFICATION	ID08	TOWER ADDRESS IDENTIFICATION	ID15	ZONE IDENTIFICATION - GROUND MARKING	INF04	TOWER TENANT DIRECTORY (DIGITAL)	SS01	SAFETY DECAL
DIR06	VEHICULAR DIRECTIONAL	ID02	DESTINATION IDENTIFICATION	ID09	TOWER CONCIERGE IDENTIFICATION	ID16	END OF TRIP FACILITY TREATMENT	INF05	TOWER LIFT DIRECTORY (STATIC)	SS02	STATUTORY SIGNAGE
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03	PRECINCT IDENTIFICATION	ID10	TOWER LIFT BANK IDENTIFICATION	ID17	LOCKER NUMBERS				

10.4 Sign location plans



Tower - Level 10
1:1250

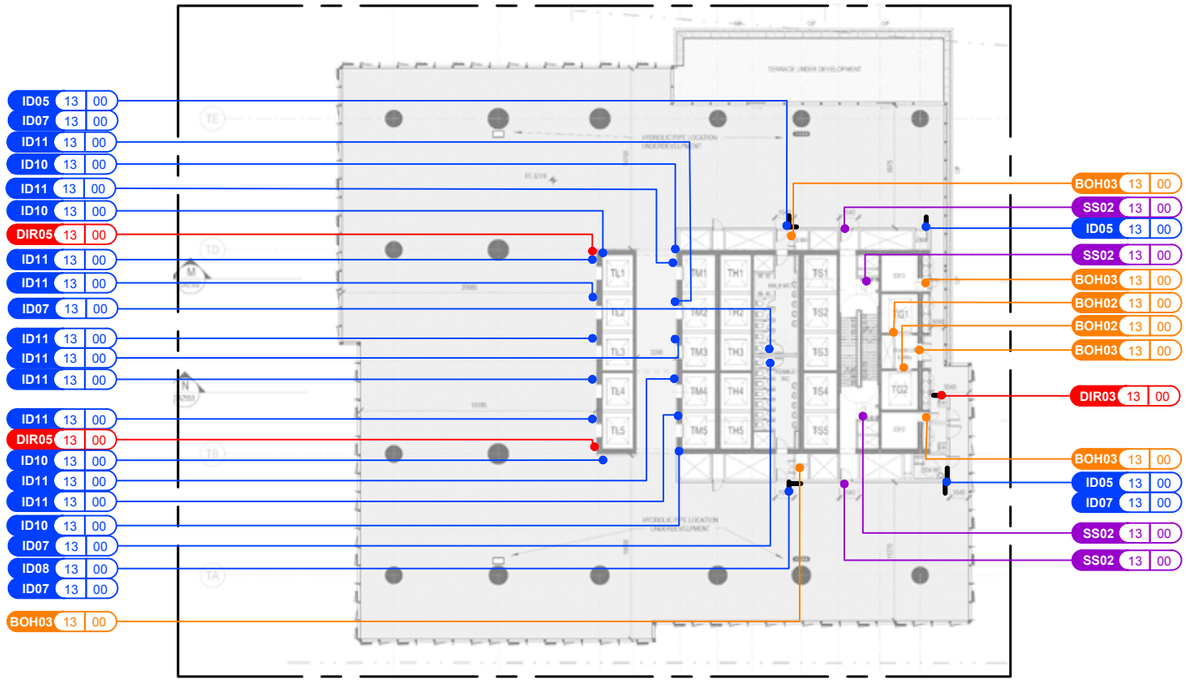


Tower - Typical Level 11 & 12 Lift Lobby
1:1250

KEY

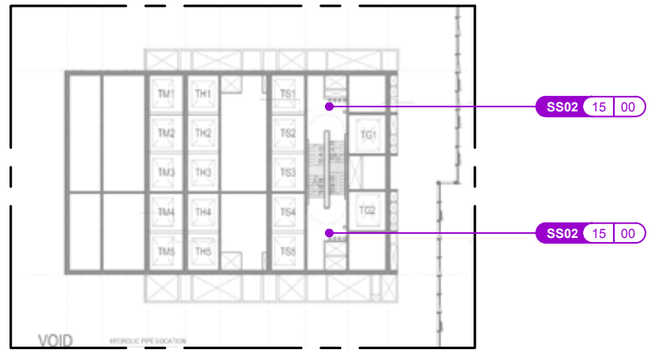
DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans



