

# CalArts Wayfinding

## Preliminary Report



Sharon Toji and Ullrich Hepperlin  
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# Preliminary Report

## **Task One: Wayfinding for accessible restrooms.**

Our first task is to locate all the restrooms that are being used by the public, and determine how visitors and others can be directed as efficiently as possible from the inaccessible restrooms, which comprise the majority of the sanitary facilities, to the few accessible restrooms that are currently available.

The major obstacle we found to designing the signs so that they have clear and easy to follow directions is that the layout of the facility is so complicated. In most cases, even the people who have worked for some years in the main academic complex do not quite understand where the various “blocks” begin and end and this is compounded by the fact that there are corridors that divide two blocks, with some overlap. In many cases, there are not any really clear delineating points, such as doorways or arches where it would be simple to mount an overhead sign and indicate that you are entering a different block. The only clue in many cases are the very small room numbers, some of them quite high on the doors, that begin with the block letter designation.

Consequently, when we asked for directions to a specific block, we were often met with a puzzled look, and were sometimes pointed in the wrong direction completely.

Although there are helpful maps mounted at various locations, they do not serve ADA or Title 24 purposes, because of the very light lines and small map labels, and the fact that most of them are mounted so high that no one in a wheelchair or less than about 5 feet six inches would be able to use them.

Consequently, we think that there are several components to a successful wayfinding system that will solve many problems, the first being directing people from inaccessible to accessible restrooms.

However, as long as we are aware of these components, and understand that they must all be implemented for a truly workable system, we can begin with one of the simpler components. The system can begin to work, and the pieces of the puzzle can be filled in as the budget allows.

We are going to show what the components are, starting with the most basic one which is the most complicated: Interior floor plans that serve as a floor directory with directional modules.

### **Component One: Floor Directory with Directional Modules.**

This is the component on which all the others depend. The sample drawing is conceptual and is obviously open to discussion and alteration, but the purpose is to enable building users to see, at a central location such as across from an elevator and near a major stairway, the entire floor layout, with some of the most important destinations labeled and the different blocks also clearly labeled. In addition, the accessible restrooms on that floor are clearly marked, so that anyone needing such a restroom can easily map out the path of travel to get there.

In addition, there are large modular strips pointing in each direction, with important destinations on each strip.

It should be noted that floor directories like this are dependent on more detailed printed directories that should be obtainable at the reception desk in the main entrance lobby. It is also helpful if the website has some kind of alphabetical directory so that anyone planning a visit can pinpoint which part of the facility they will be going to.

Obviously, a similar floor directory would be placed somewhere near the main entrance. Other directories should be located at junctions where the different blocks veer off from the central “A” block, and major stairwells and passenger elevators also should have a directory nearby.

### **Component Two: Block Identification**

These are simple signs with large block letters and most of them would probably be blade signs, mounted high above transition points between the different blocks. Others might be mounted on the wall above

doorways. Still others might have arrows where one hallway functions as a conduit between two different blocks.

Having these large block identification indicators would go a long way to getting people efficiently around the facility, since the intent is to identify most rooms along the main corridors by block letter, followed by the floor indicator number and an additional two-digit number.

### **Component Three: Room and Exit Identification**

It is the intent to identify every room by a number and that is indeed a good plan in terms of wayfinding needs and various security and maintenance needs. Even first responders can more easily find rooms if every room has a number.

However, the general public is not directed to room numbers in many cases and no one finds restrooms or exits by looking for numbers. In looking at the many events at CalArts, we find numerous references to room and facility names with no room number or block references. The U.S. Access Board specifically recommends that certain destinations always be identified by a “name” such as “Restroom,” “Exit,” or “Auditorium.” This is the preferred tactile designation, but the number can also be included on the sign, in visual format.

If room names are used for some major destinations, it is important that the most familiar terminology be determined, so that room signs, directional and informational signs and printed materials all use the same designation.

In other cases, the tactile number is preferred. Every single room is not a major destination and in some cases using the number allows changes to be made easily in the function of the room. For rooms such as electrical rooms that the Fire Department wants to be identified, they would much prefer a tactile room number adjacent to the door with a large, easy to read visual “Function” sign such as “Electrical Panel Room” directly on the door.

Although the restroom signs are certainly part of the room identification signs, since they are the major topic of this report, we are including them in their own section.

Although the Exit Signs are not part of this particular phase of work, they are required by the state fire code as well as both the federal ADA standards and Title 24, so it would be well to plan to add them as soon as possible to the list of signs that should be completed and installed.

