



Contact Report

Date: 12th March 2020
Project: Trident Park, Brewhouse Wayfinding, signage design
Project Manager: Matthew Mangion
Purpose: Presentation of Design phase 1
Attendees: Matthew Mangion, Michael Farrugia, Charles Xuereb, Chris Ciantar.

Following a tour of Trident Park, design phase 1 was presented by Matthew Mangion. A copy of the presentation may be found here:

https://15b335d2-ade2-45db-940f-9be676c7139b.filesusr.com/ugd/44f761_444ff2f989a145e39aad4efb683292b5.pdf

The presentation included:

- Moodboard
- Colour palettes
- Typography
- Car Park concepts
- Exterior signage concepts

The presentation was also received by IRAL and they have followed up with their comments and suggestions.

All files are now uploaded to our website and may be accessed here:

<https://www.uux.com.mt/trident-park>

Overview

The presentation was generally well received, a consensus was reached regarding the typography and it was agreed that Futura will be used throughout the three main buildings - car park, Trident and the Brewhouse.

There are some issues that need to be addressed regarding the colour palettes, the use of typography and symbols particularly for the car park and also the proposed use of totems on the exterior of the building.

Feedback has already been submitted by IRAL and this was also discussed during the presentation.

Matthew Mangion and Michael Farrugia have since met and discussed further these issues and also IRAL's feedback and suggestions.

Typeface

The moodboard showed examples of the origins of the typeface (Futura), its use since it was designed (1927), its use today and its versatility in application. The typeface has been approved and will be used in its various weights as illustrated on pg 7 of the design document.

Car Park

Some design issues were discussed with the car park:

The colour palette:

The colour palette submitted by IRAL for the car park, although having good interior design features, is not suitable and after some discussion, it has been decided that since the car park is relatively small in scale and is straightforward in terms of navigation, reducing the palette to a maximum of 2 colours or even one colour would be sufficient.

The design proposal by IRAL:

https://15b335d2-ade2-45db-940f-9be676c7139b.usfiles.com/ugd/44f761_7522249cd65049a5898a686b37587c07.pdf

to use silhouettes of animals to indicate levels within levels will not be considered and the original typographic design will stand with numbers for levels and letters for elevation changes within that level (eg) 4a, 4b, 4c, 4d for level 4.

It remains to be decided what colours will be used, however our preference would be a blue commonly used for road signage or Trident brand Green.

Matthew Mangion to follow up with visuals.

The columns will be painted top to bottom or bottom two thirds to avoid tyre scuffing.

Exterior totems

Totems to identify the exterior of the building locations were presented on page 14 of the design document. The building naming may yet be established however, it was decided that these would be sequential (eg) A1 - A7 or T1 - T7 and a letter or number or a combination of both would be sufficient.

The colour of the totems will match that of the facade (white) possibly with a touch of colour - this colour may be a garden colour, see palette on pg6 of the design document or a corporate colour (Trident Brand Palette). Following IRAL's comment of the totem competing with the historic facade, the size will be reduced to a height of max 1.8m. IRAL's suggestion of having large three dimensional letters/numbers will not be considered.

Conclusion

Design phase 1 presentation was created to initiate a discussion between Trident Park, UUX and IRAL on the design approach. A few decisions have been taken on the way forward. A revised design concept has also been uploaded to the website for your review here:

Once this is discussed and approved, UUX will move to the next design phase which will include concepts for the office building interior wayfinding.

In parallel, UUX will be working on the wayfinding analysis for the brewhouse. Matthew Mangion has been given a tour by Michael Farrugia and has familiarised with the look and feel of the space and designated areas.