Tower - Level 13
1:1250

Tower - Level 14
1:1250



Tower - Level 15
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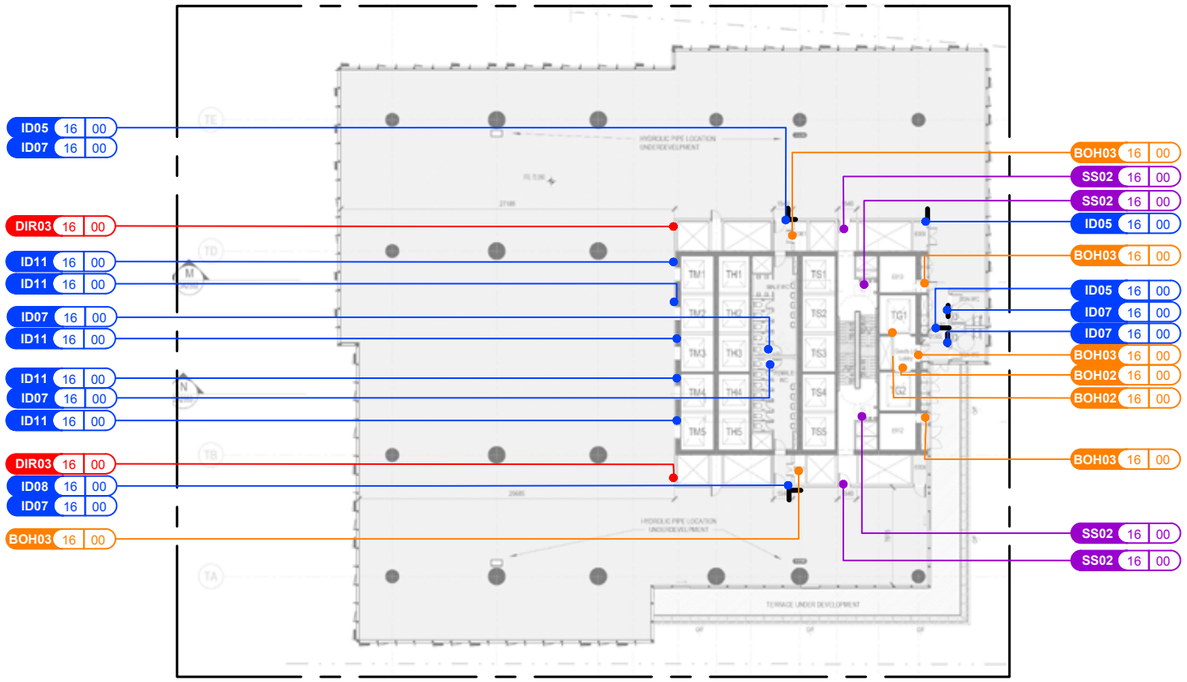
KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans



Tower - Level 16
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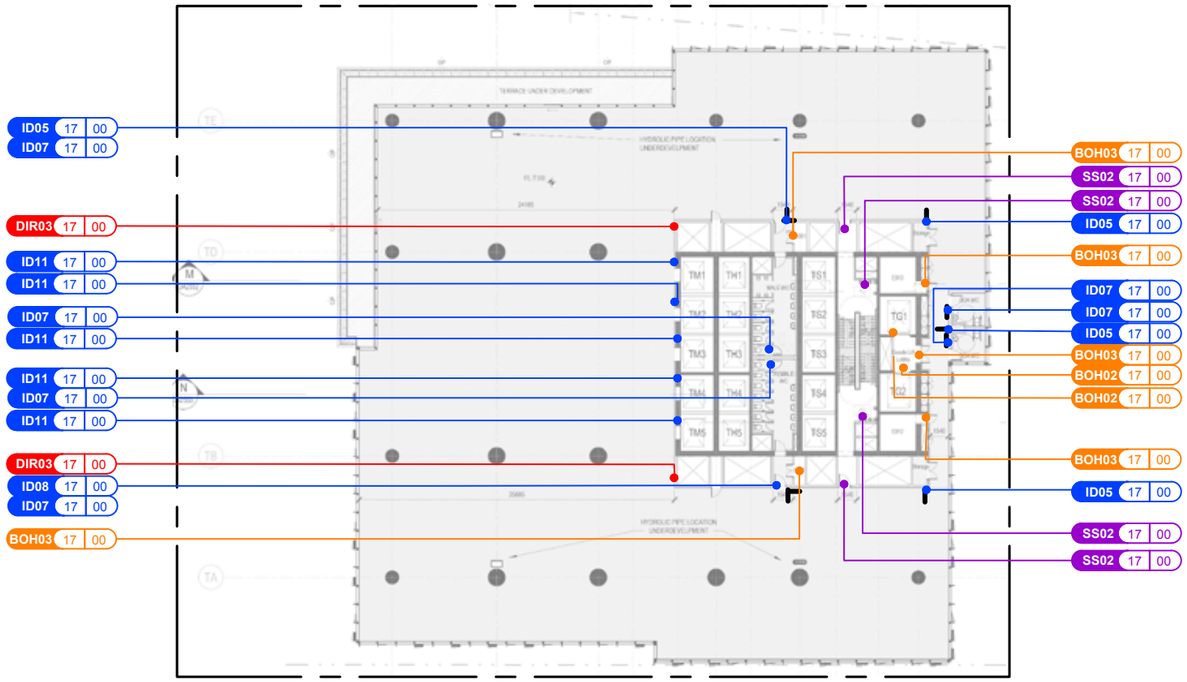
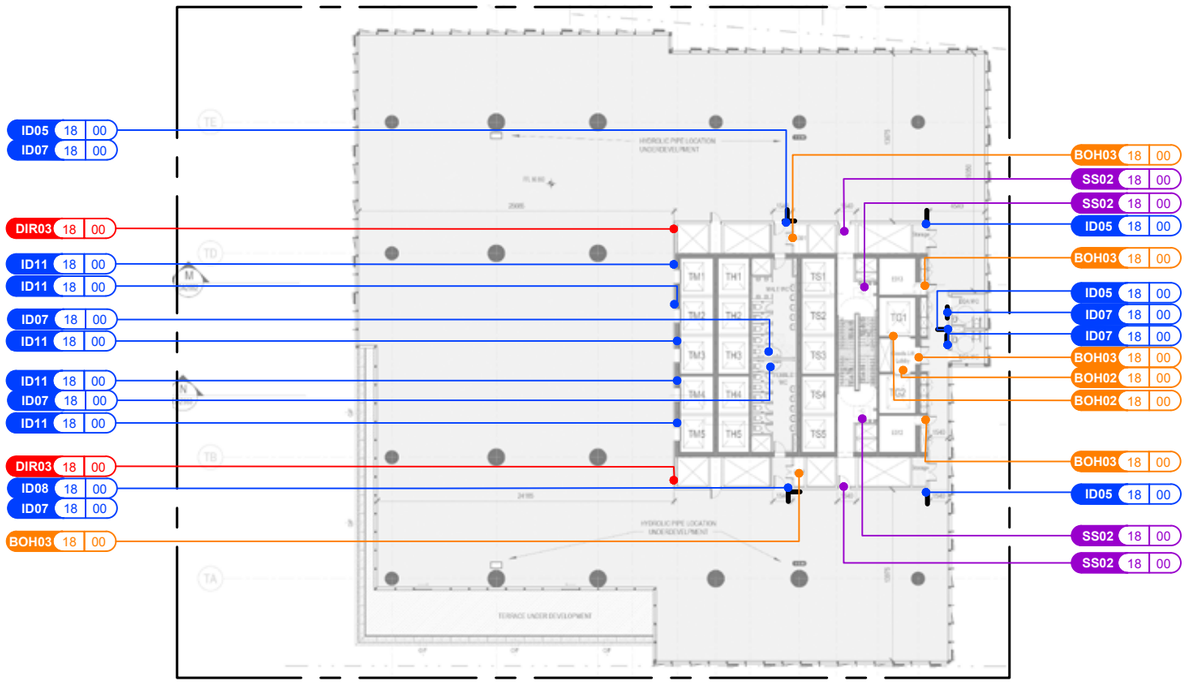


