The wayfinding system begins with the vehicular journey, identifying entrances, zones, and parking areas, then provides more detailed directions at the pedestrian scale.

**Planning Principles**

**Gateway**
- Welcome to CMU
- Architecture, public art, lighting, landscape and signage

**Vehicular**
- Direct to Destinations
- Direct to top destinations and districts

**Parking ID**
- Trailblazer to Parking
- Like breadcrumbs along a path these signs direct to parking

**Pedestrian**
- Orientation & Information
- At key gathering points these provide multiple information types from informational, maps, second tier destinations.
Design Principles

Responsive to pedestrian needs/questions

Is this Preston Street or Bellows?
Can I walk to the Library in ten minutes?
I need to get my wheelchair across Campus; is that possible?
Am I allowed to park here to visit a friend?
Where is the nearest restroom?
I am supposed to see a show at the Bush Theatre. What's the quickest way?
Is there a place at CMU to grab a sandwich?
Graphic Palette Options – Vehicular
Graphic Palette Options – Pedestrian
Sign Family Option A:
Vehicular, Pedestrian, Parking, Building ID
Sign Family Option B:
Vehicular, Pedestrian, Parking, Building ID
Composition: Views and Vistas
Blocked alignments miss opportunity
Composition: Views and Vistas
Blocked alignments miss opportunity
Composition: Streets
Edges and defining space
Composition: Streets
Edges and defining space
Composition: Streets
Some streets may need wider walks, banners, lighting

6' Concrete Walk

8' Walk Brick Banding?
Composition: Screening and Landscape
Screen parking, infill planting, taller poles with banners
Test Case: Warriner Mall
Existing conditions

Views

Walkways
Test Case: Warriner Mall

Existing View

Proposed View
Test Case: Warriner Mall

Existing View

Proposed View
Test Case: Warriner Mall

Existing View

Proposed View
Test Case: Warriner Mall