#### **Component Four: Public Restroom Signage**

This is the most important part of the current Phase, and is presented as a package of signs that fulfill the legal requirements for restroom identification, whether the restrooms are accessible or not. In California, this consists of two signs, a geometric symbol sign for the restroom door, and a wall sign with tactile characters and braille.

We have used the door sign as the “canvas” to display the wheelchair pictogram, “ISA” or “International Symbol of Accessibility” for those restrooms that are accessible. Since we believe all the restroom doors are painted or stained a dark color, we are using all light colored geometric signs. There is no requirement for symbols or other identification on these signs, so for inaccessible restrooms, we are leaving them blank.

The wall signs are very simple. To set the white signs off against white walls, and make them easier for those with vision impairments to locate the signs, we are including a charcoal accent strip along the left side of the sign. This is a simple and inexpensive graphic treatment, but does give the signs an elegant “gallery” look and feel that is appropriate for an Art Institute and also does serve an accessibility purpose. Studies have shown that a major problem that persons with impaired vision have, is in locating where there are signs on walls. Some sort of defining color strip or frame helps solve that problem.

The third part of this component is the sign that is located near the inaccessible restrooms. So that the first message that people in

wheelchairs may read is the sign notifying them where the nearest accessible restroom is located, we have decided to make that sign in charcoal with reversed out white print, along with the white on blue ISA. The hope is that they not waste time going all the way to the inaccessible restroom door to find that they need to go elsewhere. However, in case there is any confusion, there is also a section of the sign stating that the nearby restroom is not accessible.

The fourth part of the component are the “bread crumb” signs. These are the signs that get the person traveling in the correct direction to the accessible restroom. Sometimes the ISA with an arrow begins the path of travel, or sometimes they are directed to a specific block, or to the elevator.

In walking through the facility, we often found that the nearest accessible restroom was on a different floor. When there is an elevator nearby, that is obviously the best solution for the person with a mobility based disability.

Therefore, there are also some signs that are to be placed at elevators. These not only serve as part of the “bread crumb” path but also can inform visitors who are disabled of the general location of accessible restrooms. In addition, there are a couple of other signs that can be placed at major points of entry that inform people where the accessible restrooms are located.

## **Conclusion**

We think this package, when completed in a manner fairly similar to what we have presented for this initial phase, will greatly improve the experience of all visitors and new students and employees as they strive to find their way around this complex facility.

Component One: Floor Directories / Modular Directional System

←	<h2 style="margin: 0;">D BLOCK</h2> <h3 style="margin: 0;">Cafeteria</h3>
↓	<h2 style="margin: 0;">A BLOCK</h2> <p style="margin: 0;">Accessible Restrooms </p> <p style="margin: 0;">Mod Theatre</p> <p style="margin: 0;">Main Gallery</p> <p style="margin: 0;">Dance Theatre</p> <p style="margin: 0;">To Blocks B, C &amp; F</p>
↗	<h2 style="margin: 0;">E BLOCK</h2>

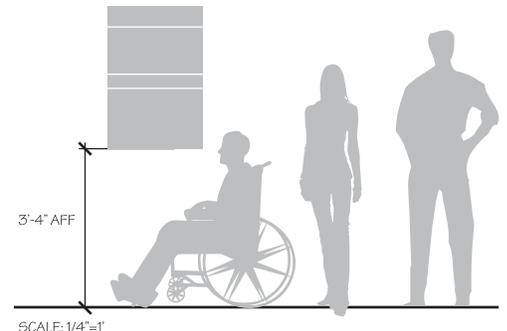
### Floor 3

- You Are Here
- Restrooms
- Accessible Restrooms
- Information
- Elevators
- Stairs
- Mod Theatre
- Cafeteria
- Main Gallery
- Dance Theatre
- Music Hall