Tower - Level 17
1:1250

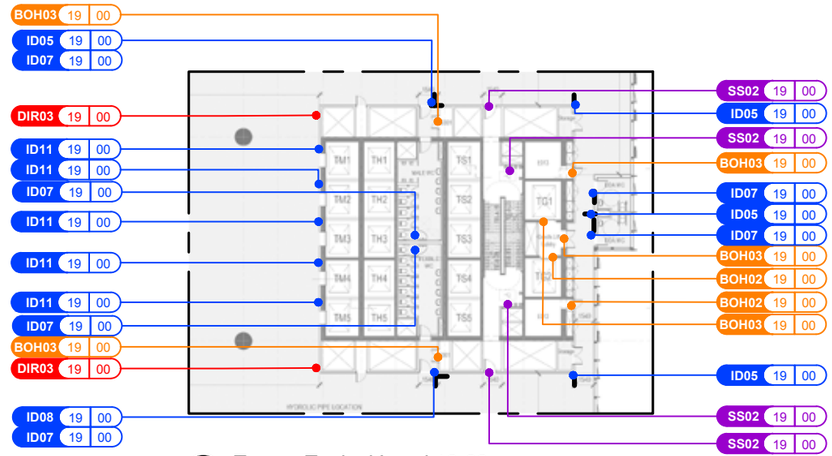
KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08	DIRECTIONAL SUPERGRAPHICS	ID04	ROOM IDENTIFICATION	ID11	LIFT IDENTIFICATION	ID18	LIFT LOBBY TREATMENT	BOH01	LOADING ZONE IDENTIFICATION
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09	COLUMN GRAPHICS	ID05	AMENITY IDENTIFICATION - CANTILEVERED	ID12	ENTRY IDENTIFICATION	INF01	SITE DIRECTORY	BOH02	GOODS LIFT IDENTIFICATION
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01	GLAZING GRAPHICS	ID06	AMENITY IDENTIFICATION - WALL MOUNTED	ID13	BIKE PARKING ENTRY TREATMENT	INF02	LIFT DIRECTORY (STATIC)	BOH03	BACK OF HOUSE SIGNAGE
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02	ENVIRONMENTAL GRAPHICS	ID07	AMENITY IDENTIFICATION - BRAILLE	ID14	ZONE IDENTIFICATION - FREESTANDING	INF03	CONDITIONS OF ENTRY	BOH04	OPERATIONAL SIGNAGE
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01	SITE IDENTIFICATION	ID08	TOWER ADDRESS IDENTIFICATION	ID15	ZONE IDENTIFICATION - GROUND MARKING	INF04	TOWER TENANT DIRECTORY (DIGITAL)	SS01	SAFETY DECAL
DIR06	VEHICULAR DIRECTIONAL	ID02	DESTINATION IDENTIFICATION	ID09	TOWER CONCIERGE IDENTIFICATION	ID16	END OF TRIP FACILITY TREATMENT	INF05	TOWER LIFT DIRECTORY (STATIC)	SS02	STATUTORY SIGNAGE
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03	PRECINCT IDENTIFICATION	ID10	TOWER LIFT BANK IDENTIFICATION	ID17	LOCKER NUMBERS				

