

UNIT DESIGN MANUAL

COPENHAGEN AIRPORT

LANDSIDE

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COPENHAGEN AIRPORT

1.1 VISION



The best and most extraordinary airport dining & shopping experience

Copenhagen Airport has developed this manual to guide and inspire concessionaires with refurbishments and designs of new units.

Our goal is to be the best and most extraordinary airport with a broad selection of travel related products, services and an inspiring F&B universe.

The manual describes the three areas before Security Check - Landside - and provides design guidelines in relation to the unit design, signage, lighting etc. for these areas.

The manual does not prescribe fixed design elements, but is intended to inspire and guide within the airport context.

APPROVAL PROCESS

All design proposals must be approved by CPH.

The approval process is set out in the following appendix in your contract:

"APPENDIX 3b - The rules applying to the lessee's works, deliveries etc."

SPECIFIC AND DETAILED RESTRICTIONS

Further detailed restrictions described in appendix 2 + 3b must be read and met.

1.2

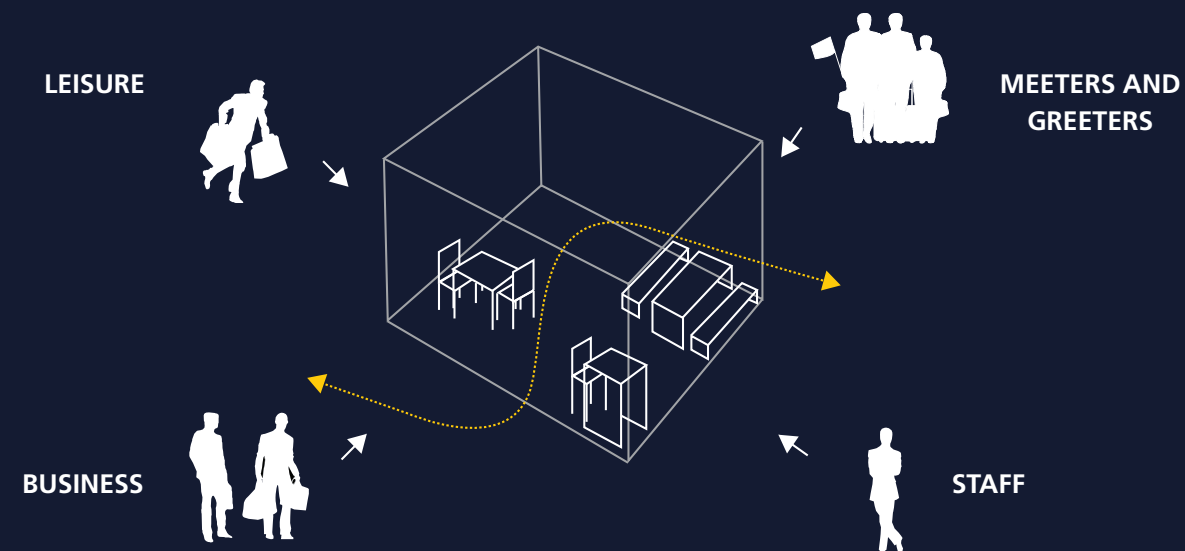
CUSTOMER FOCUS

Diverse unit design

Travelling customers are time constrained and often stressed. They have limited time to make a purchase and therefore need more guidance than the average shopper. Simplicity and visibility are important features to facilitate a stress-free shopping and dining experience.

The Landside area has four main customer segments; Leisure travellers, business travellers, visitors and airport staff.

The diverse customer group has different needs. Leisure travellers for example just want to get the fastest way through check-in and security. Business travellers can have the need for a semi private space for a last minute meeting. Visitors are either dropping off or picking up loved ones, and have a lot of waiting time on their hands. And airport staff are often browsing alone or in pairs spending time on breaks to eat or do a quick purchase.



1.3

ARCHITECTURAL STRATEGY IN CPH

Units should be designed in line with key architectural features of CPH

Copenhagen Airport builds on a proud architectural heritage and has historically had a unique ability to engage architects, designers and artists to create spaces and physical frames of absolute world class.

As one of the world's first civil airports, Copenhagen Airport is a unique example of an ongoing transformation with a series of characteristic buildings. Copenhagen Airport's architectural identity reflects a modern and efficient airport that is orchestrated by the framework of excellent Scandinavian design.

The airport is both part of Copenhagen and a connection point to the world. Travellers must be able to see and sense that. It is our intention that Copenhagen Airport's physical environment leaves our guests with a clear sense that they are not just in an airport, but in one of the world's design capitals: Copenhagen.

For Copenhagen Airport to stand out as an extraordinary dining and shopping location it is essential to respect the overall architectural framework and unit designs must be in line with key architectural airport features. Architectural considerations should always include ease of passenger and operational flow in the terminal space. Copenhagen Airport finds it important to:

- Support passenger conditions of orientation, visibility, flow and wayfinding
- Support operational logistics
- Provide natural light from the exterior towards interior spaces
- Apply appropriate details and choice of materials based on a guiding experience of Nordic colours and Scandinavian design

A further detailed description of the Architectural strategy in CPH is set out in the document "Architectural Strategy for Copenhagen Airport".

1.4

UNIQUE BRAND EXPERIENCE

Designs must be creative and coherent

We encourage concessionaires to design retail and food & beverage (F&B) areas which maximise product expression and go above standard solutions. They must be open and inviting, thus ensuring a strong sense of place in a busy and contemporary travel environment.

A DESTINATION

Imaginative and individually branded design, from the overall concept to the detail, will turn the unit into a specific destination and give the customer a unique shopping and dining experience.

1.5

TRENDS

Implementing the newest trends and technologies will make CPH stand out and become a specific attraction

These are the trends CPH is focusing on:

- Healthy products with a creative touch
- Authenticity, local and freshly made products
- Blurred lines between products, hospitality and entertainment
- Rapid change, flexible or changeable appearance of units
- Plug in possibilities (power)
- Seamless payment options
- Digital integration, interactive storytelling
- Experimental retail and working 'theatre'
- Personalised products and experiences
- Accommodating more and more demanding consumers

1.6

QUALITY SOLUTIONS

Timeless, durable and integrated details

The airport is exposed to an extreme load due to the large and frequent customer flows.

To maintain a quality appearance, without visible wear, it is important to choose and construct furniture and displays of high quality with timeless, durable and integrated solutions, from joints to surfaces, which also meet the applicable requirements for fire safety.

Uniform design and quality solutions will signal a strong brand quality and ensure the concessionaire less maintenance over time as the wear and tear of the many customers is quite damaging to the furniture.

THREE AREA CONCEPTS

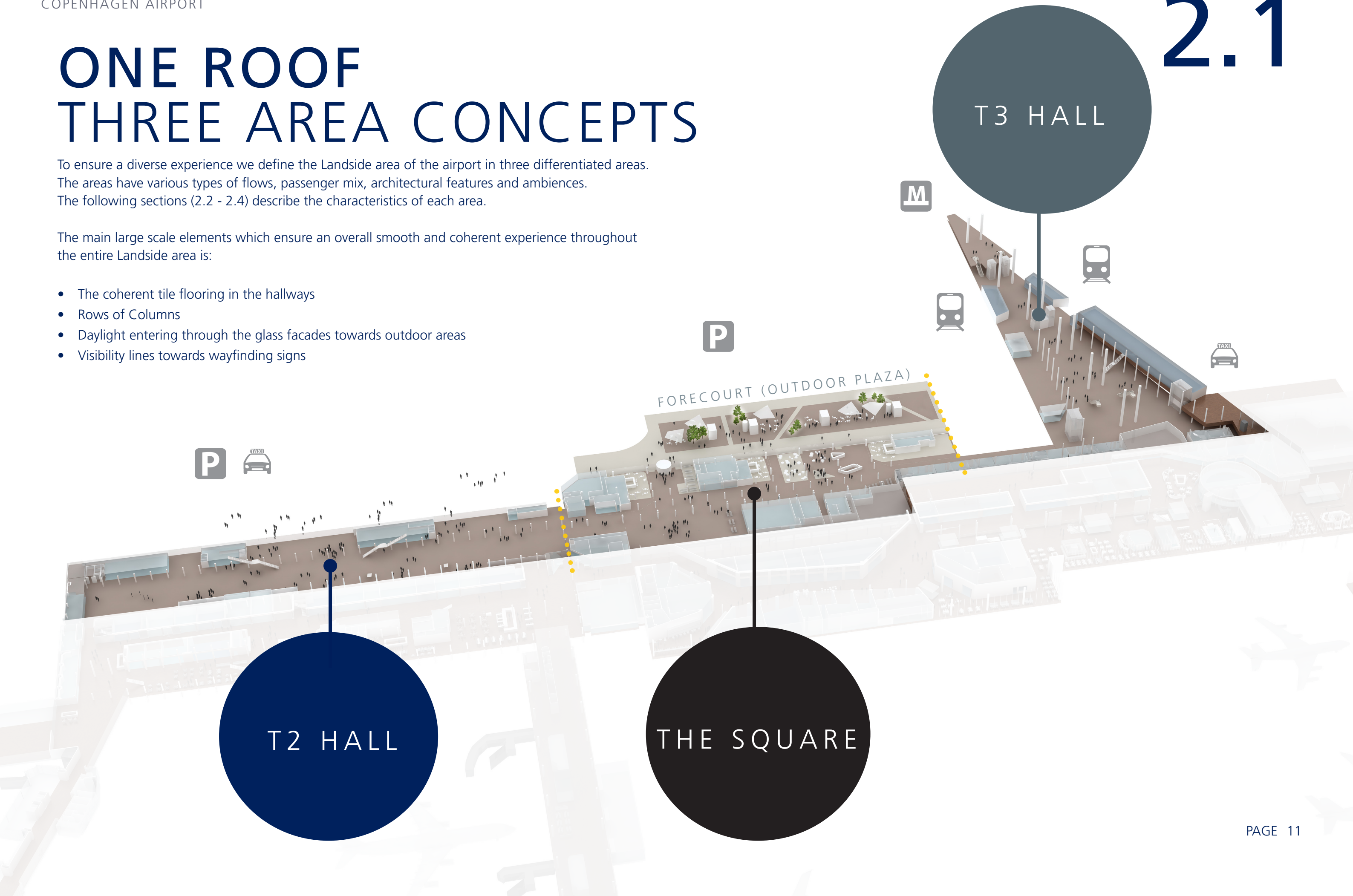
ONE ROOF THREE AREA CONCEPTS

To ensure a diverse experience we define the Landside area of the airport in three differentiated areas. The areas have various types of flows, passenger mix, architectural features and ambiances. The following sections (2.2 - 2.4) describe the characteristics of each area.

The main large scale elements which ensure an overall smooth and coherent experience throughout the entire Landside area is:

- The coherent tile flooring in the hallways
- Rows of Columns
- Daylight entering through the glass facades towards outdoor areas
- Visibility lines towards wayfinding signs

2.1



01. TRANSPARENCY

Maintain the transparency and natural light through the units and common areas.

02. FLOW

Maintain and reinforce the dual flow and create an atmosphere of a city square. Maintain clear access towards the common seating areas.

