

# CAMERA OBSCURA & WORLD OF ILLUSIONS

## VISUAL STIMULI



DARK AREA



LOW LIGHTING



MEDIUM LIGHTING



BRIGHT AREA



FLASHING /SHIFTING LIGHTS

## FACILITIES



TOILETS



BABY CHANGING

# SENSORY MAP

## MAP KEY

## OTHER



OUTDOORS

## MOBILITY



BENCH



UNEVEN SURFACES



STAIRS

## AUDITORY STIMULI



LOUD AREA

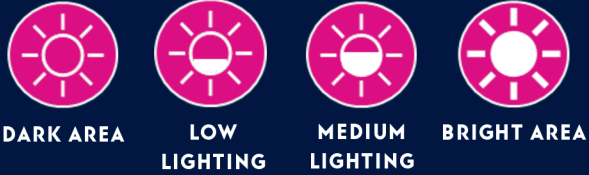


QUIETER AREA



# RECEPTION GROUND FLOOR

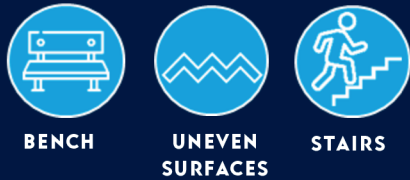
## VISUAL STIMULI



## AUDITORY STIMULI



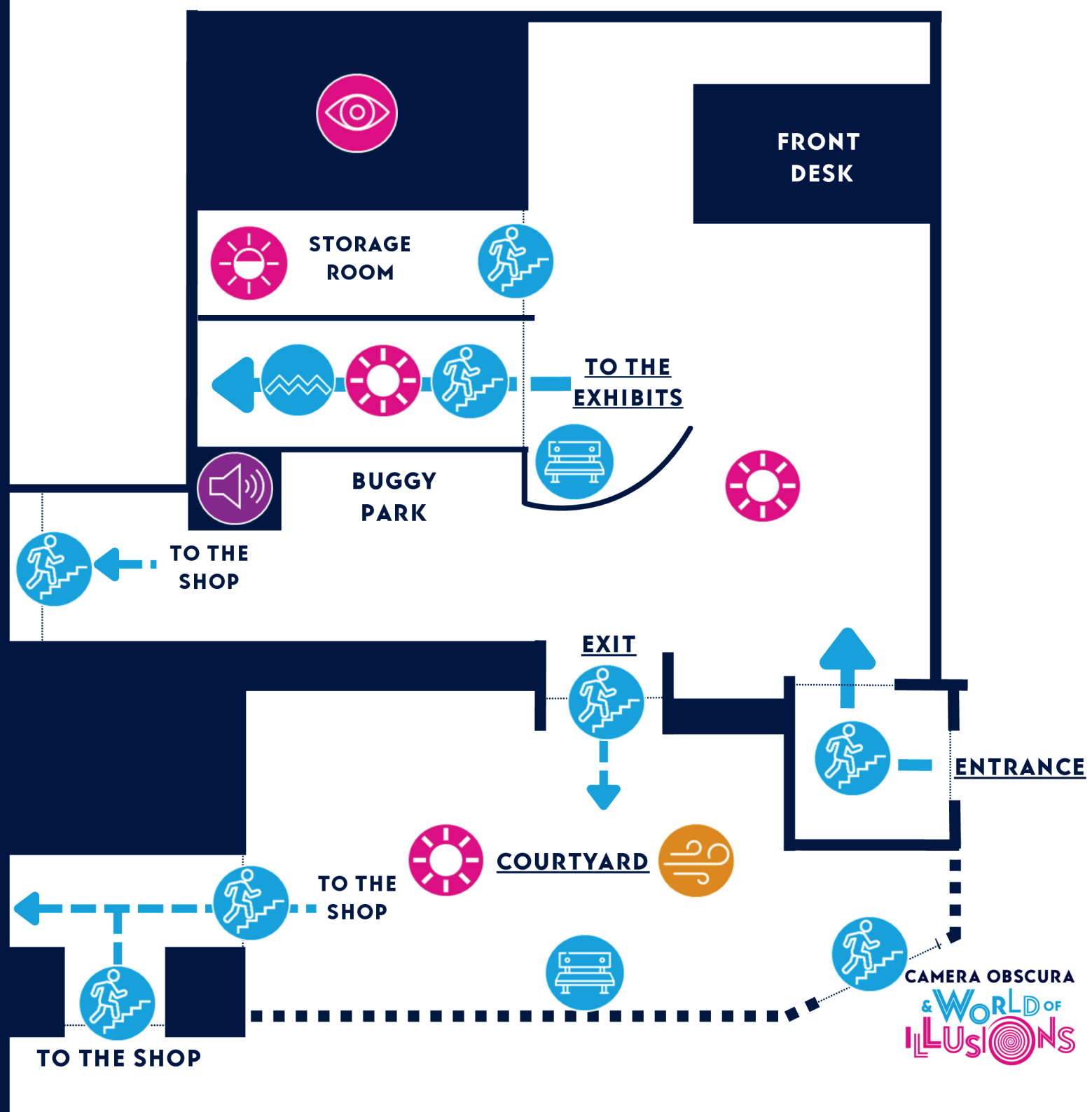
## MOBILITY



## FACILITIES



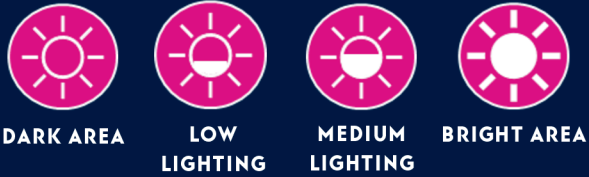
## OTHER



# TOILETS

## FLOOR 1

### VISUAL STIMULI



FLASHING /SHIFTING LIGHTS