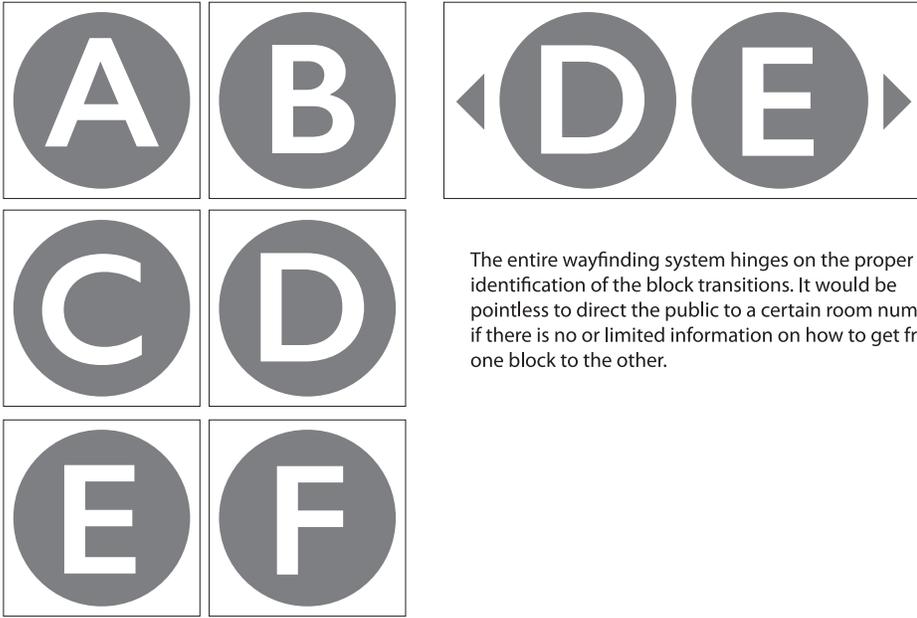
**calARTS**

These signs are designed as separate modular components. Each section can be removed, changed and/or used only where needed.

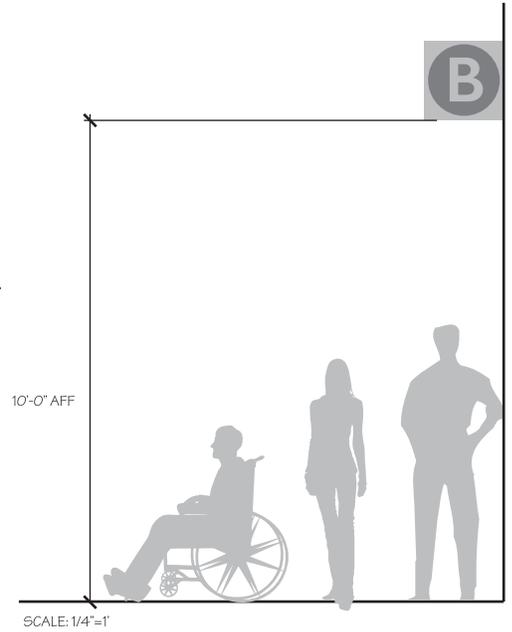
It is very impractical to show all rooms on a map such as this, but a small selection of major points of interest can be extremely helpful. These major destinations can also help in directing to other facilities. For example: "Accessible Restrooms at Mod Theatre Lobby"



Component Two: Block Identification

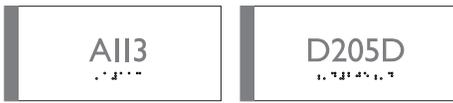


The entire wayfinding system hinges on the proper identification of the block transitions. It would be pointless to direct the public to a certain room number if there is no or limited information on how to get from one block to the other.

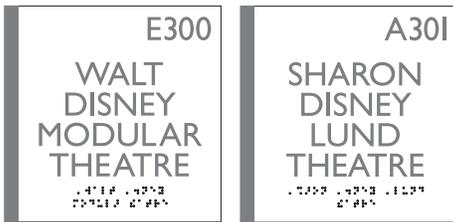


Component Three: Room & Exit Identification

Room Identification (numbers)



Room Identification (proper names & numbers)



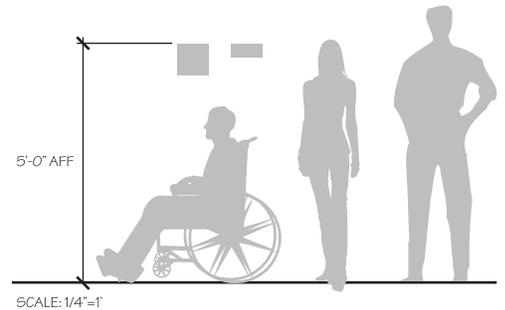
Room Identification (short form names)



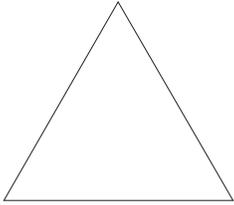
Exit Identification



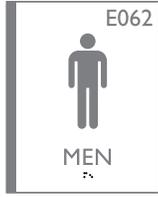
Even though the room numbers are the primary identification at CalArts, some major destinations may require posted room names if that is how they are advertised to the general public. (more on this in the preliminary report). For example in the CalArts event calendar there are events listed as "at the Lime Gallery" or "at the Tatum Lounge."