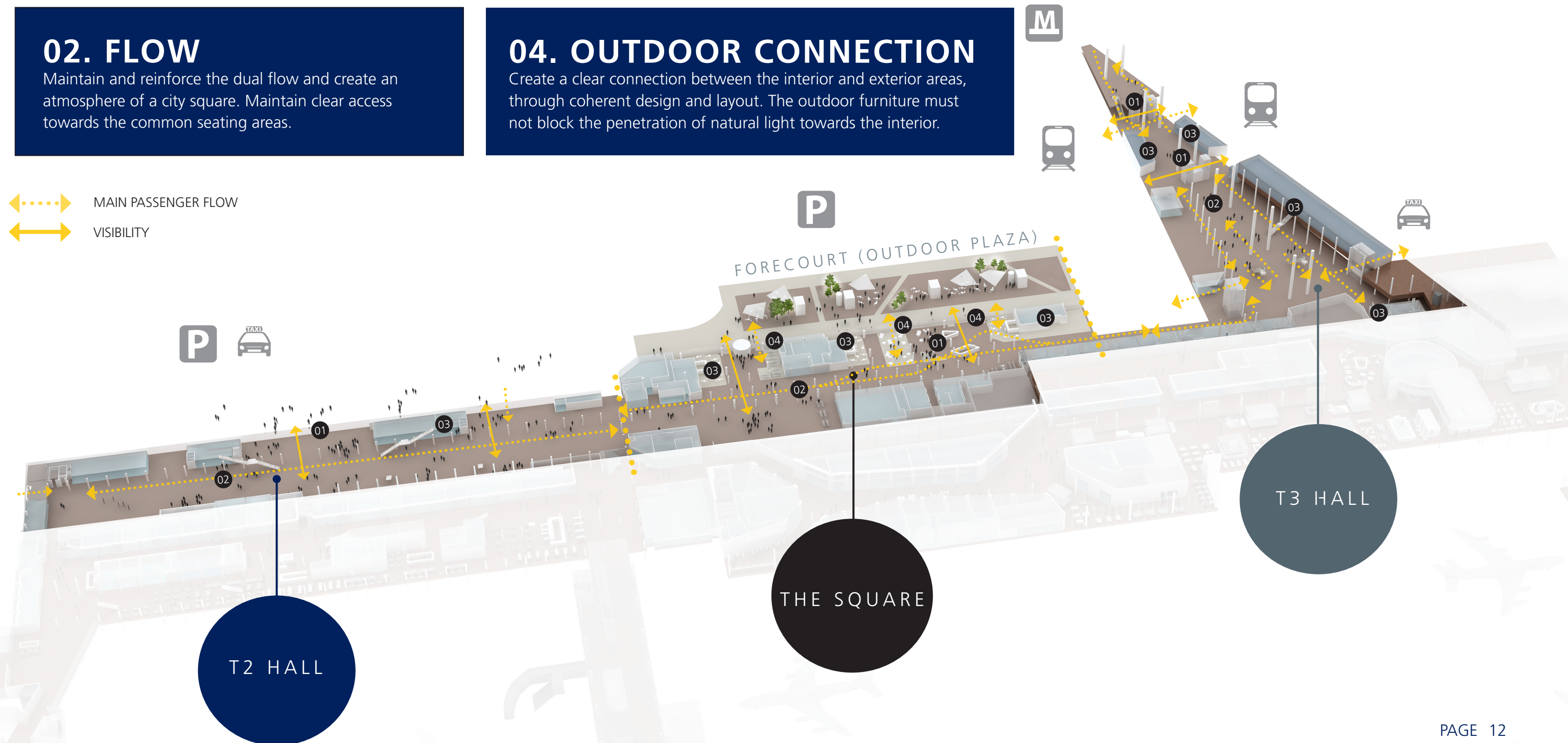
03. FACADES

Keep the facade opening as high as possible, ensuring a better view and a brighter area.

04. OUTDOOR CONNECTION

Create a clear connection between the interior and exterior areas, through coherent design and layout. The outdoor furniture must not block the penetration of natural light towards the interior.

MAIN PASSENGER FLOW
VISIBILITY



T2 HALL

CHARACTERISTICS

Enjoy the linear surroundings of high ceilings and circular sky lights. The area unites the check-in area, flight company offices and waiting areas for passengers and their family.

The area is located in the west end of the airport and hosts both travellers and non-travellers.

T2 HALL

ARCHITECTURAL HIGHLIGHTS

ONE MAIN CLEAR FLOW
LINEAR ARCHITECTURE
COLUMNS

VOLUMINOUS ATRIUM
THIN PANEL CEILING
CIRCULAR SKY LIGHTS

2.2

MOOD BOARD

T2 HALL

BAR / LOUNGE



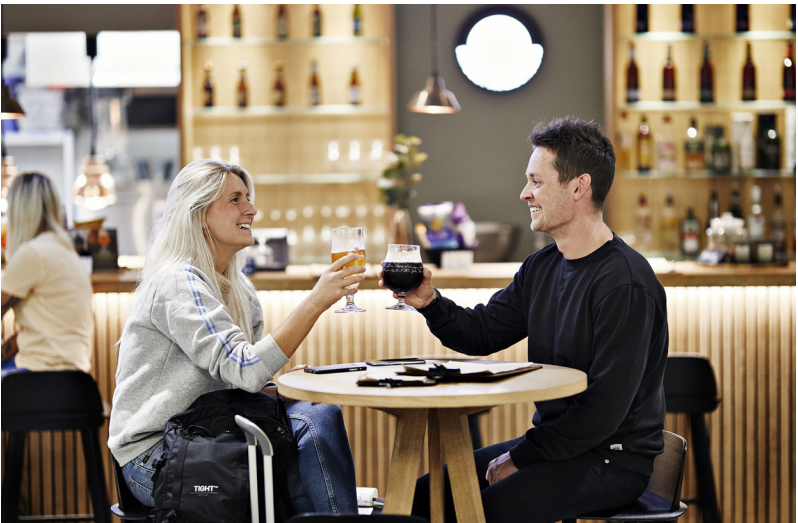
INVITING



CASUAL



COSY



MEETING POINT

THE SQUARE

CHARACTERISTICS

Indulge in a broad selection of Food & Beverage units and travel related retailing options in this area that has a uniquely Nordic look & feel and a Copenhagen marketplace atmosphere.

The area is located right in the middle of the Landside area between T2 HALL and T3 HALL.

THE SQUARE

ARCHITECTURAL HIGHLIGHTS

DUAL FLOW

BRIGHT MATERIALS

COPENHAGEN ATMOSPHERE

CIRCULAR SKY LIGHTS

WOODEN FEATURES

DYNAMIC LAYOUT

THE SQUARE

COPENHAGEN



CALM



2.3 MOOD BOARD

WARMTH



HEALTHY



MODERN



INVITING



NORDIC

T3 HALL

CHARACTERISTICS

An extravagant hallway that invites you into the airport with a dynamic and lively atmosphere. An area buzzing with people checking in or grabbing a cup of coffee while waiting for their loved ones.

The area is the direct connection to train and metro thus uniting Copenhagen with the airport.

T3 HALL

ARCHITECTURAL HIGHLIGHTS

COLUMN ROWS

CURVED ROOF DESIGN

OPEN SPACE

TRIANGULAR FOOT PRINT

HIGH CEILING

DAYLIGHT

2.4

MOOD BOARD

T3 HALL

CONVENIENCE



GRAB & GO



INVITING

MEETERS 'N GREETERS



WELCOMING



PLAYFUL

UNIT DESIGN GUIDELINES



3.1 STRATEGY



REFERENCES

- GUIDELINES**
To ensure the traveller a unique experience, we encourage the concessionaires to have the following subjects in mind:
- Focus on the product
 - Give a unique brand experience
 - Use the unit design for storytelling
 - Celebrate the airport feel
 - Offer plug in possibilities (power)
 - Give the unit a sense of place
 - Make the unit open and inviting
 - Use tailor-made and site-specific unit designs
 - Choose sustainable solutions, materials and lighting
 - Use quality interior design suited for airport load
 - Consider flow in the interior design
 - Make the unit convenient for the customer
 - Incorporate the newest trends, digital integration, personalization etc.
 - Integrate storage in solutions
 - Design coherent signage, well-proportioned with appropriate position on the facade



INDICATIVE ILLUSTRATIONS

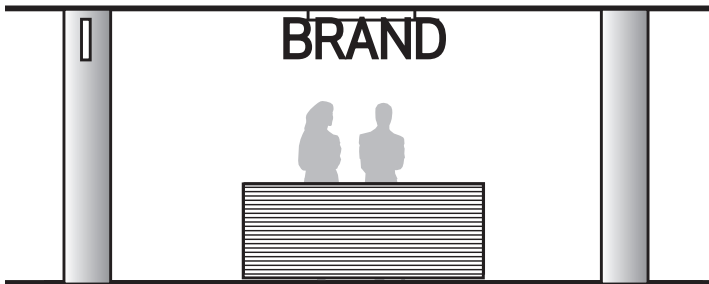
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3.2 FACADES



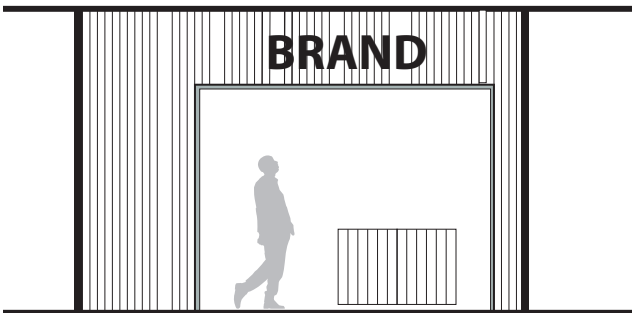
T2 HALL - INDICATIVE ELEVATION

- Casual, lounge / bar feel
- Projecting sign on columns near main hallway is allowed
- Bulkhead is allowed
- No signage on glass railings or slab edges



THE SQUARE - INDICATIVE ELEVATION

- Copenhagen atmosphere / Nordic design
- Suspended main signage design on shop front
- Projecting signage in front of columns is allowed
- No bulkhead is allowed



T3 HALL - INDICATIVE ELEVATION

- Playful design
- Aligned top and bottom edge of bulkhead / shop front (with neighbor concessionaire)
- Bulkhead is allowed
- No projecting signage on shop fronts on ground level
- No signage on glass railings or slab edges

CREATIVE AND COHERENT UNIT DESIGN

New shop fronts should be creative, of high quality and well designed. The shop front should be coherent with the interior design.

Most of the following guidelines are applicable for all three areas, but some guidelines are referring to only one or two of the areas.

BOUNDARIES

The framing/boundary of individual shop fronts varies throughout the different dining and shopping area in Landside.

ROLLER SHUTTER & COVERS

The ownership of roller shutters varies according to contract. High transparency through roller shutters ensures branding in the hours when the unit is closed. Units without walls should also consider the design of product cover-ups so that they are coherent with the overall design.

SIGNAGE ON FACADE

See section 3.6 *SIGNAGE*.

APPROVAL

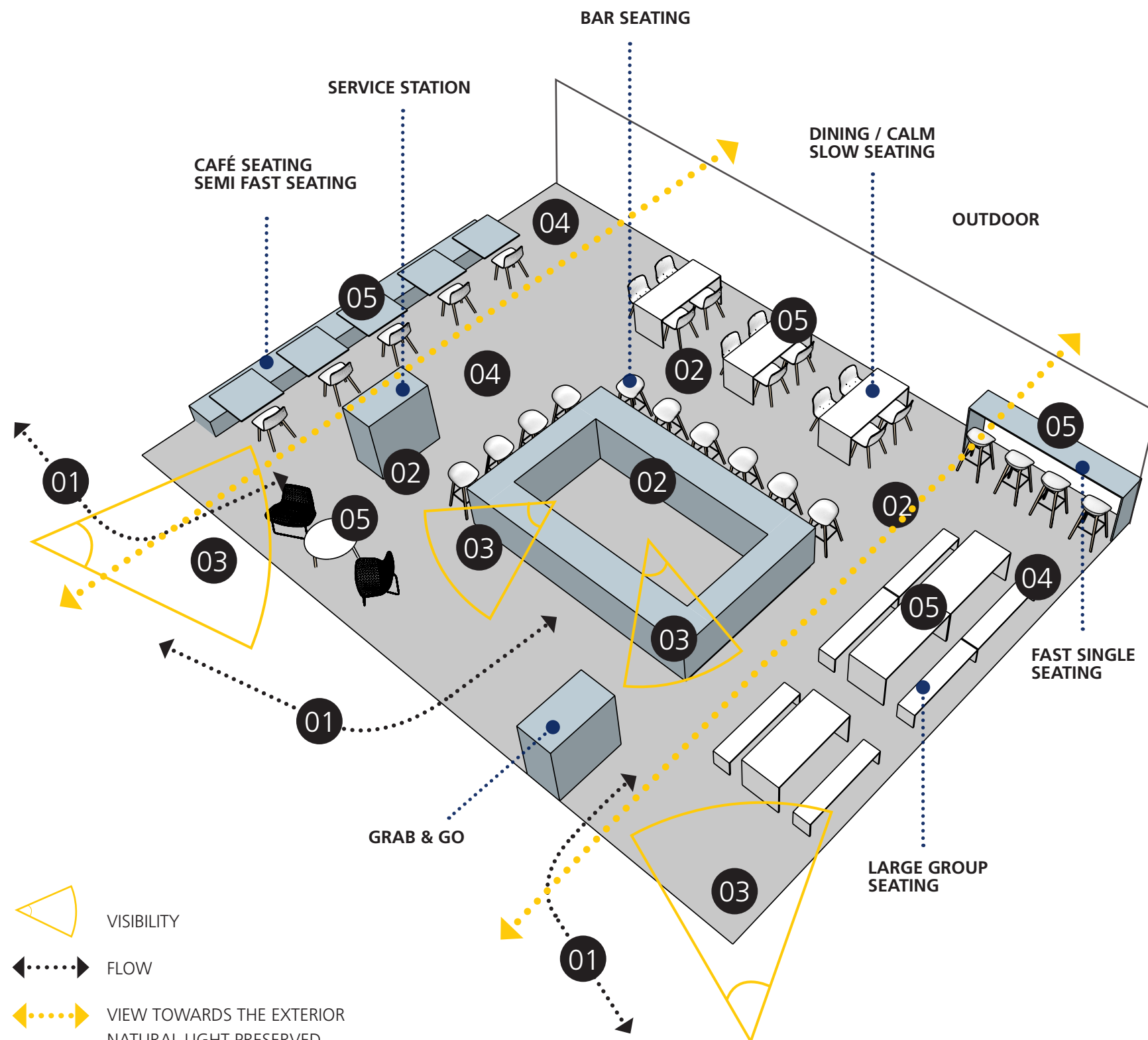
* *All facades must be approved by CPH.*

* *Required guidelines.*



INDICATIVE ILLUSTRATION

NOT A DESIGN PROPOSAL



3.3 LAYOUT F&B

01. FLOW

Consider how the layout will ensure a constant and clear customer flow and clearly showcase how the guest will enter the unit and move around it.

