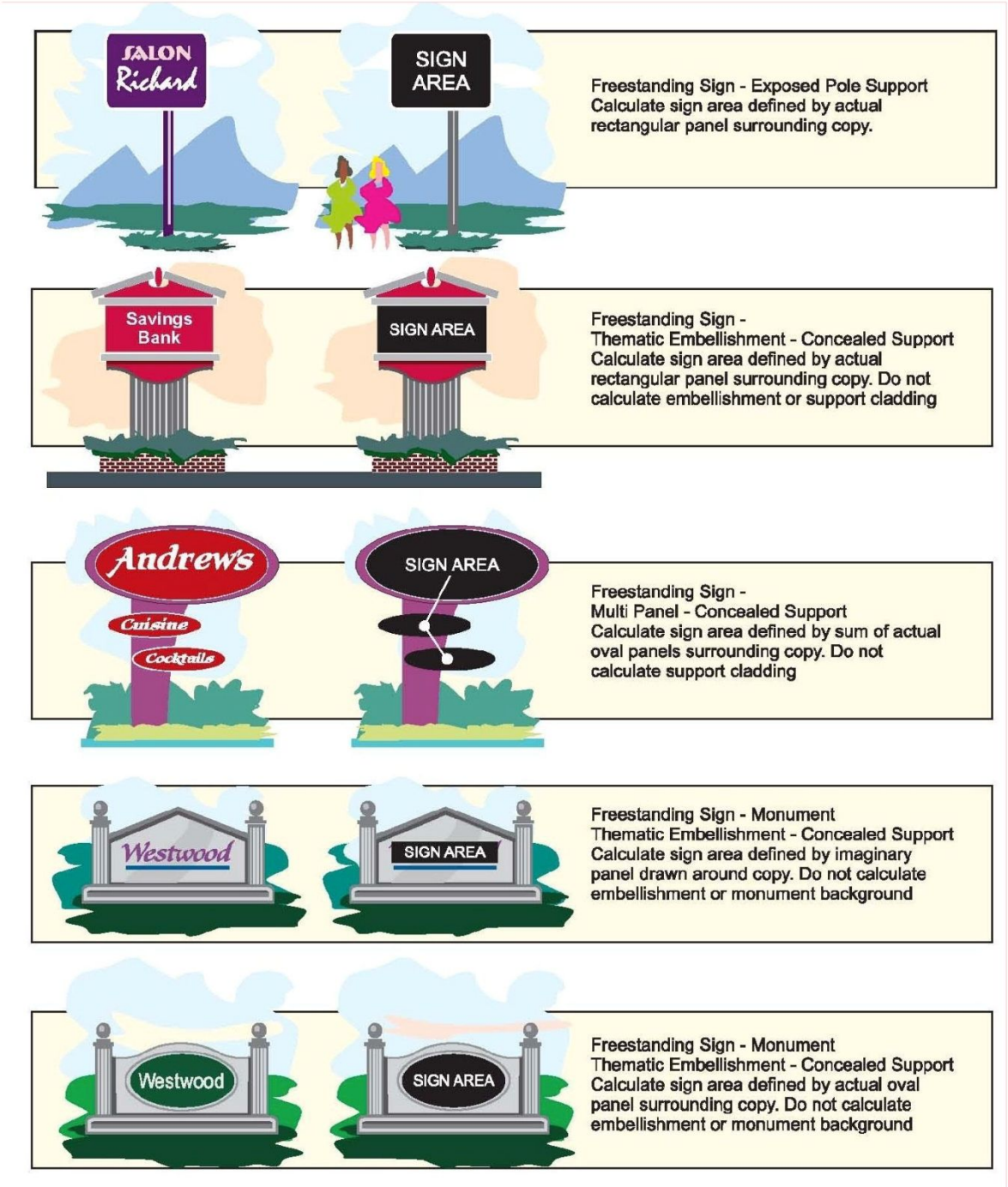
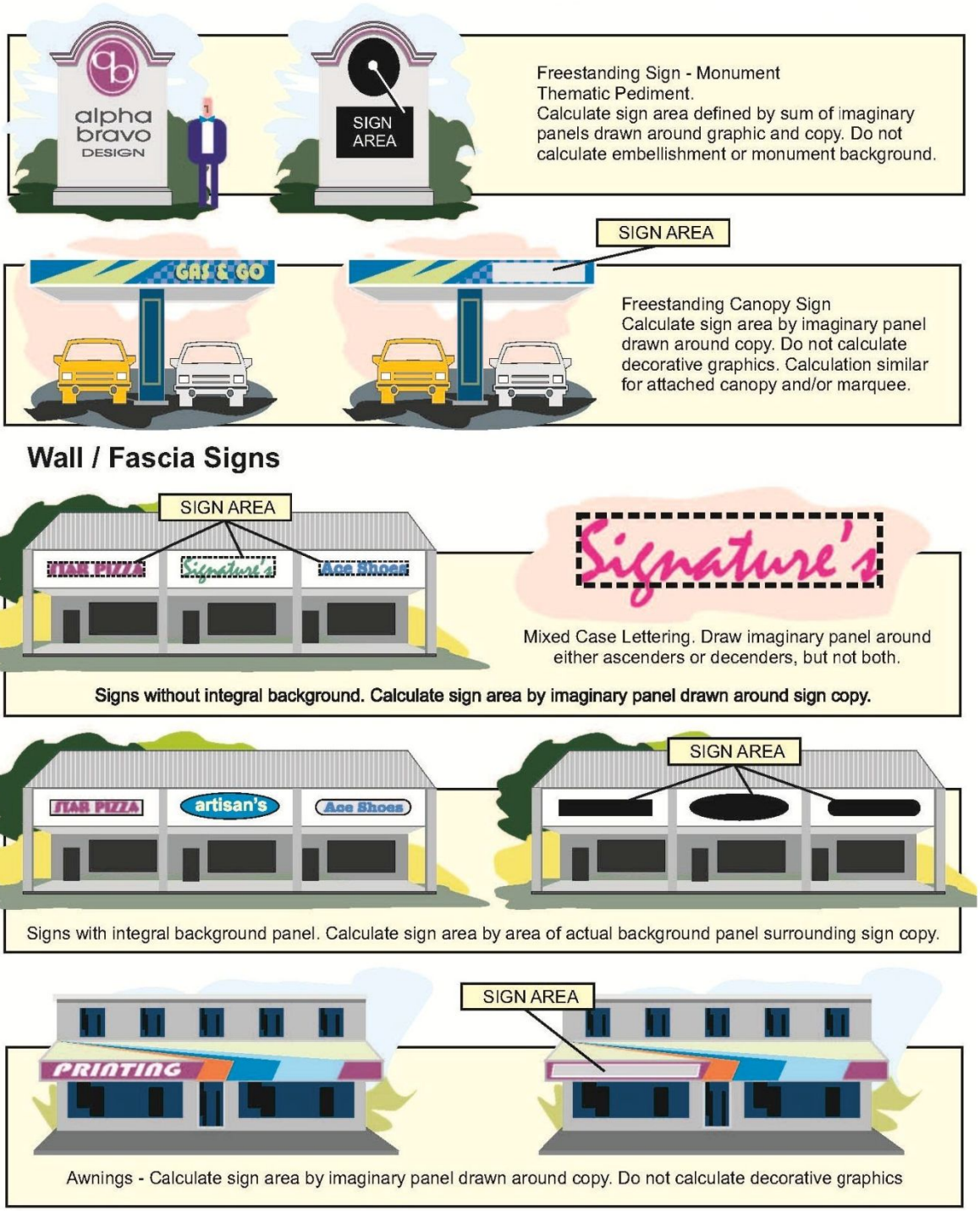
350 Attachment 2