### AUDITORY STIMULI



LOUD AREA    QUIETER AREA

### MOBILITY



BENCH    UNEVEN SURFACES    STAIRS

### FACILITIES

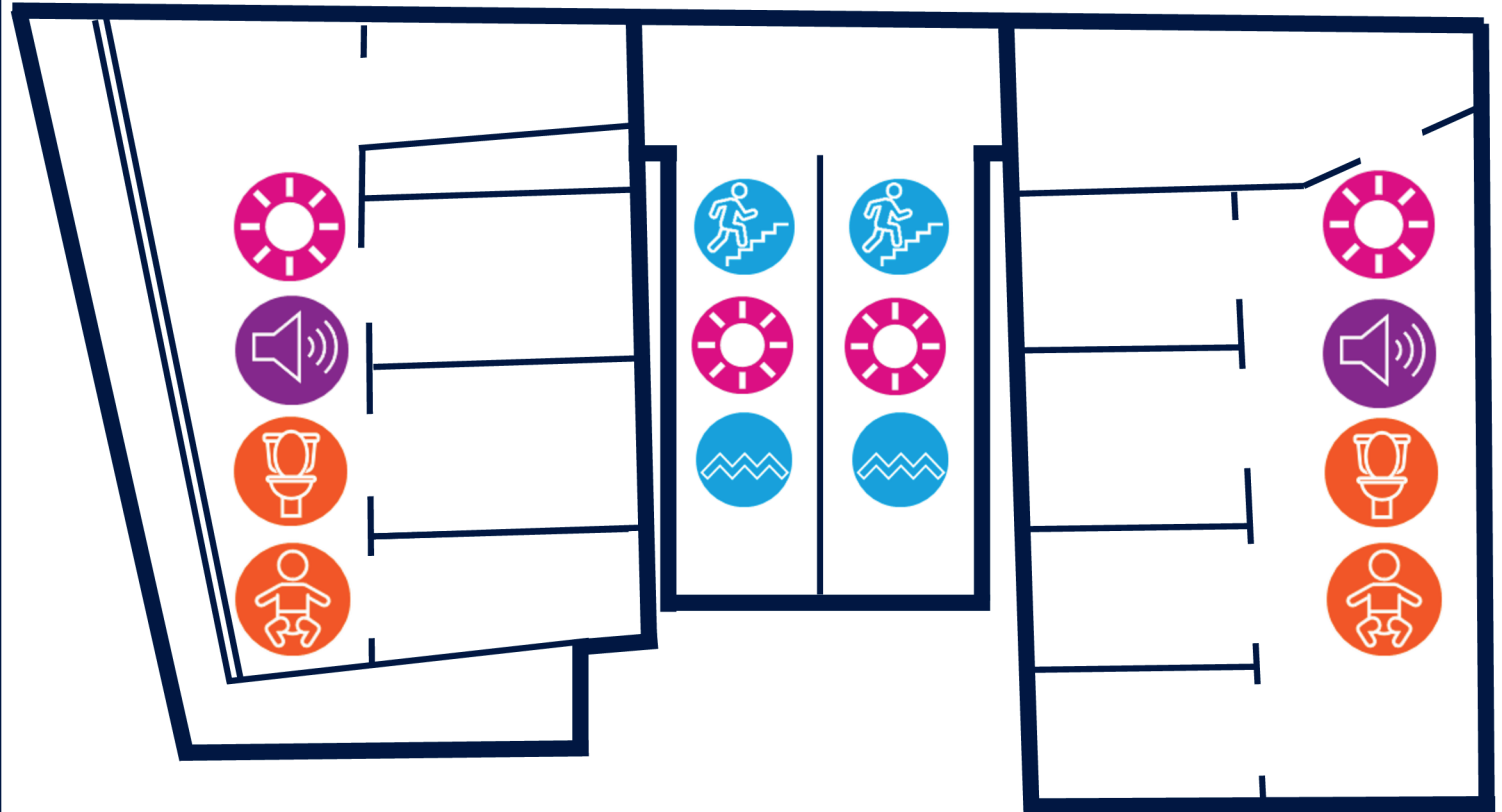


TOILETS    BABY CHANGING

### OTHER







OUTDOORS




# BEWILDERWORLD

## FLOOR 2

### VISUAL STIMULI

 DARK AREA  
  LOW LIGHTING  
  MEDIUM LIGHTING  
  BRIGHT AREA

 FLASHING /SHIFTING LIGHTS

### AUDITORY STIMULI

 LOUD AREA  