02. SERVICE FLOW

All operational functions need careful consideration. Consider how to ensure an efficient floorplan for the unit staff.

- * The clearing of tables and handling of used cutlery and crockery must be considered in the overall design and layout.
- * Consider how much storage for inventory and waste is needed and how it can be integrated.
- * Consider the placement of Grab & Go products.

03. VISIBILITY

Consider how the furniture and design of the unit can help guests get an easy overview of the area. The counter should be easy to locate and make staff accessible to guests.

04. SPACE FOR LUGGAGE

Consider how to accommodate the different customer groups' needs for storage space. Space between seats/tables and hooks for jackets/bags will result in relaxed customers.

05. VARIOUS & OPTIMISED SEATINGS

Consider how the arrangement of tables and chairs can be flexible accommodating all from one person to large groups and still ensure privacy.

APPROVAL

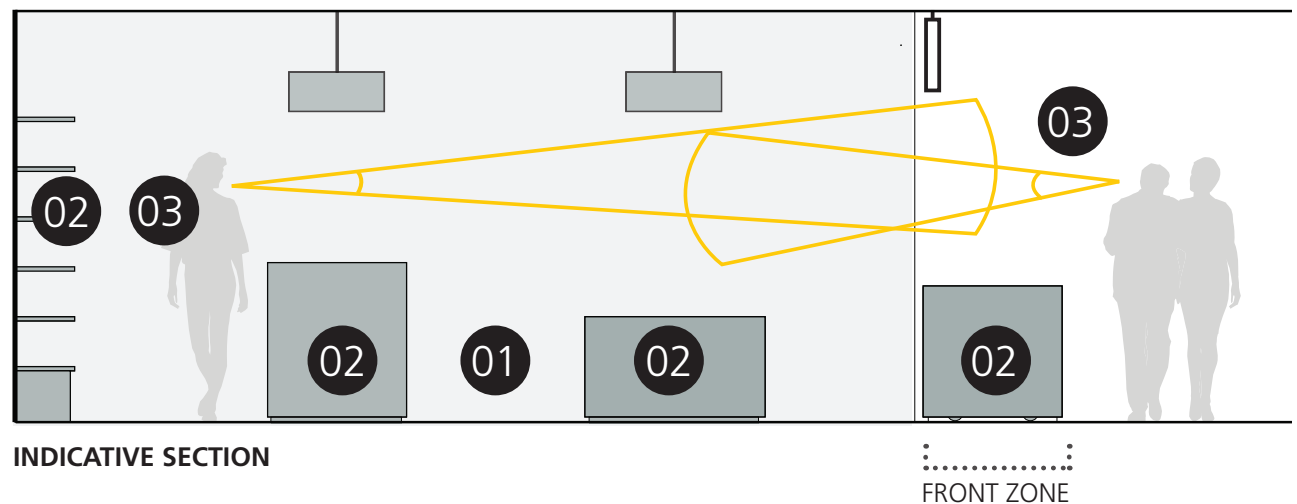
- * All layouts must be approved by CPH.

- * Required guidelines.

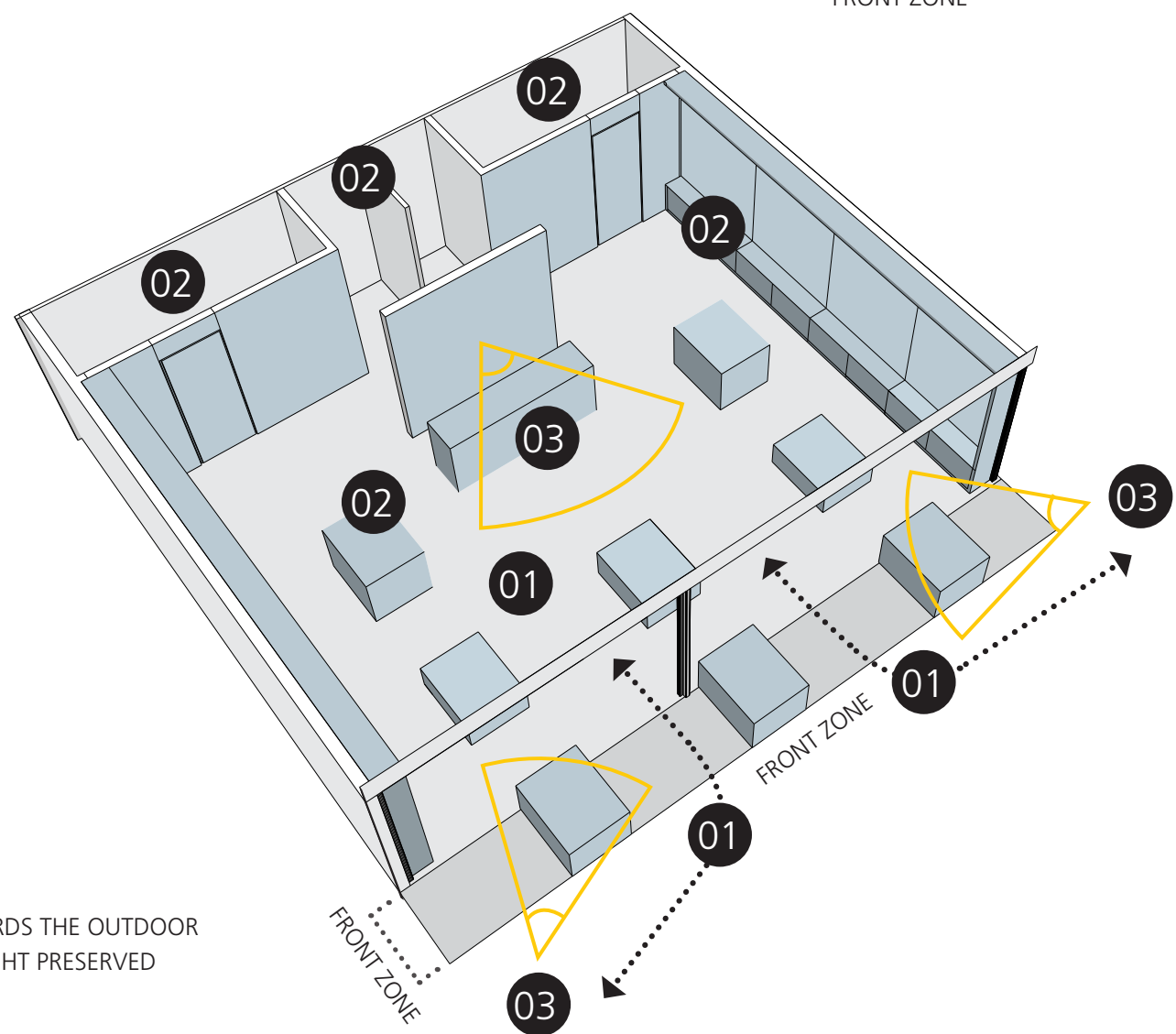


INDICATIVE ILLUSTRATIONS

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INDICATIVE SECTION



- VISIBILITY
- FLOW
- VIEW TOWARDS THE OUTDOOR
NATURAL LIGHT PRESERVED

3.3 LAYOUT RETAIL

01. FLOW

Consider how the layout can ensure a constant and clear customer flow and clearly showcase how the customer will enter the unit and move around it.

02. COHERENT DESIGN & STORAGE

The design concept should be coherent in the choice of surfaces, furniture and details.

Careful consideration should be put into all operational functions. Visible and misplaced storage and waste can have a negative impact on operations and customer experience. Consider how much storage for inventory and waste is needed and how it can be integrated.

* *Hidden storage space must be incorporated so no pallets, cardboard boxes, waste containers or similar, are visible.*

03. VISIBILITY

Consider how the furniture and design of the unit can help guests to get an easy overview of the area. A good overview ensures the guest an easy entrance and access towards the counter/store staff. The counter should be easy to locate.

APPROVAL

* *All layouts must be approved by CPH.*

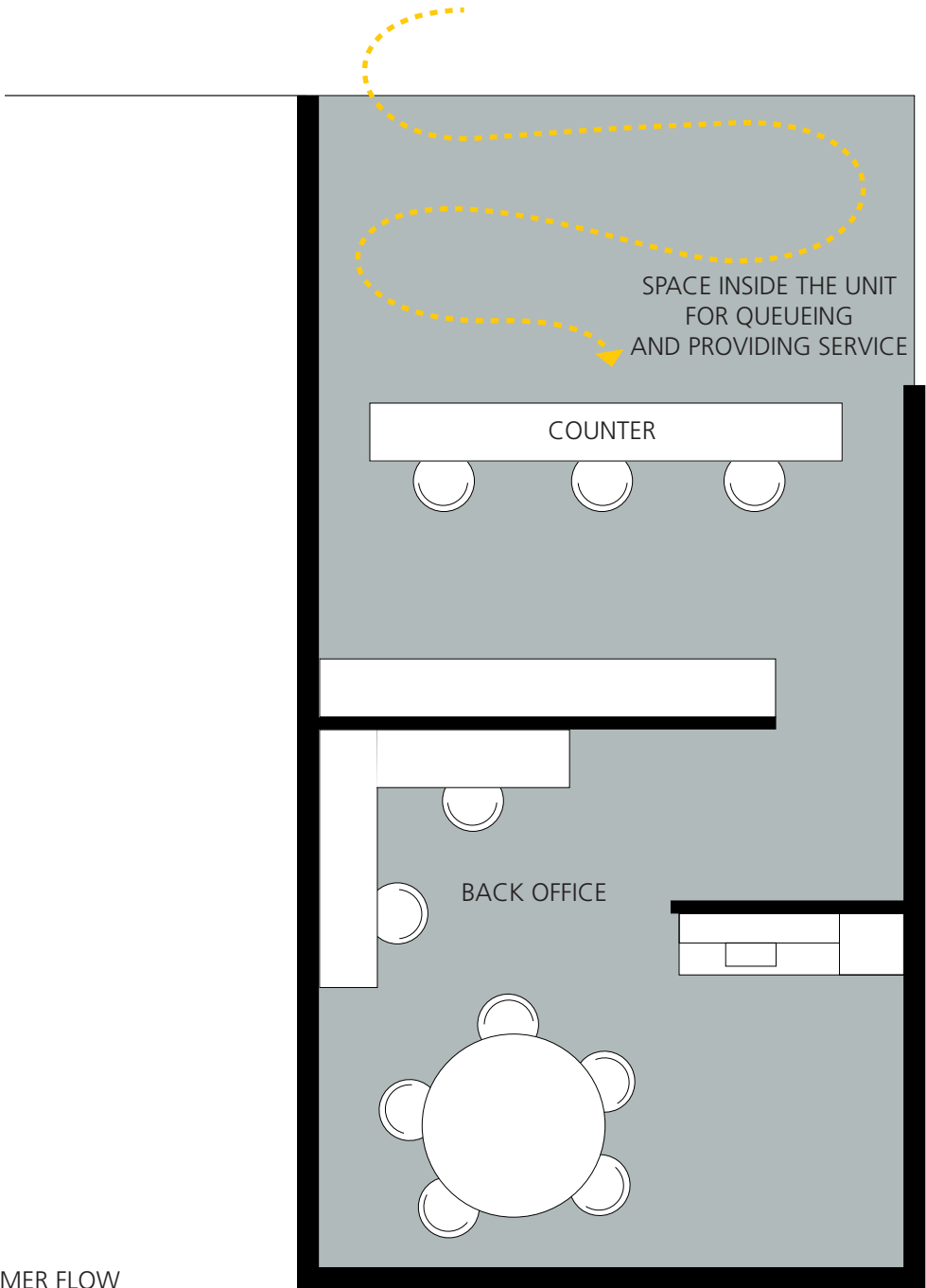
* *Required guidelines.*



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3.3 LAYOUT QUEUEING



---> CUSTOMER FLOW

INDICATIVE EXAMPLE: BANK UNIT

GUIDELINES

When designing the unit, make sure to add space for queueing, especially if the product is a service product, such as a bank or car rental, where no products are being displayed.