Appendix B

Sign Control - Sign Area Computational Method




alpha
bravo
DESIGN
SIGN
AREA
Freestanding Sign - Monument
Thematic Pediment.
Calculate sign area defined by sum of imaginary panels drawn around graphic and copy. Do not calculate embellishment or monument background.
SIGN AREA
GAS & GO
Freestanding Canopy Sign
Calculate sign area by imaginary panel drawn around copy. Do not calculate decorative graphics. Calculation similar for attached canopy and/or marquee.
Wall / Fascia Signs
SIGN AREA
STAR PIZZA
Signature's
Ace Shoes
Signature's
Mixed Case Lettering. Draw imaginary panel around either ascenders or decenders, but not both.
Signs without integral background. Calculate sign area by imaginary panel drawn around sign copy.
STAR PIZZA
artisan's
Ace Shoes
SIGN AREA
Signs with integral background panel. Calculate sign area by area of actual background panel surrounding sign copy.
PRINTING
SIGN AREA
Awnings - Calculate sign area by imaginary panel drawn around copy. Do not calculate decorative graphics

FORMULAE: COMMON GEOMETRIC SHAPES

Even the most complex sign backgrounds are simply combinations of various geometric shapes. Included here are useful formulae to assist in the computation of the areas of common shapes. Some of these formulae utilize the Greek letter pi, designated as the symbol π. The approximate numerical value of π is 3.1416.

CIRCLE

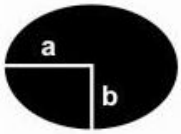
The AREA of a circle is found by multiplying the square of its radius (radius is the distance from the center to the outer edge or circumference) by π (3.1416). **Area = πr^2**

SQUARE, RECTANGLE, PARALLELOGRAM

The AREA of a square, rectangle, or parallelogram (all four sided figures with two pair of parallel sides) is found by multiplying the length by the width. **Area = LxW**

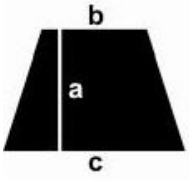
TRIANGLE

The AREA of a triangle (three sided figure) is found by multiplying one-half of the base times the height. **Area = ½ (bxh)**



ELLIPSE

The AREA of an ellipse is found by multiplying half the length of the major axis by half the length of the minor axis, then multiplying the result by π (3.1416). **Area = π (axb)**



TRAPEZOID

A four sided figure with only one pair of parallel sides. The AREA equals one-half the product of its altitude (a) multiplied by the sum of its bases (the bases are the two parallel sides - b and c). **Area = ½ a (b+c)**

REGULAR POLYGONS

Polygons are figures bounded by straight lines called sides. The AREA of a polygon equals the number of triangles within it times the area of each triangle. See formula for triangle. **Area = ½ (bxh) x number of triangles.**