  QUIETER AREA

### MOBILITY

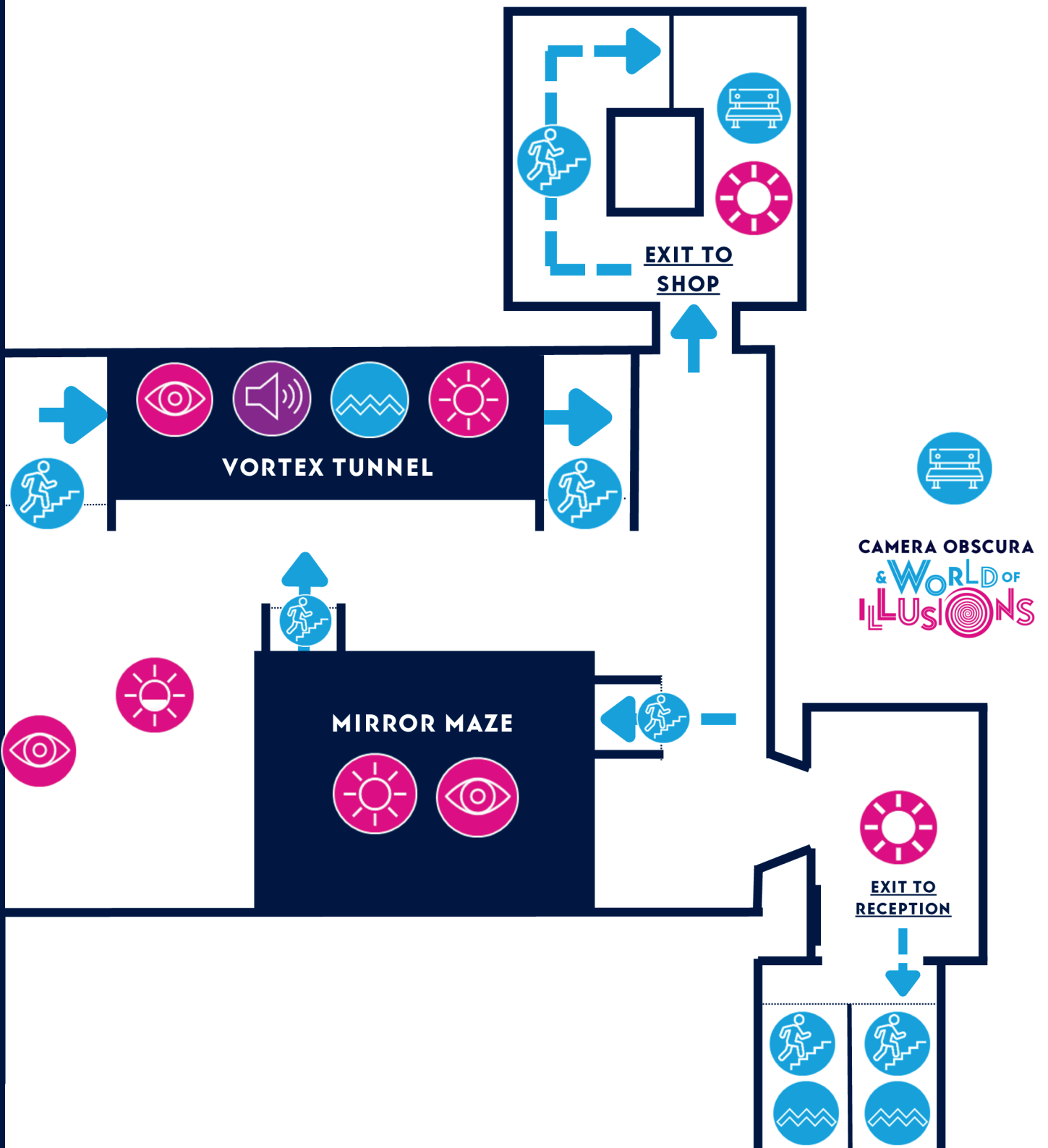
 BENCH  
  UNEVEN SURFACES  
  RECOMMENDED ROUTE  
  STAIRS

### FACILITIES

 TOILETS  
  BABY CHANGING

### OTHER

 OUTDOORS



# EYE SPY EDINBURGH FLOOR 3

## VISUAL STIMULI



DARK AREA



LOW LIGHTING



MEDIUM LIGHTING



BRIGHT AREA



FLASHING  
/SHIFTING LIGHTS