- * *The hallways outside the unit area must not be used for queueing. It will block the flow in the hallways and be a hazard for escape routes in case of emergencies.*

Try to guide the customer flow without using separation bollards within the unit.

APPROVAL

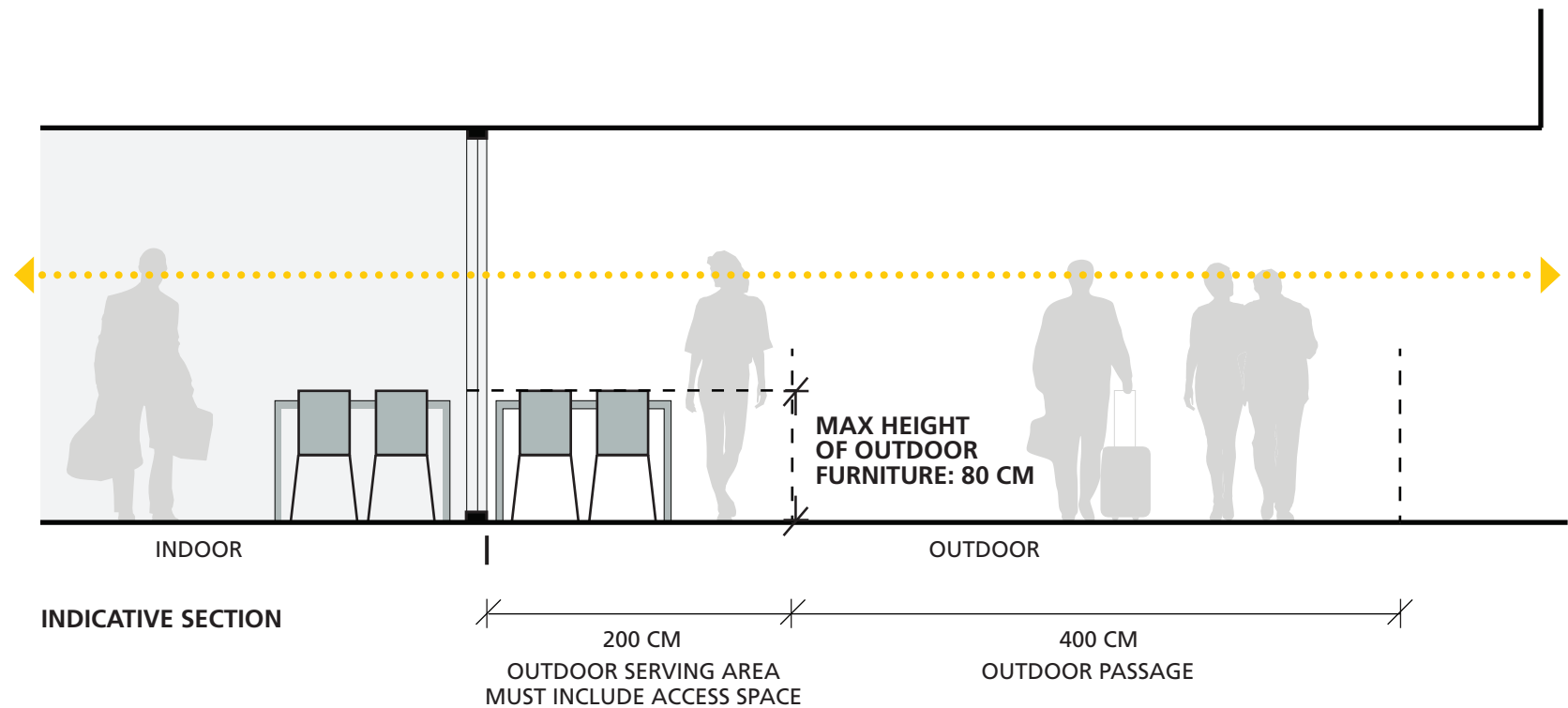
- * *All layouts must be approved by CPH.*

* *Required guidelines.*



INDICATIVE ILLUSTRATION

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◀.....▶ NATURAL LIGHT AND VIEW PRESERVED
WITH AN OPEN VIEW ACROSS THE AREA

3.3 LAYOUT OUTDOOR

OUTDOOR GUIDELINES

Outdoor service can generate additional customer activity.
All operational functions need careful consideration.

- * *Outdoor service is optional.*
- * *The layout must include access to furniture within the 200 cm.*
- * *The outdoor furniture must be suited for exterior use and be coherent with the brand's interior design.*
- * *Max height of outdoor furniture: 80 cm.*
- * *In the layout consider how to ensure that the furniture will not move outside the 200 cm boundary.*

APPROVAL

- * *All outdoor furniture must be approved by CPH.*

* *Required guidelines.*



INDICATIVE ILLUSTRATIONS

NOT A DESIGN PROPOSAL

3.4 FURNITURE



REFERENCES



REFERENCES



CORNERS MADE OF FRAGILE MATERIALS ARE NOT RECOMMENDED

COHERENT, CREATIVE AND SUSTAINABLE DESIGN
Imaginative and unique designs in sustainable materials are encouraged. It will make the unit contemporary and attractive.

TRENDS
Consider how to integrate the newest trends; e.g. digital integration or working theatre.

COLLISION WITH CARTS AND TROLLIES
Choose furniture solutions that can withstand collisions with carts, suitcases and cleaning machines, but are still elegant and integrated into the design.

- MATERIALS AND JOINTS**
- * *Natural, genuine materials are to be used, meaning that horizontal surfaces such as table tops are not e.g. to be covered with fake wood vinyl. Laminate with glued corners/edges is not acceptable. Corners are to be reinforced or made of sturdy materials such as solid wood.*
 - * *If the furniture is provided with wheels, at least half the wheels must be lockable. Movable furniture must be provided with protecting felt, plastic or rubber pads underneath to prevent marks on the floor.*

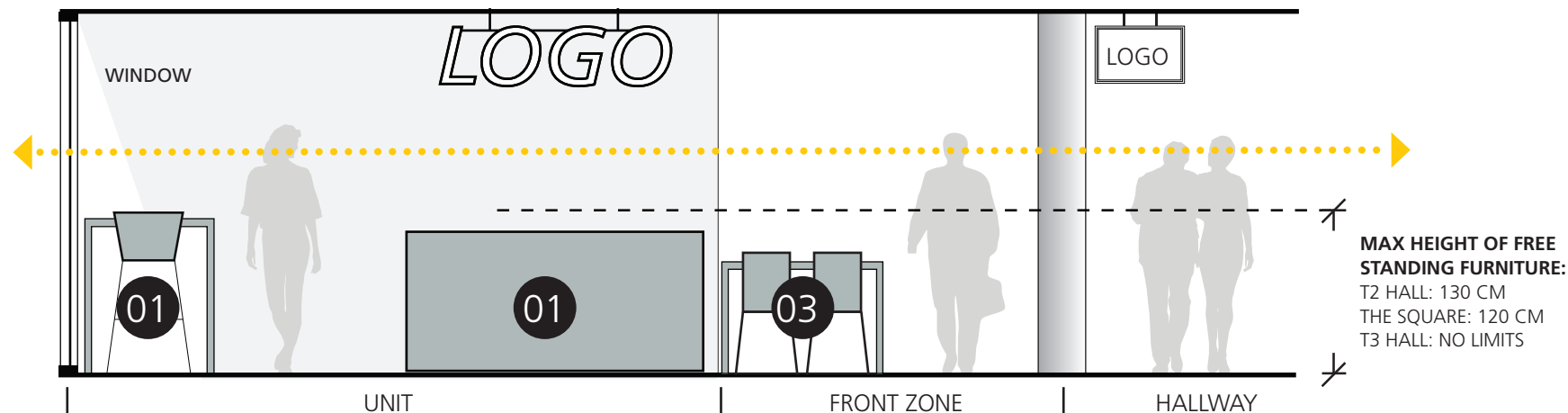
INTEGRATED STORAGE
Consider how much storage is needed and how storage can be integrated into the space or furniture. This helps prevent messy visible and misplaced storage and waste which can have a negative impact on operations and customer experience.

* *Required guidelines.*

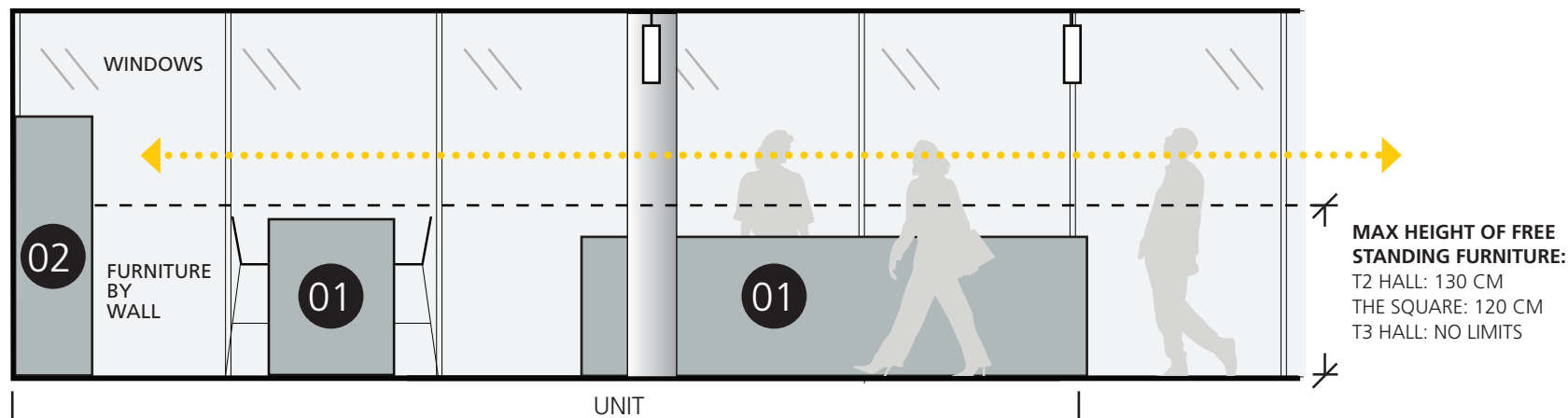


INDICATIVE ILLUSTRATIONS

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INDICATIVE ELEVATION



INDICATIVE ELEVATION

VIEW TOWARDS THE OUTDOOR
NATURAL LIGHT PRESERVED
OPEN VIEW ACROSS UNIT AREA

3.4 FURNITURE

01. FREE STANDING FURNITURE

In order to preserve daylight in the landside areas there are regulations on the height of furniture in the unit. Choose furniture that is well-designed as it will be visible from all sides.

- * T2 Hall: Height of free standing furniture: Max 120 cm.
- * The Square: Height of free standing furniture: Max 130 cm.
- * T3 Hall: Height of free standing furniture: no limits. But we recommended the concessionaire to consider high visibility across the unit space.

02. FURNITURE BY WALL

Special rules apply for height of furniture placed by a wall. See contract for specifics.

03. FRONT ZONE

- * Furniture or displays in the front zones must be a natural extension of the interior in the store and be movable. It must take up no more than 50% of the front zone floor area.
- * Max height of front zone furniture is 120 cm.

APPROVAL

- * All furniture must be approved by CPH.

* Required guidelines.