10.4 Sign location plans



Tower - Level 18
1:1250

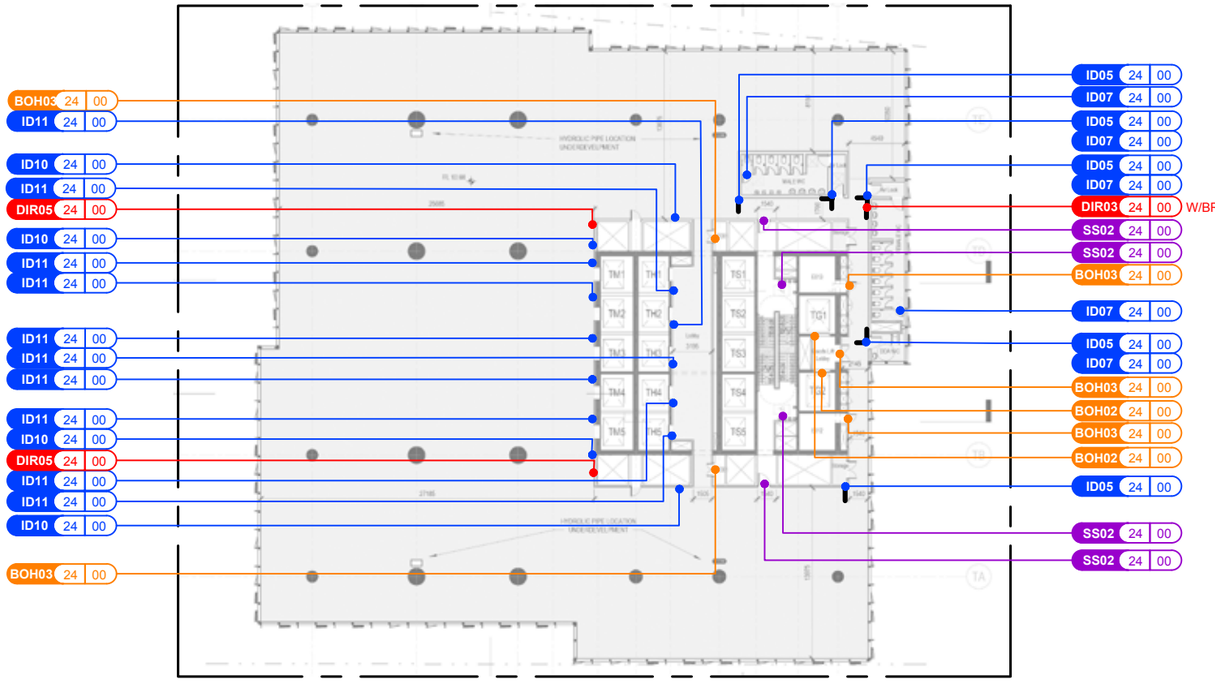


Tower -Typical Level 19-23
Lobby
1:1250

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans



Tower - Level 24
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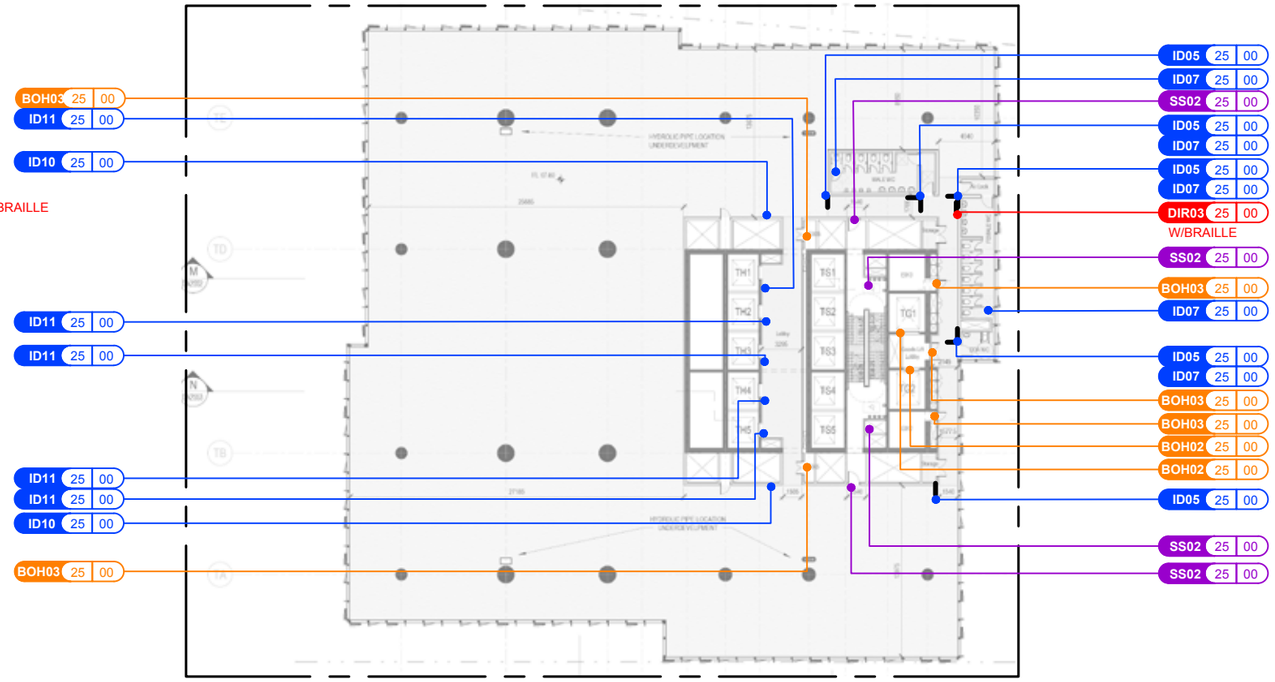
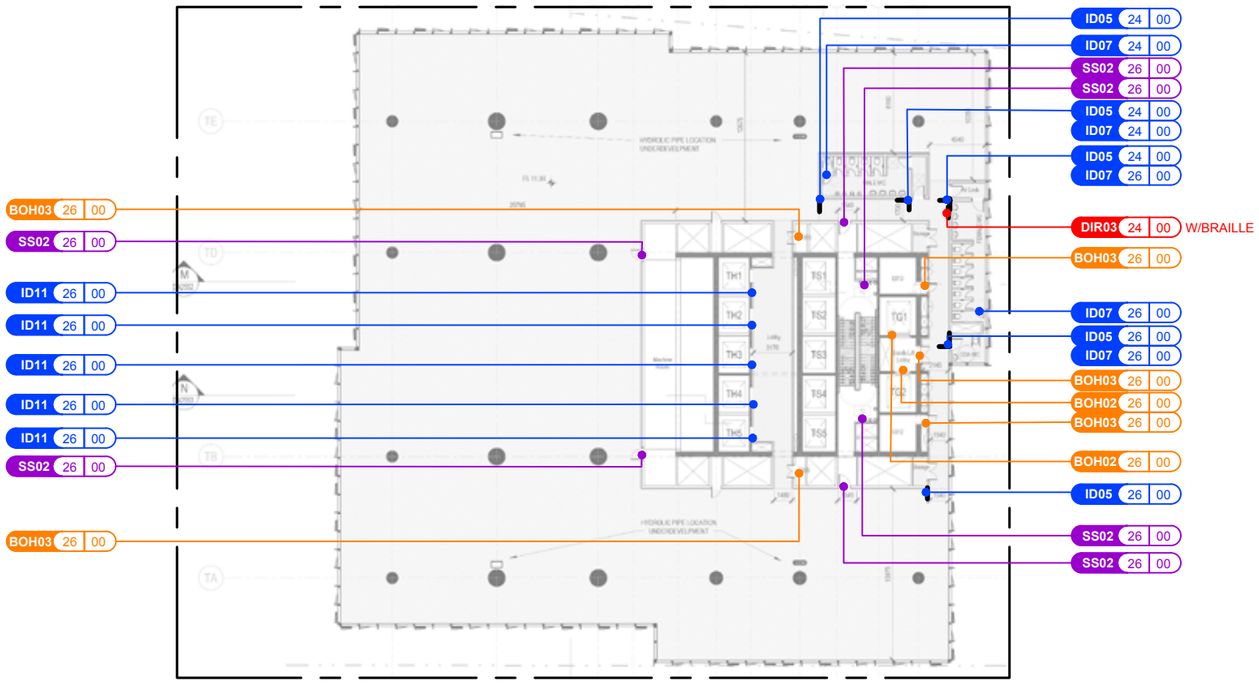