Location: Room E062



on door



on wall



on wall

Location: Room E064

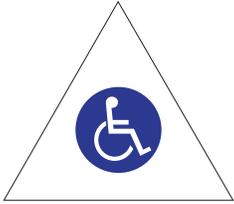


on door

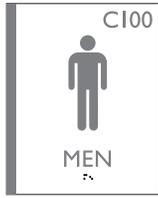


on wall

Location: Room C100



on door



on wall

Location: Room C101



on door

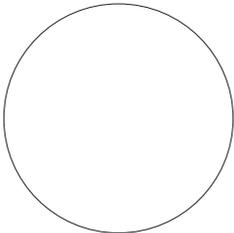


on wall



outside room C104

Location: Room A104



on door

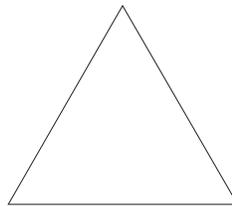


on wall

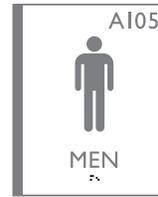


on wall

Location: Room A105



on door



on wall

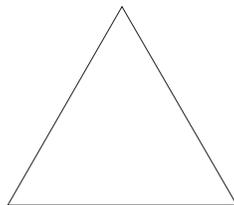


on wall



across from A105 restroom near door A100

Location: Room E126



on door

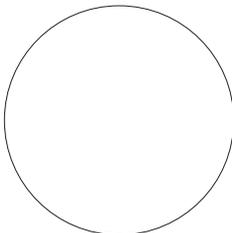


on wall



on wall

Location: Room E128



on door

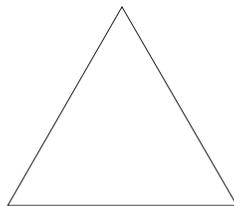


on wall

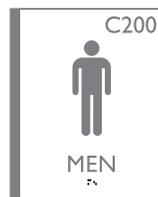


on wall

Location: Room C200



on door

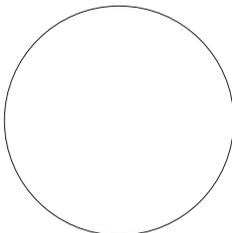


on wall



on wall

Location: Room C201



on door



on wall



on wall



across from C200/1 restrooms

Location: Room D202

on door      on wall

Location: Room D203

on door      on wall

Location: Room F203

on door      on wall      on wall

Location: Room F204

on door      on wall      on wall      across from F204 restrooms Near Door F207

Location: Room A204

on door      on wall

Location: Room A205

on door      on wall

Location: Room E206

on door      on wall      on wall

Location: Room E208

on door      on wall      on wall

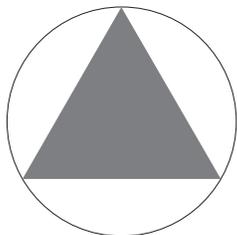
Location: Room D209

on door      on wall      on wall

Location: Room D210

on door      on wall      on wall      across from D210 restrooms Near Door D215

Location: Room C300



on door

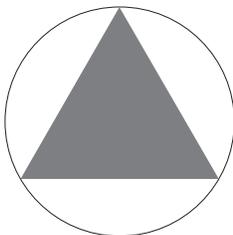


on wall



on wall

Location: Room C301



on door



on wall

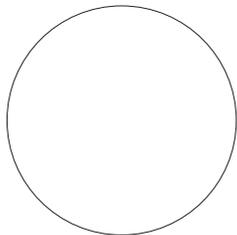


on wall

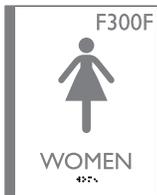


across from restroom vestibule

Location: Room F300F



on door

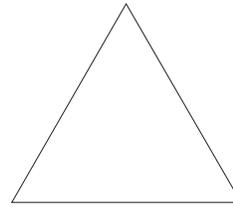


on wall



on wall

Location: Room F300G



on door



on wall

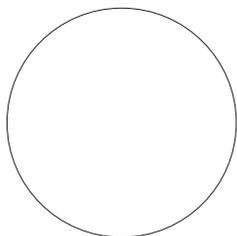


on wall



across from restrooms

Location: Room E302



on door

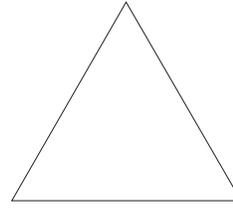