INDICATIVE ILLUSTRATIONS

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3.5 SURFACES

01



T3 HALL + THE SQUARE
EXISTING FLOORING



T2 HALL



WOODEN FLOOR
REFERENCE

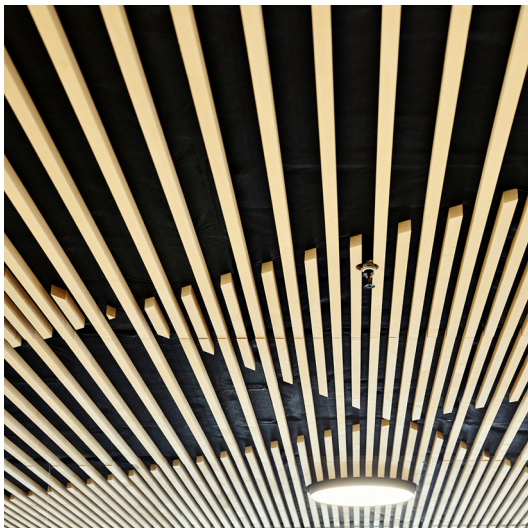


TILE FLOOR
REFERENCE

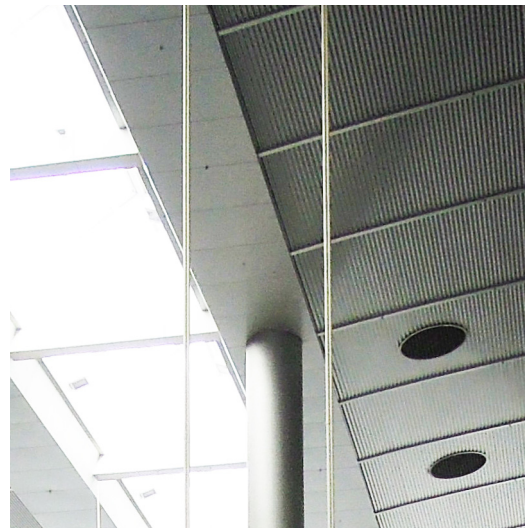
02



T2 HALL
EXISTING CEILINGS



THE SQUARE



T3 HALL

01. FLOORING

The existing granite and travertine tile flooring in the hallways can be found inside some units. It is allowed to change the flooring. Choose a floor which is coherent with the design concept or keep the tile flooring which creates a more direct sense of flow with the hallway. Hard flooring must be chosen due to the severe wear on the floors of the airport due to trolleys.

The floors must have a durability of min. 5 years.

The threshold from each unit to the hallway should be on one level.

* *The threshold from each unit to the hallway must be on one level.*

* *Film on flooring is not permitted.*

02. CEILINGS

In some units the ceilings are fixed. Where sub ceilings are allowed these should generally be suspended, ensuring easy access to the installations above.

Acoustic ceilings can improve the dining and shopping experience.

* *There are strict regulations regarding cleanliness of ceilings and/or suspended elements in F&B units. Therefore the design of suspended elements must be well thought through in terms of easy maintenance.*

APPROVAL

* *All surfaces must be approved by CPH.*

* *Required guidelines.*



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3.5 SURFACES

03



WALL DECORATION
REFERENCES



WOODEN CLADDING



TILE CLADDING

03. WALLS

Walls within the unit can be decorated in various materials.

- * *If the walls are to be covered with a material then natural, genuine materials are to be used.*

COLUMNS

Columns inside a unit, can be decorated by the concessionaire.

- * *Columns placed on the edge of a unit area can not be decorated.*

APPROVAL

- * *All surfaces must be approved by CPH.*

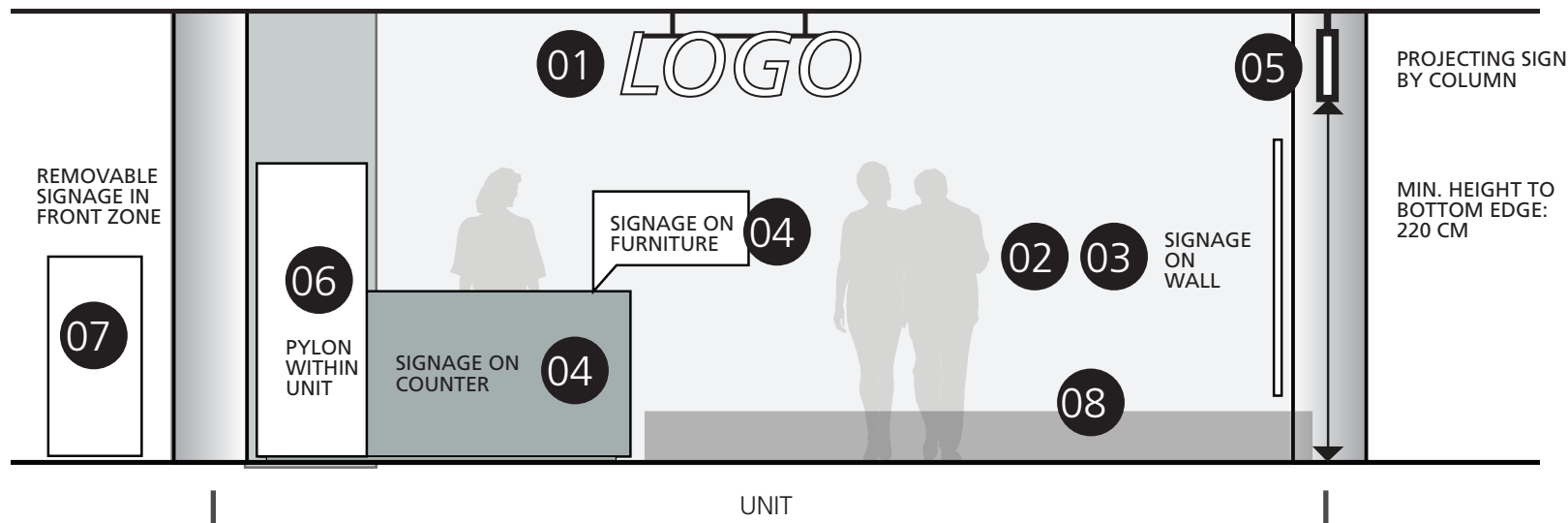
* *Required guidelines.*



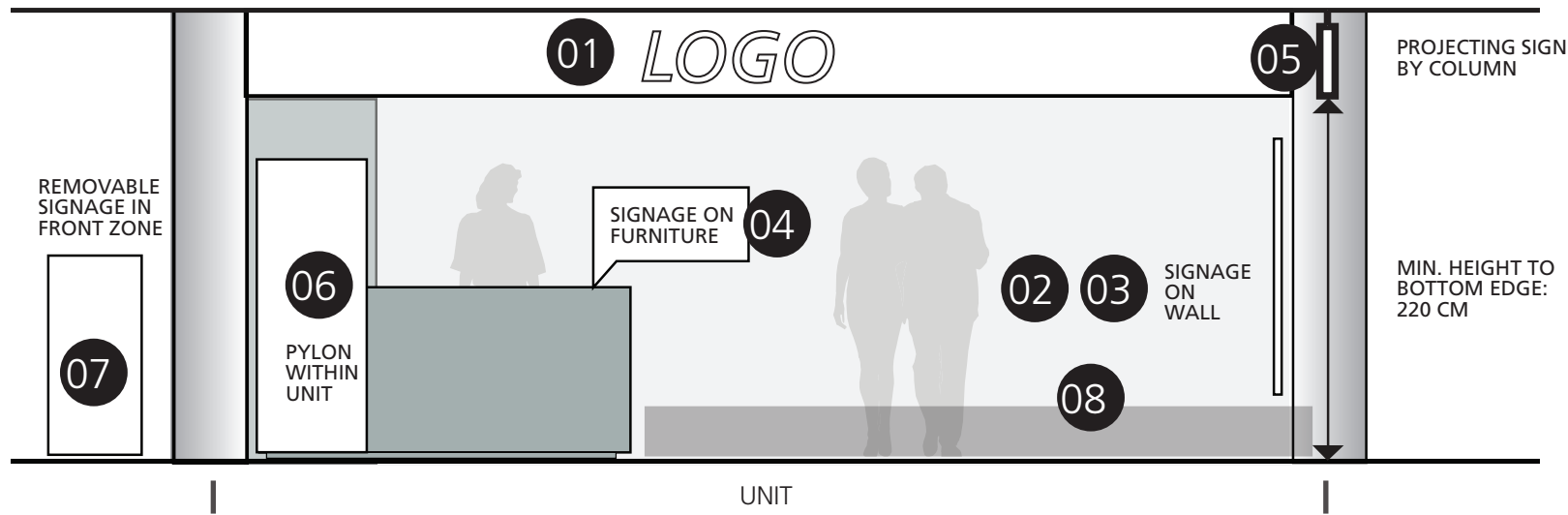
INDICATIVE ILLUSTRATIONS

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3.6 SIGNAGE TYPES



INDICATIVE ELEVATION - UNIT WITHOUT BULKHEAD



INDICATIVE ELEVATION - UNIT WITH BULKHEAD

UNITS ON MAIN FLOOR

In general, signage should be well proportioned and integrated into the unit layout with a clear hierarchy of signs. Careful consideration should be given to the signage of the specific site to take into account the area concept, immediate surroundings and the need for a strong visual impact.

Consider using a subtitle to communicate the type of products the brand is offering.

POSSIBLE TYPES OF SIGNS

- 01 Concessionaire sign on facade
(On bulkhead: Only in T2 Hall + T3 Hall)
- 02 Concessionaire sign inside unit
- 03 Supplier signs
- 04 Sign placed on furniture side or top
- 05 Projecting sign (Only allowed in T2 Hall + The Square)
- 06 Pylon within unit
- 07 Removable signage in front zone
- 08 Film on glass (Only allowed in T2 Hall + The Square)

APPROVAL

* All signage must be approved by CPH.

* Required guidelines.



INDICATIVE
ILLUSTRATIONS
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3.6
SIGNAGE
TYPES

01



REFERENCES

02

03



REFERENCES

01. CONCESSIONAIRE SIGN ON FACADE

- * T2 Hall & T3 Hall: Max height of sign is 40 cm with a min. 7.5 cm offset from the top and bottom edge boundaries. The sign must either be backlit or have illuminated letters.
- * The Square: Max height of sign is 40 cm. Only allowed as suspended cut-out illuminated letters, located perpendicular to the exterior facade.
- * The bulkhead sign must not exceed 12 cm in depth.
- * No signage is allowed on slab edges.
- * Multiple signs, whether side by side or above each other, are not permitted.

02. CONCESSIONAIRE SIGN INSIDE SHOP

If a logo is placed on the walls or other elements, then consider the sizing so it differs from the main sign.

03. SUPPLIER SIGNS

- * Supplier logos within the unit must be less dominating than the concessionaire brand logo. They must relate to the brand and be part of the design concept.
- * Supplier signs and commercials are not permitted on the facade.

APPROVAL

- * All signage must be approved by CPH.

- * Required guidelines.