Tower - Level 25
1:1250

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans



Tower - Level 26
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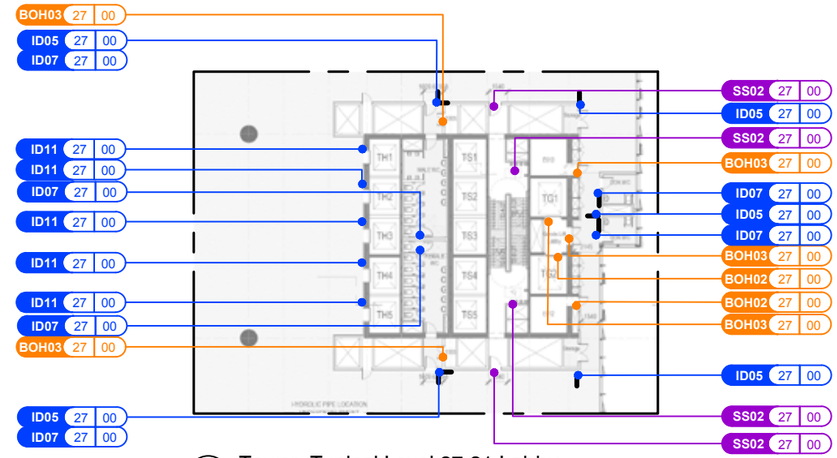
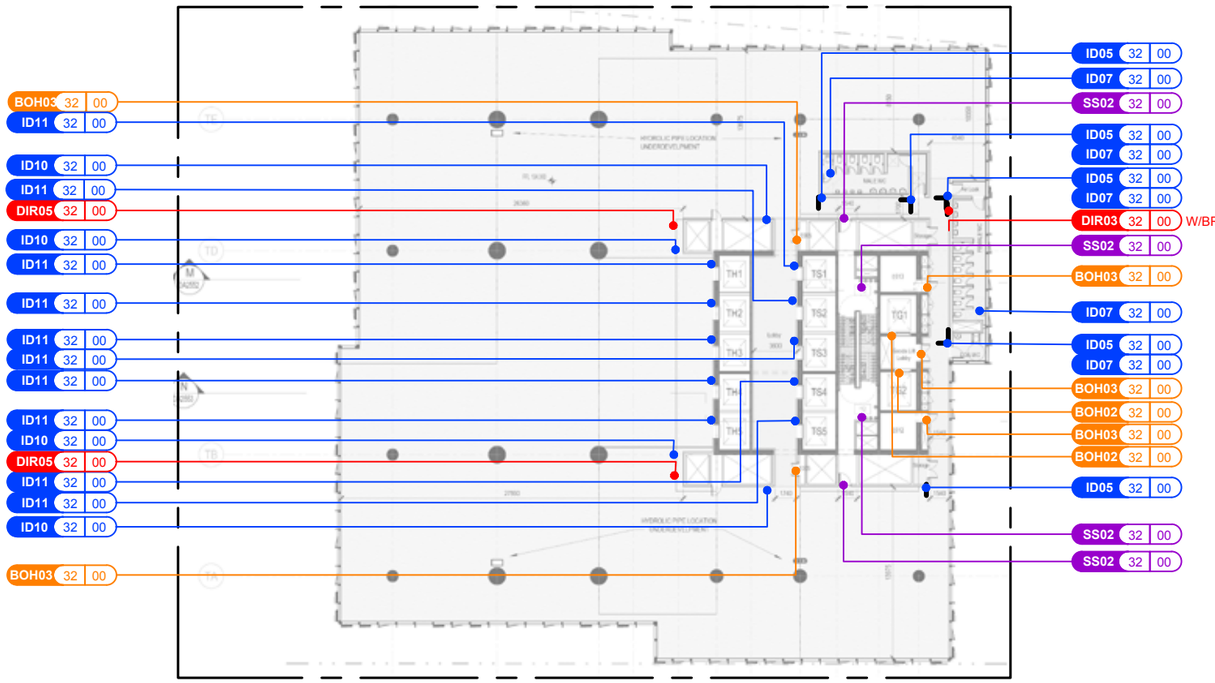