on wall

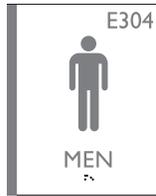


on wall

Location: Room E304



on door



on wall



on wall

Location: Room A304



on door



on wall

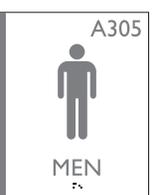


on wall

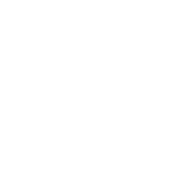
Location: Room A305



on door

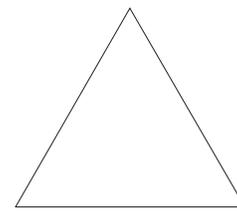


on wall

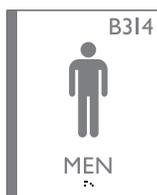


on wall

Location: Room B314



on door

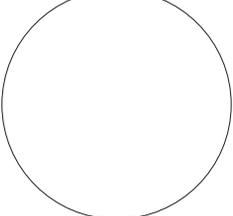


on wall



on wall

Location: Room B315



on door



on wall

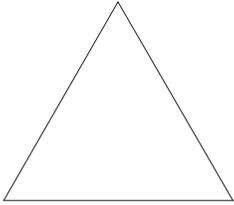


on wall

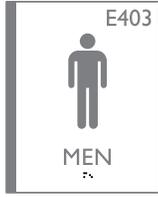


across from restroom vestibule

Location: Room E403



on door



on wall

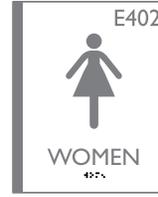


on wall

Location: Room E402



on door



on wall

Location: A-Block Elevator



on 3rd floor (outside elevator)

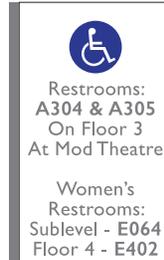


on all other floors (4) (next to elevator)

Location: E-Block Elevator



on 3rd floor (across from elevator)



(2) on floors 1 & 2 (next to elevator)



(2) on 4th floor (across from elevator & next corner)



(2) on sublevel & 4th Fl. (next to elevator)

Location: 3rd Floor Main Gallery



(4) place where needed



(4) place where needed

Location: Building BB1



on door



on wall

Location: Building BB2

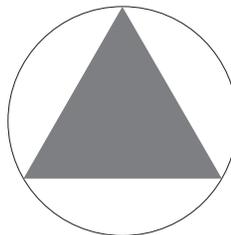


on door



on wall

Location: Building BB3



on door



on wall



on wall

Location: Building BB4C



on door



on wall

Location: Building BB4E



on door

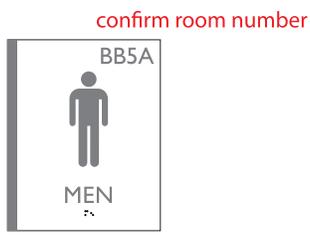


on wall

Location: Room BB5A



on door

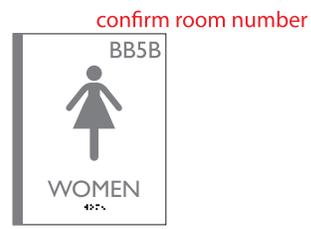


on wall

Location: Room BB5B



on door

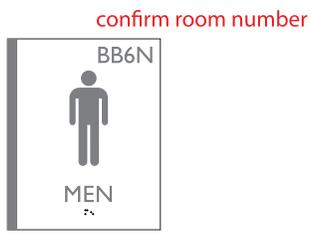


on wall

Location: Room BB6N



on door

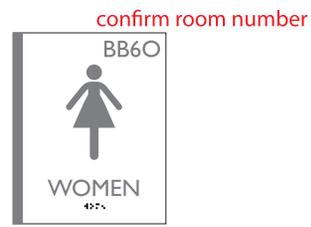


on wall

Location: Room BB6O



on door

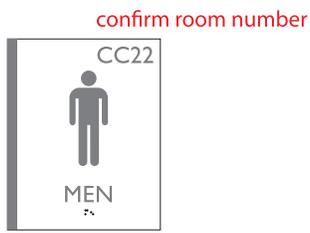


on wall

Location: Room C-Annex



on door



on wall

Location: C-Annex



on door

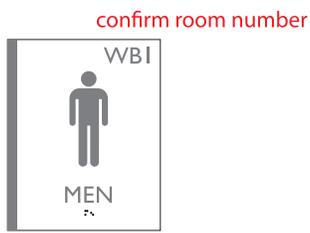


on wall

Location: Wild Beast Pavilion



on door

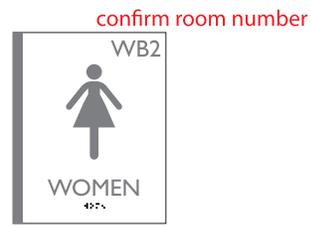


on wall

Location: Wild Beast Pavilion



on door



on wall