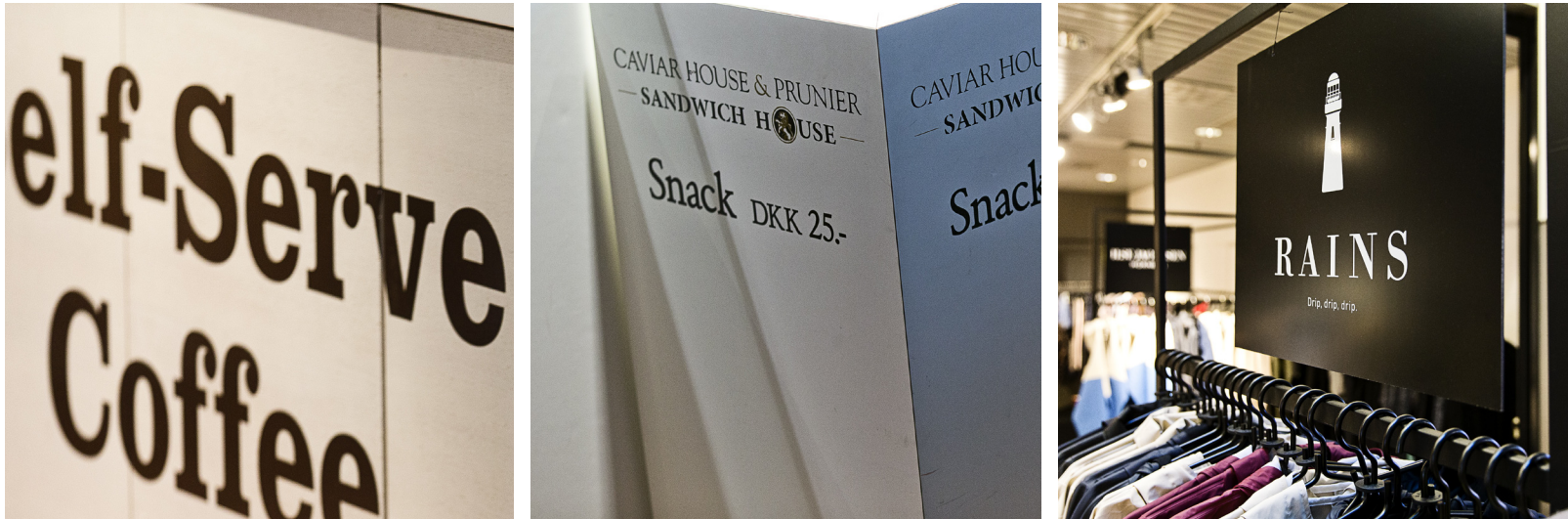


INDICATIVE ILLUSTRATIONS

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3.6 SIGNAGE TYPES

04



REFERENCES

05



REFERENCES

04. SIGN PLACED ON FURNITURE SIDE OR TOP

- * If signs are placed on furniture sides, they must be durable and securely mounted.
- * Signs placed on top of furniture e.g. offers, must be of good quality and may not be handwritten or mounted with tape.

05. PROJECTING SIGN (ONLY ALLOWED IN T2 HALL + THE SQUARE)

- * The Square: There is a fixed design of the projecting sign in The Square. See page 37 + 38.
- * Only one per unit.
- * Must be integrated in the design.
- * In general, placed in line with main concessionaire sign, but with a min. of 220 cm from floor to bottom edge of sign.
- * By upstairs units a projecting sign can be mounted or suspended by the stair landing near the entrance within the unit.
- * Backlit only.
- * All fixings must be discreet.

APPROVAL

- * All signage must be approved by CPH.

- * Required guidelines.



INDICATIVE ILLUSTRATIONS

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3.6 SIGNAGE TYPES

06 07



REFERENCES

08



REFERENCE

06. PYLON WITHIN UNIT

Pylons are encouraged for showing menus and as a substitution for using sandwich boards to attract customers. It is preferable to add the menu on the pylon.

- * *Pylons must be an integrated part of the unit design. Location and content must be agreed with CPH.*
- * *A pylon must not block the natural light.*
- * *A pylon must not interfere with the aeronautical flow.*
- * *Max size of pylon: Height: 200 cm, width: 70 cm, depth: 20 cm.*

07. REMOVABLE SIGNAGE IN FRONT ZONE

- * *Only sandwich boards which are designed for the specific unit are permitted in the front zone.*
- * *Roll ups can only be used for short time promotions and are not permitted as permanent signage. Max 6 weeks. Roll ups must be approved by CPH.*

08. FILM ON GLASS (ONLY ALLOWED IN THE SQUARE + T2 HALL)

Film on glass, windows and doors towards the exterior can be used as part of the signage concept in a resctricted area.

- * *Film on glass towards the exterior is allowed 35 cm from the bottom edge of the window.*
- * *Fllm on glass walls facing the hallways is not allowed.*

APPROVAL

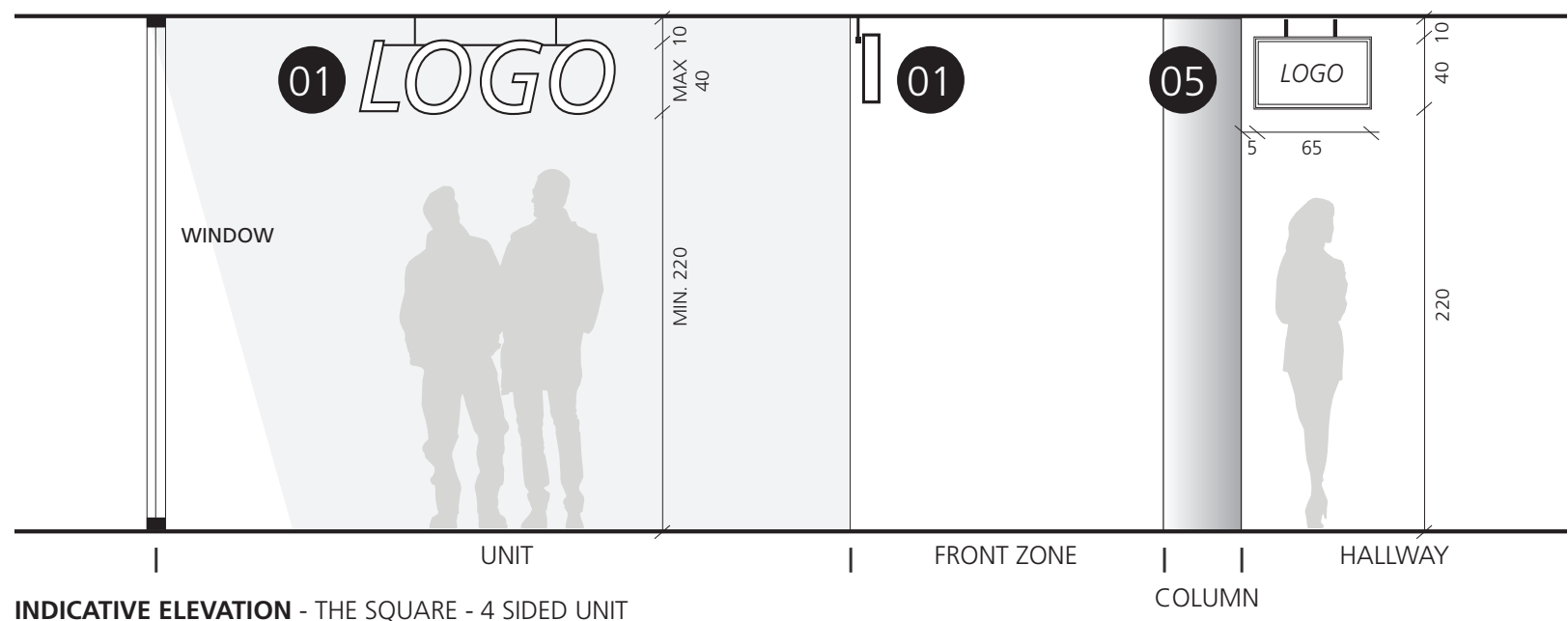
- * *All signage must be approved by CPH.*
- * *Required guidelines.*



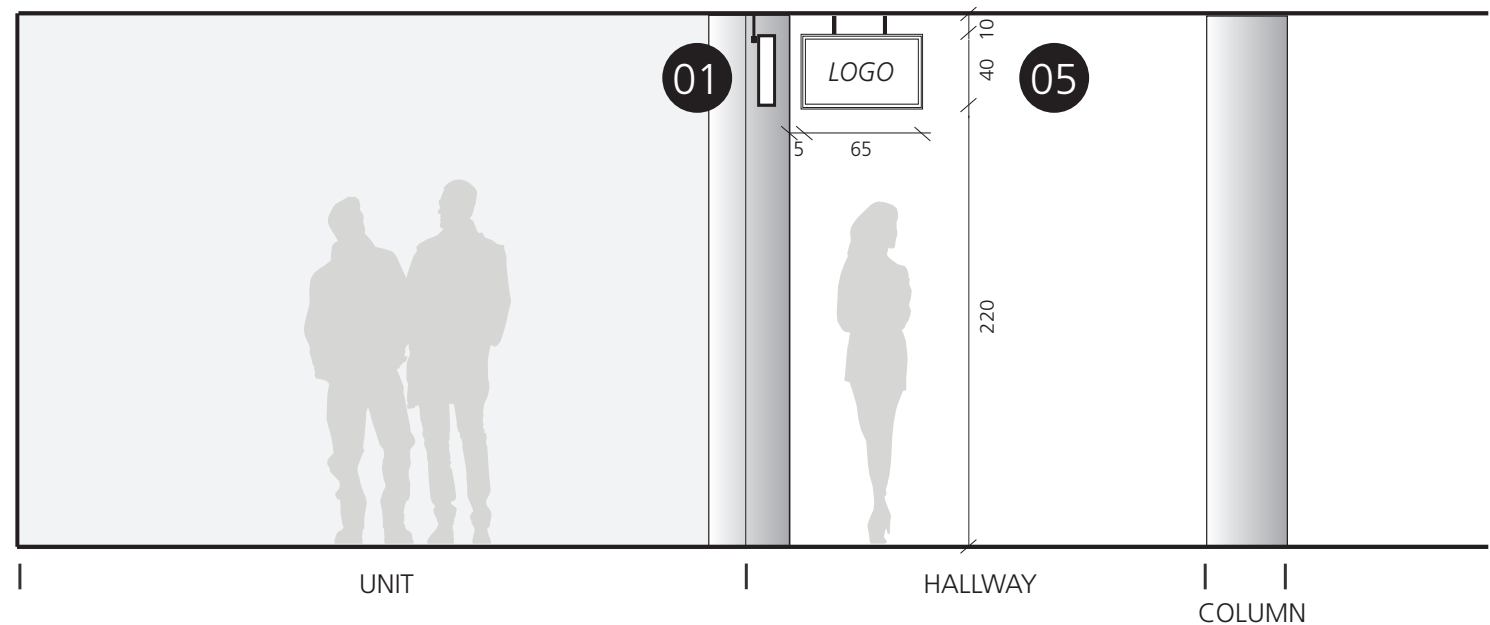
INDICATIVE ILLUSTRATIONS

NOT A DESIGN PROPOSAL

3.6 SIGNAGE THE SQUARE



INDICATIVE ELEVATION - THE SQUARE - 4 SIDED UNIT



INDICATIVE ELEVATION - THE SQUARE - 1 AND 2 SIDED UNIT

ALL MEASUREMENTS ARE IN CM

01. SUSPENDED SIGN

The suspended sign is the main unit signage by The Square.

- * Suspended signs are only allowed above unit entrances.
- * The sign must consist of freestanding letters with integrated illumination.
- * The sign must be attached to a black aluminum rack at the top of the letters.
- * There should be a min. of 220 cm from floor to bottom edge of sign and min. 10 cm from ceiling to top edge of sign.
- * The sign must not exceed depth: 10 cm.

05. PROJECTING SIGN

Projecting signs should complement the main signs on the unit facade.

- * Projecting signs should be mounted in the ceiling in front of the CPH columns closest to the unit. Make sure they are visible from the main flow directions.

VISIBILITY FROM ALL DIRECTIONS

Study the passenger flows in the hallway, so that the signs are located with high visibility from all directions.

APPROVAL

- * All signage must be approved by CPH.

- * Required guidelines.