Tower -Typical Level 27-31 Lobby
1:1250

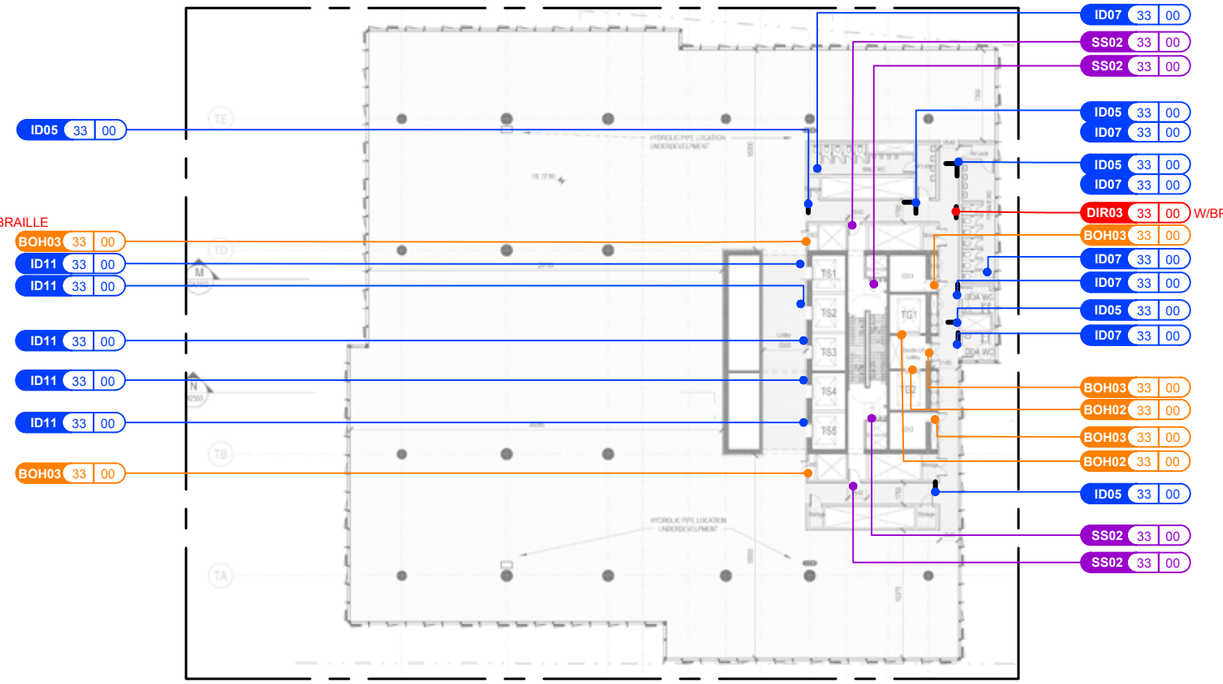
KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans



