Redmond Parks and Trails Wayfinding

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Purpose

- Review work accomplished so far

- Share summary of findings and key themes

- Discuss how findings and themes will inform the design of signs

Project Goals & Objectives: What we heard

THE GOAL of this project is to create a wayfinding system that connects people to Redmond's parks and trails, enhances accessibility and equity, and reflects the city's identity and values.

CREATE IMPLEMENTATION & MAINTENANCE PLAN

CONNECT TO NATURE

TRAILS AS TRANSPORTATION

CENTER ACCESSIBILITY & USER EXPERIENCE

CONNECT TO TRANSIT (NEW LINK STATIONS)

DEVELOP CLEAR DESIGN STANDARDS

SUPPORT LONG-TERM CONSISTENCY AND FLEXIBILITY

GET PEOPLE OUT USING THE TRAILS AND EXPLORING REDMOND

COORDINATE ACROSS REDMOND OPERATIONS

Project **Phases**

DISCOVERY ➡ **DESIGN** ➡ **DOCUMENTATION & IMPLEMENTATION**

- Desktop Review
- Field Work
- Stakeholder Engagement

- Mood Boards
- Sign Family Concepts

- Design Intent Drawings
- Best Practices
- Implementation Guidance

We Are Here

Assessment Themes and Key Takeaways

Hidden Gems

Redmond's landscapes can obscure park entrances, amenities, and trail connections.

Strategies:

- Improve entry signage with clear icons and visible colors
- Use a "breadcrumb" wayfinding approach
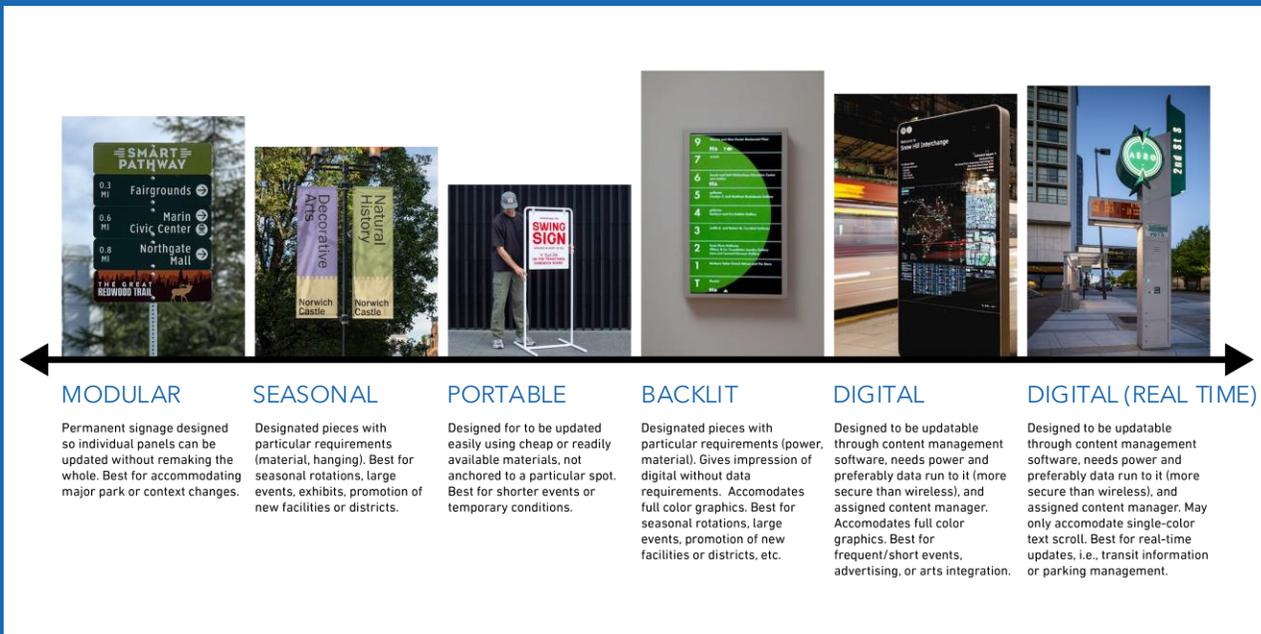- Maintain vegetation so signs remain visible

Assessment Themes and Key Takeaways

Variety of Experiences

Redmond parks offer diverse experiences - wayfinding must respond to context while reinforcing a unified Redmond identity.

Strategies:

- Use context-sensitive design based on park type and use
- Streamline and unify etiquette signage
- Apply a modular design approach

Assessment Themes and Key Takeaways

MODULAR	SEASONAL	PORTABLE	BACKLIT	DIGITAL	DIGITAL (REAL TIME)
Permanent signage designed so individual panels can be updated without remaking the whole. Best for accommodating major park or context changes.	Designated pieces with particular requirements (material, hanging). Best for seasonal rotations, large events, exhibits, promotion of new facilities or districts.	Designed for to be updated easily using cheap or readily available materials, not anchored to a particular spot. Best for shorter events or temporary conditions.	Designated pieces with particular requirements (power, material). Gives impression of digital without data requirements. Accomodates full color graphics. Best for seasonal rotations, large events, promotion of new facilities or districts, etc.	Designed to be updatable through content management software, needs power and preferably data run to it (more secure than wireless), and assigned content manager. Accomodates full color graphics. Best for frequent/short events, advertising, or arts integration.	Designed to be updatable through content management software, needs power and preferably data run to it (more secure than wireless), and assigned content manager. May only accomodate single-color text scroll. Best for real-time updates, i.e., transit information or parking management.

Living Landscapes

Redmond's parks are constantly evolving but these changes aren't always clearly communicated to visitors.

Strategies:

- Use a modular system for quick updates
- Standardize temporary signs
- Coordinate with partner agencies

Community and Stakeholder **Engagement**

- Regular meetings with City project team
- 2 Stakeholder Meetings
- 3 Engagement Meetings
  - Diverse community members
  - Parks maintenance and operations staff
  - Neighboring jurisdictions/partner agencies
- Parks, Trails, and Recreation Commission
  Trails and Wayfinding Subcommittee

What We Heard

INPUT
Wayfinding should be easy to understand and welcoming
Regional connectivity is critical
Standardization is a high priority for implementation and maintenance
Sign pollution, graffiti, vandalism, vegetation management are pain points
Natural history and tribal input should be incorporated

Timeline

TASK 1: PROJECT MANAGEMENT

OCT 2025 — **Kickoff**

TASK 2: DISCOVERY
Assessment of Existing Signage & Wayfinding

OCT 2025 — **Desktop Review**

OCT 2025 — **State of Signage Assessment (field visit)**

DEC 2025 — COMMITTEE REVIEW

JAN 2026 — **Committee Meetings/Stakeholder Input/Focus Groups**

TASK 3: DESIGN AND STANDARDS

FEB. 2025 — **Sign Family Concepts**

MAR. 2025 — COMMITTEE REVIEW

APR 2026 — **Design Intent Drawings**

TASK 4: STRATEGY AND DOCUMENTATION

MAY 2026 — **Draft Sign Manual and Implementation Plan**

JUN 2026 — COMMITTEE REVIEW

AUG 2026 — **Final Sign Manual**

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Thank You

Any Questions?