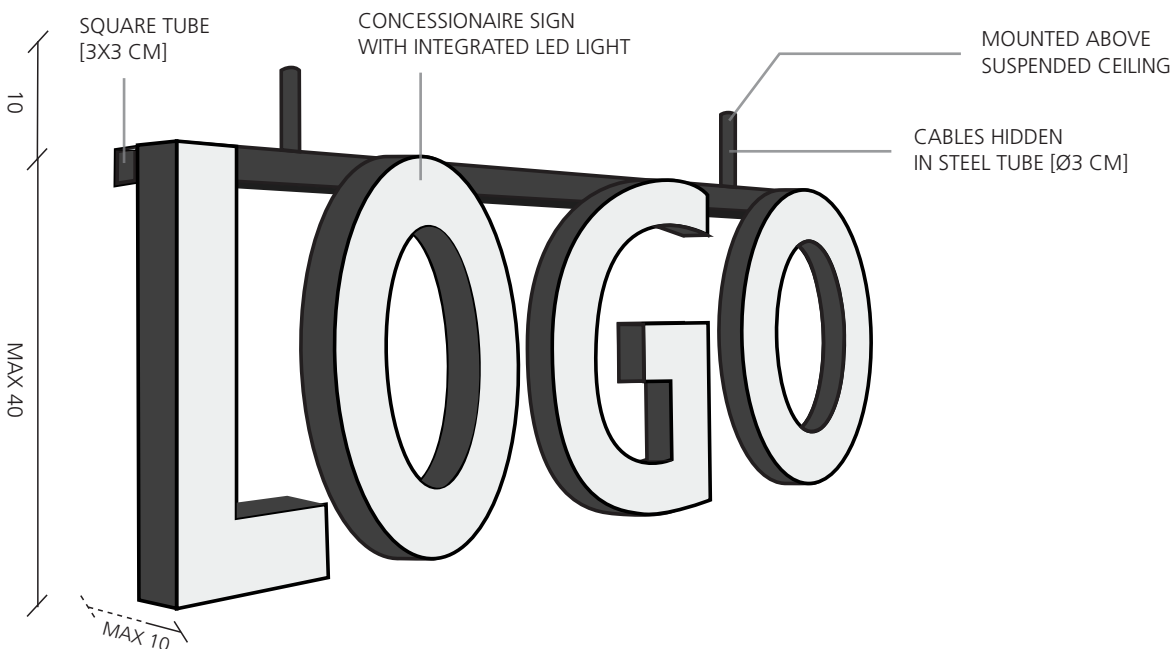
INDICATIVE ILLUSTRATIONS

NOT A DESIGN PROPOSAL

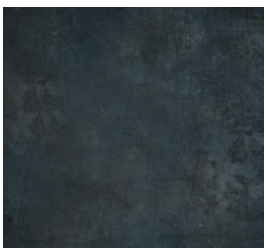
3.6 SIGNAGE THE SQUARE

01

SUSPENDED SIGN



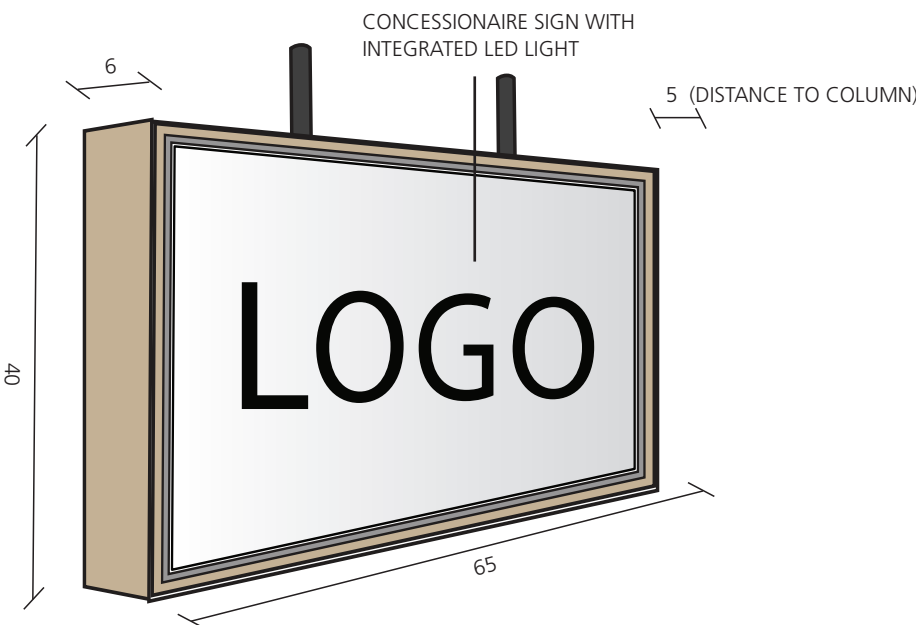
MATERIALS (TUBES)



BLACK ALUMINUM

05

PROJECTING SIGN



MATERIALS



ASH WOOD



BLACK ALUMINUM

ALL MEASUREMENTS ARE IN CM

01. SUSPENDED SIGN

- * All racks for the suspended signs must be made of aluminum powder coated RAL 9005 black.
- * Concessionaire should use their own branding logo (fonts).
- * The front of the concessionaire logo/letters can be in any colour.
- * The backside of the sign must be RAL 9005 black.
- * The rack must be discreetly mounted above the suspended ceiling.
- * All power fixtures must be hidden.

05. PROJECTING SIGN

All projecting signs have the same frame made of an outer shell of ash wood and an inner shell of dark aluminium. The concessionaire sign is placed inside the frame aligned with the level of the aluminum frame. It should include integrated LED light.

- * The sign is two-sided.
- * The acrylic plates must be covered with film in colour RAL 9010 white. The concessionaire logo/letters can be in any colour.
- * The bolts must be in colour RAL 9005 black.

APPROVAL

- * All signage must be approved by CPH.

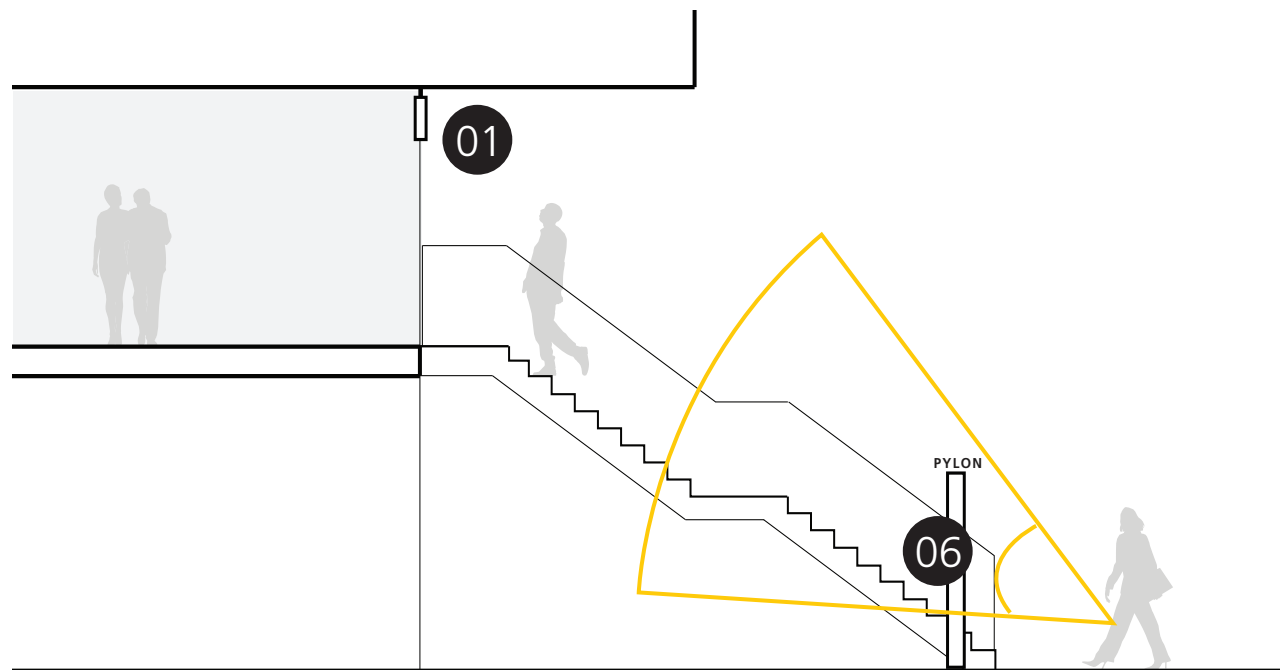
* Required guidelines.

INDICATIVE ILLUSTRATIONS

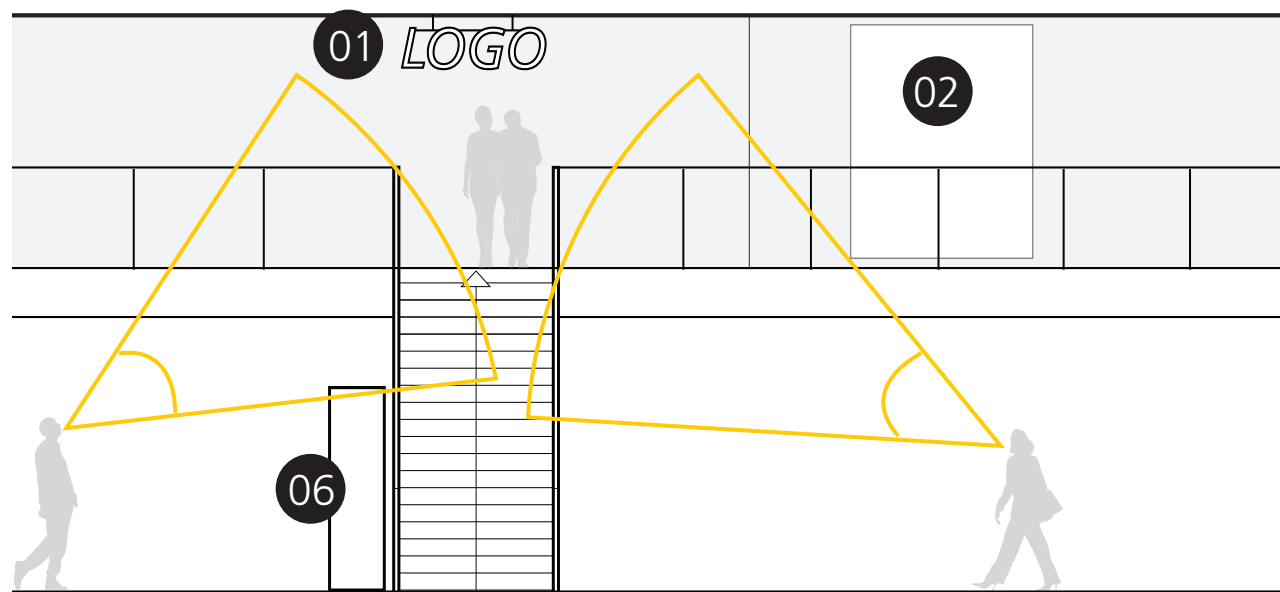
NOT A DESIGN PROPOSAL

T2 HALL

T3 HALL



INDICATIVE SECTION - UPSTAIRS UNIT



INDICATIVE ELEVATION - UPSTAIRS UNIT



VISIBILITY

3.6 SIGNAGE UPSTAIRS UNIT

UPSTAIRS UNIT

To ensure units placed upstairs have great visibility please adhere to the following guidelines. Careful consideration should be given to the signage of the specific site to take into account the area concept, immediate surroundings and the need for a strong visual impact.

* *No items are allowed to be placed on the stairs.*

POSSIBLE TYPES OF SIGNAGE

- 01** Concessionaire sign on facade. (Main sign)
- 02** Concessionaire sign inside unit.
- 06** Pylon by staircase.

* *Film on glass railings is not allowed.*

01. CONCESSIONAIRE SIGN

* *The sign must be placed in line with the center of the main entrance.*

VISIBILITY FROM ALL DIRECTIONS

Study the passenger flows in the hallway, so the signs are located with high visibility from all directions.