Tower - Level 32
1:1250

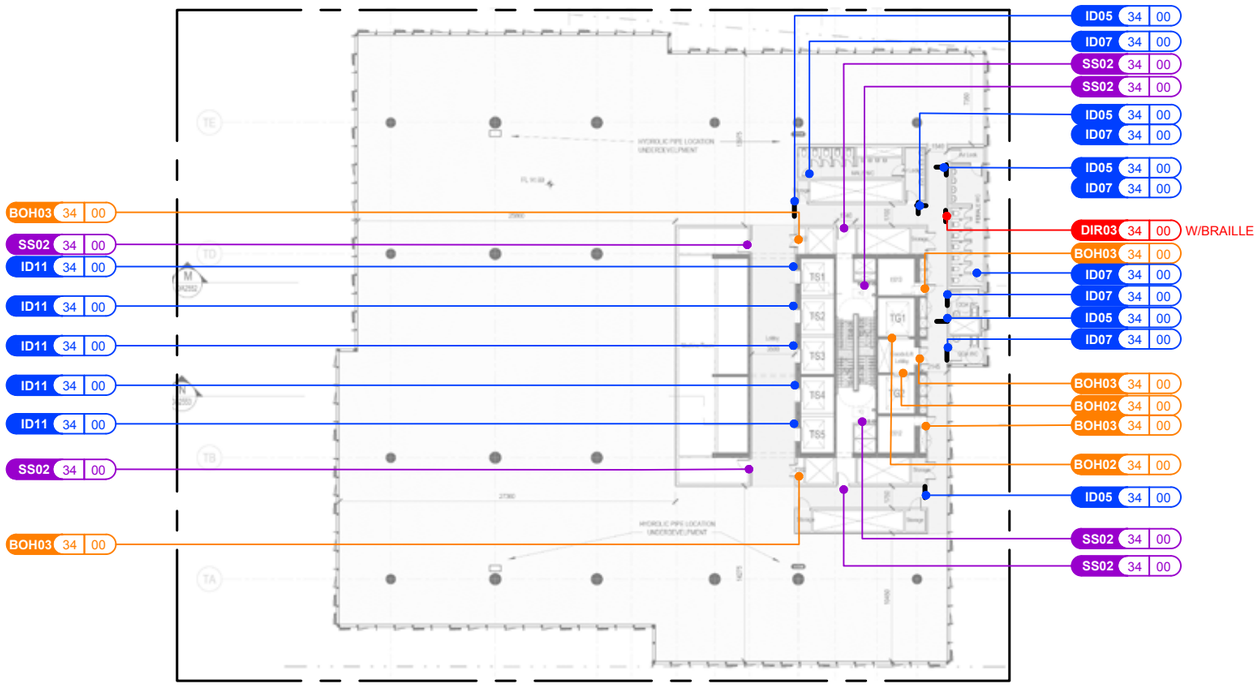


Tower - Level 33
1:1250

KEY

DIR01	PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08	DIRECTIONAL SUPERGRAPHICS	ID04	ROOM IDENTIFICATION	ID11	LIFT IDENTIFICATION	ID18	LIFT LOBBY TREATMENT	BOH01	LOADING ZONE IDENTIFICATION
DIR02	PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09	COLUMN GRAPHICS	ID05	AMENITY IDENTIFICATION - CANTILEVERED	ID12	ENTRY IDENTIFICATION	INF01	SITE DIRECTORY	BOH02	GOODS LIFT IDENTIFICATION
DIR03	PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01	GLAZING GRAPHICS	ID06	AMENITY IDENTIFICATION - WALL MOUNTED	ID13	BIKE PARKING ENTRY TREATMENT	INF02	LIFT DIRECTORY (STATIC)	BOH03	BACK OF HOUSE SIGNAGE
DIR04	TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02	ENVIRONMENTAL GRAPHICS	ID07	AMENITY IDENTIFICATION - BRAILLE	ID14	ZONE IDENTIFICATION - FREESTANDING	INF03	CONDITIONS OF ENTRY	BOH04	OPERATIONAL SIGNAGE
DIR05	TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01	SITE IDENTIFICATION	ID08	TOWER ADDRESS IDENTIFICATION	ID15	ZONE IDENTIFICATION - GROUND MARKING	INF04	TOWER TENANT DIRECTORY (DIGITAL)	SS01	SAFETY DECAL
DIR06	VEHICULAR DIRECTIONAL	ID02	DESTINATION IDENTIFICATION	ID09	TOWER CONCIERGE IDENTIFICATION	ID16	END OF TRIP FACILITY TREATMENT	INF05	TOWER LIFT DIRECTORY (STATIC)	SS02	STATUTORY SIGNAGE
DIR07	CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03	PRECINCT IDENTIFICATION	ID10	TOWER LIFT BANK IDENTIFICATION	ID17	LOCKER NUMBERS				