APPROVAL

* *All signage must be approved by CPH.*

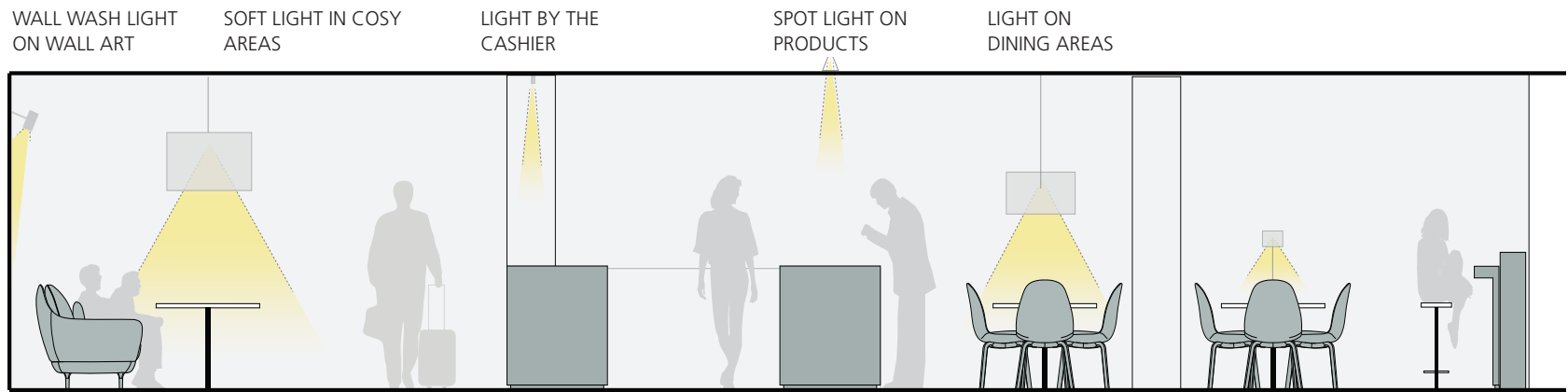
* *Required guidelines.*



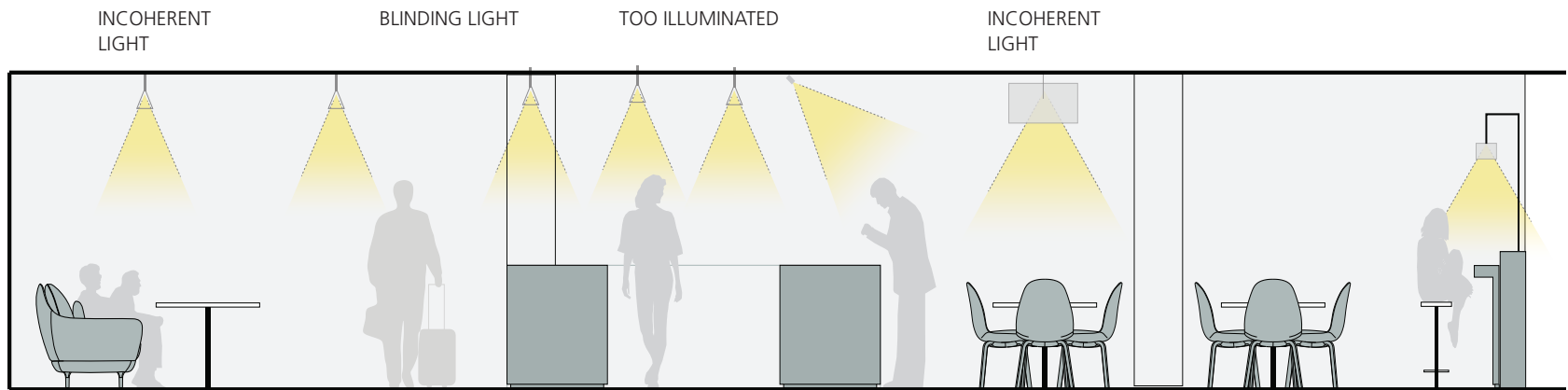
INDICATIVE ILLUSTRATIONS

NOT A DESIGN PROPOSAL

3.7 LIGHTING F&B



RECOMMENDED LIGHTING CONCEPT



NOT RECOMMENDED LIGHTING CONCEPT

GUIDELINES

Lighting should be in accordance with ambience and function and be developed as an integrated part of the design concept. Consider how the lighting concept suits the change of the natural light during the day and the seasons of the year in Denmark.

- *F&B units should be inviting with a cosy lighting concept.*
- *Light sources should generally be LED.*
- *Fixtures which will highlight products should ideally be located at a distance of 100 to 120 cm from the wall. This gives a good direction of light with low glare.*
- *Due to the change of light through the day and the seasons of the year, the lighting concept should be changeable and adaptable to the different scenarios.*
- *Lighting values in the front zone: Ra-value min. 90. Average Lux-value between 800-1200.*
- * *Lighting of the front zone: The lighting fixtures must be of high quality and be incorporated discreetly, e.g. in the bottom of the bulkhead or in the ceiling, mounted in a track so the lighting fixtures are easy to change, maintain and slide into new positions. The lighting must not blind the customers in the hallway and must only light up the defined front zone area of the specific unit.*
- * *The power consumption must not exceed 10-15 watts per sqm.*

APPROVAL

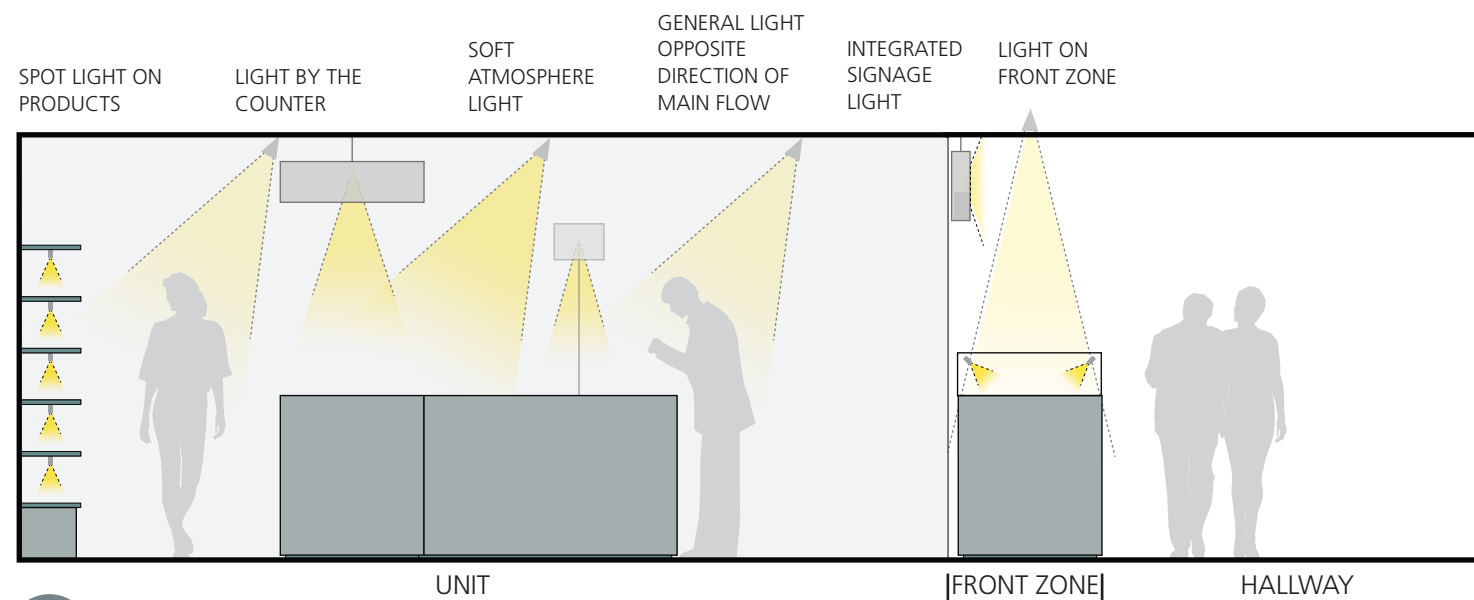
- * *A lighting plan, including the selection of lamps, luminaires, light directions and locations, as well as power consumption per sqm must be approved by CPH.*
- * *Required guidelines.*



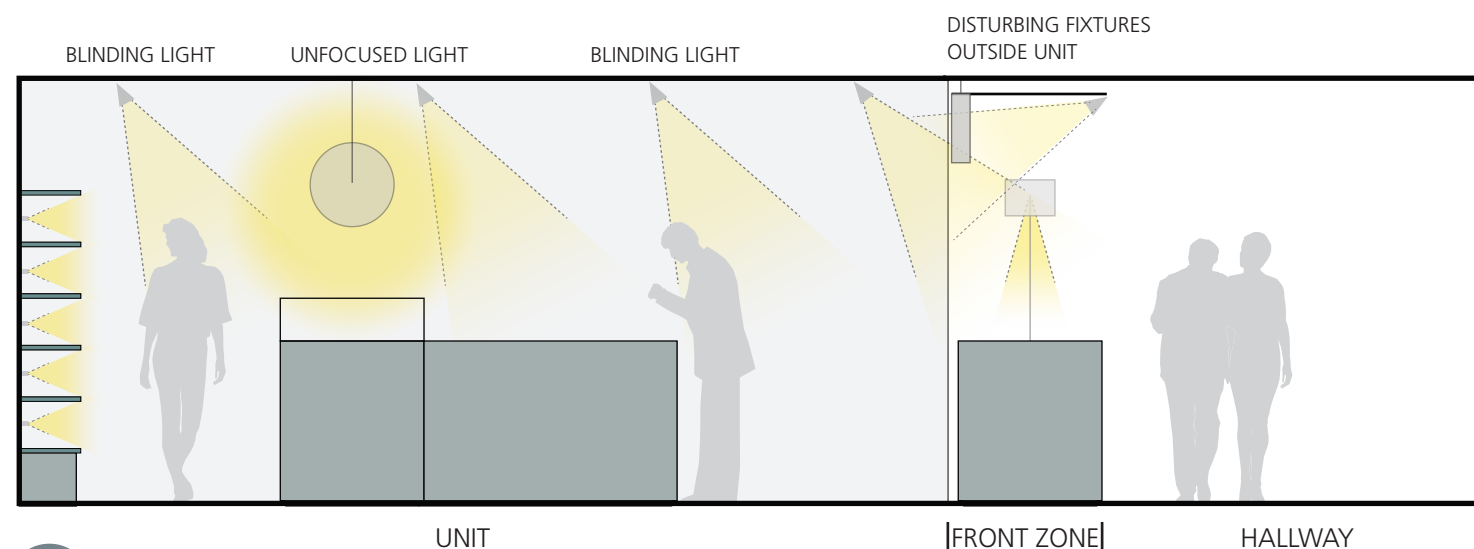
INDICATIVE ILLUSTRATIONS

NOT A DESIGN PROPOSAL

3.7 LIGHTING RETAIL



RECOMMENDED LIGHTING CONCEPT



NOT RECOMMENDED LIGHTING CONCEPT

GUIDELINES

Lighting should be in accordance with ambience and function and be developed as an integrated part of the design concept.

- *Light sources should generally be LED.*
- *Fixtures which will highlight products should ideally be located at a distance of 100 to 120 cm from the wall. This gives a good direction of light with low amount of glare.*
- *Due to the change of light through the day and the seasons of the year, the lighting concept should be changeable and adaptable to the different scenarios.*
- *Lighting of products in the front zone could elegantly be integrated in the furniture. All cables and installations must be integrated.*
- *Lighting values in the front zone: Ra-value min. 90. Average Lux-value between 800-1200.*
- * *Lighting of the front zone: The lighting fixtures must be of high quality and be incorporated discreetly, e.g. in the bottom of the bulkhead or in the ceiling, mounted in a track so the lighting fixtures are easy to change, maintain and slide into new positions. The lighting must not blind the customers in the hallway and must only light up the defined front zone area of the specific unit.*
- * *The power consumption must not exceed 10-15 watts per sqm.*

APPROVAL

- * *A lighting plan, including the selection of lamps, luminaires, light directions and locations, as well as power consumption per sqm must be approved by CPH.*

- * *Required guidelines.*

OTHER GUIDELINES



INDICATIVE ILLUSTRATION

NOT A DESIGN PROPOSAL

4.1 DUST SCREEN



REFERENCE

CREATIVE AND WELL-DESIGNED DUST SCREEN COVER

During the construction period of a new unit we expect the concessionaire to promote the upcoming retail shop or F&B unit by using a dust screen. A creative and well-designed front will not only cover up the refurbishment but ensure awareness and signal a strong brand while informing the passengers fittingly. Dust screens are made of a solid wooden wall on which a branding film is attached.

- * *A dust screen must reflect the store's brand, creating a banner that is purposeful for the customer, while covering the refurbishment.*
- * *When a dust screen has multiple sides it is a requirement to have branding on all of these to guarantee exposure from every angle.*

If possible, branding should inform the customer as to when the store is scheduled to open.

APPROVAL

- * *All dust screen design must be approved by CPH.*

* *Required guidelines.*



4.2

DIGITAL SCREENS



REFERENCES

DIGITAL SCREENS AND LIGHT BOXES

Digital screens and light boxes are encouraged when they are a part of the unit design and whenever they add storytelling, branding or product knowledge. Placement, design and content must be approved by CPH, and will be individually evaluated in relation to the surrounding area.

- * Digital screens and light boxes cannot show third party branding as it is in violation with our advertising contract.
- * Digital screens and lightboxes must be an integrated part of the design and support the brand.
- * Sound on digital screens is only allowed inside the unit and only when it is a condition for the functionality.
- * Digital surfaces can be composed of several screens all though moving images cannot have more than one position facing in the same direction.
- * No digital screens or moving images on facade bulkheads.
- * Content on digital screens must be of high image quality. All video material shall consist of deliberate movements and down tempo editing.

APPROVAL

- * All content on digital screens must be approved by CPH.

* Required guidelines.