10.4 Sign location plans



Tower - Level 34
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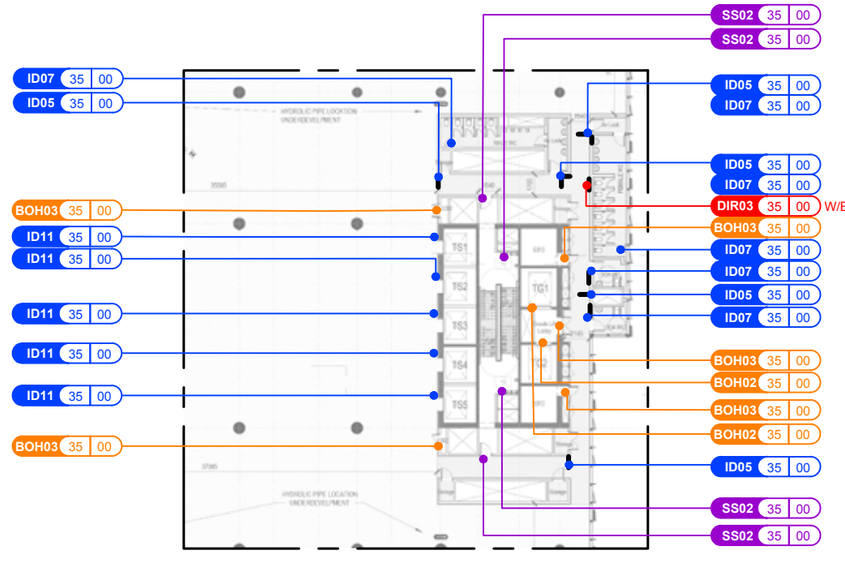
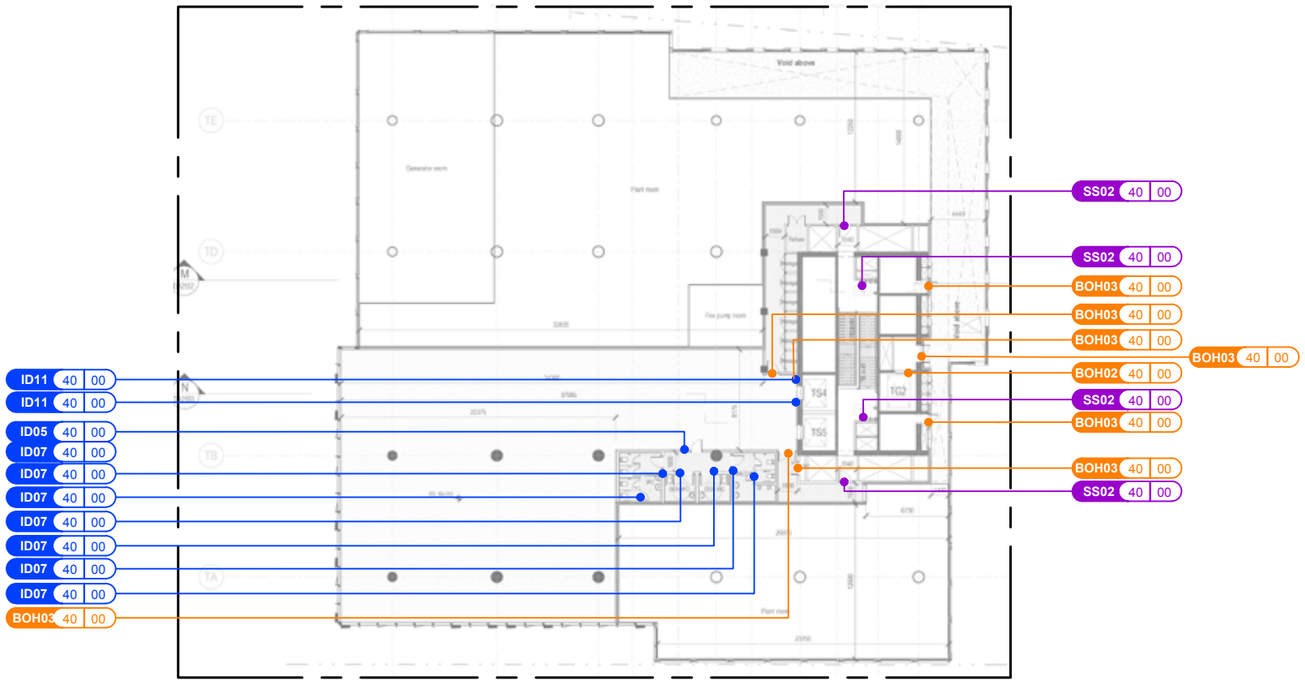


Tower -Typical Level 35-39 Lobby
1:1250

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
DIR02 PEDESTRIAN DIRECTIONAL - SUSPENDED	DIR09 COLUMN GRAPHICS	ID05 AMENITY IDENTIFICATION - CANTILEVERED	ID12 ENTRY IDENTIFICATION	INF01 SITE DIRECTORY	BOH02 GOODS LIFT IDENTIFICATION
DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
DIR04 TOWER PEDESTRIAN DIRECTIONAL - SUSPENDED	ENV02 ENVIRONMENTAL GRAPHICS	ID07 AMENITY IDENTIFICATION - BRAILLE	ID14 ZONE IDENTIFICATION - FREESTANDING	INF03 CONDITIONS OF ENTRY	BOH04 OPERATIONAL SIGNAGE
DIR05 TOWER PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ID01 SITE IDENTIFICATION	ID08 TOWER ADDRESS IDENTIFICATION	ID15 ZONE IDENTIFICATION - GROUND MARKING	INF04 TOWER TENANT DIRECTORY (DIGITAL)	SS01 SAFETY DECAL
DIR06 VEHICULAR DIRECTIONAL	ID02 DESTINATION IDENTIFICATION	ID09 TOWER CONCIERGE IDENTIFICATION	ID16 END OF TRIP FACILITY TREATMENT	INF05 TOWER LIFT DIRECTORY (STATIC)	SS02 STATUTORY SIGNAGE
DIR07 CYCLIST DIRECTIONAL GRAPHICS - GROUND MARKING	ID03 PRECINCT IDENTIFICATION	ID10 TOWER LIFT BANK IDENTIFICATION	ID17 LOCKER NUMBERS		

10.4 Sign location plans



Tower - Level 40
1:1250

KEY

DIR01 PEDESTRIAN DIRECTIONAL - FREESTANDING	DIR08 DIRECTIONAL SUPERGRAPHICS	ID04 ROOM IDENTIFICATION	ID11 LIFT IDENTIFICATION	ID18 LIFT LOBBY TREATMENT	BOH01 LOADING ZONE IDENTIFICATION
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DIR03 PEDESTRIAN DIRECTIONAL - WALL MOUNTED	ENV01 GLAZING GRAPHICS	ID06 AMENITY IDENTIFICATION - WALL MOUNTED	ID13 BIKE PARKING ENTRY TREATMENT	INF02 LIFT DIRECTORY (STATIC)	BOH03 BACK OF HOUSE SIGNAGE
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Thank you

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