## AUDITORY STIMULI



LOUD AREA



QUIETER AREA

## MOBILITY



BENCH



UNEVEN SURFACES



STAIRS

## FACILITIES



TOILETS

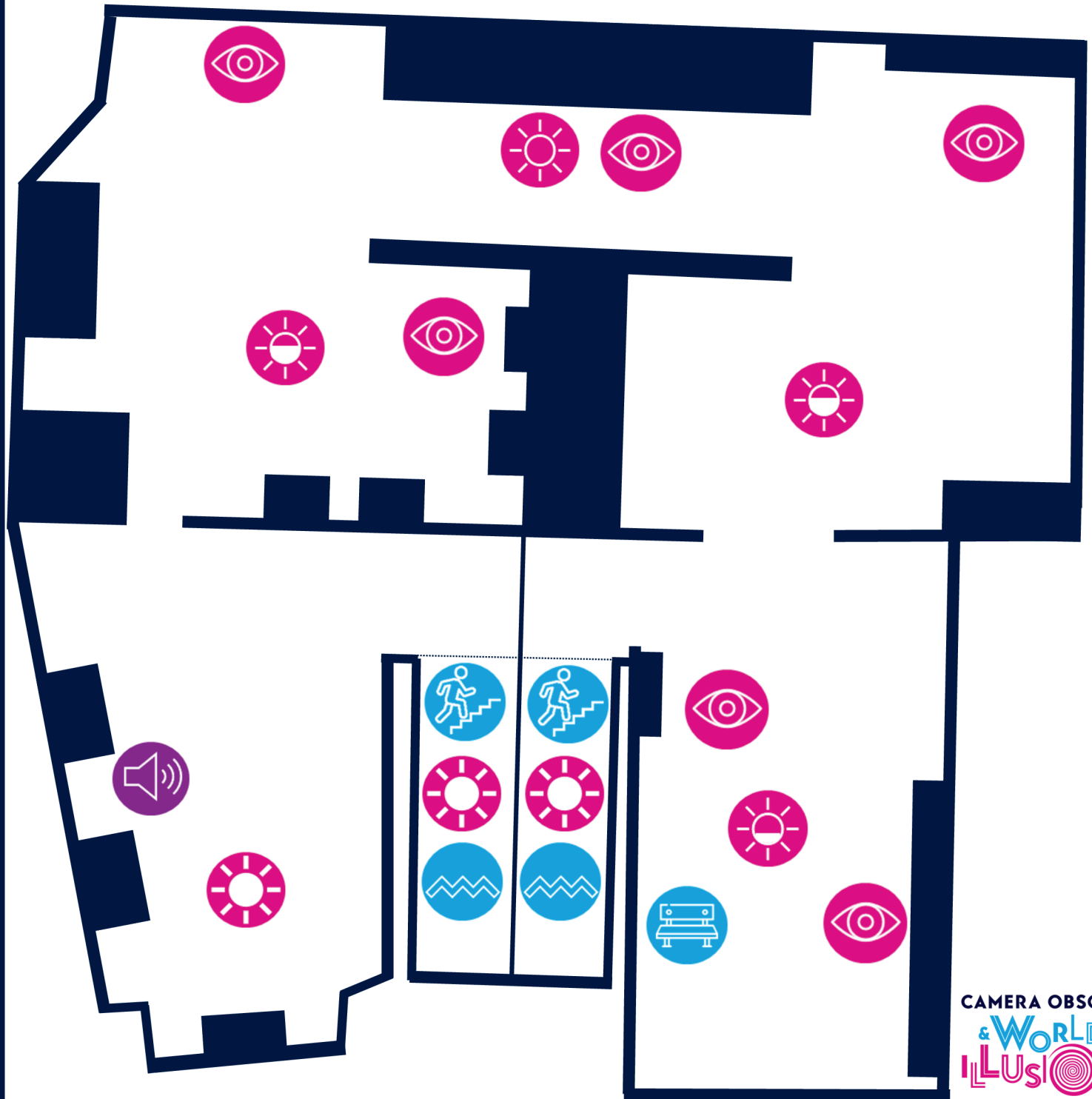


BABY CHANGING

## OTHER

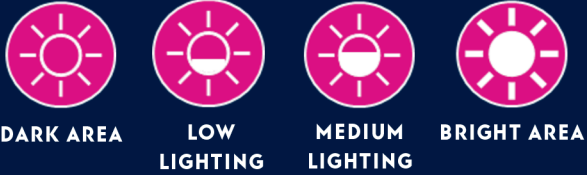


OUTDOORS



# LIGHT FANTASTIC FLOOR 4-SECTION 1

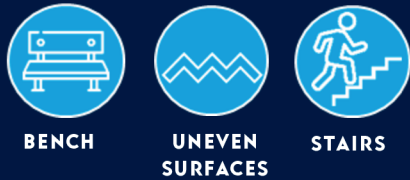
## VISUAL STIMULI



## AUDITORY STIMULI



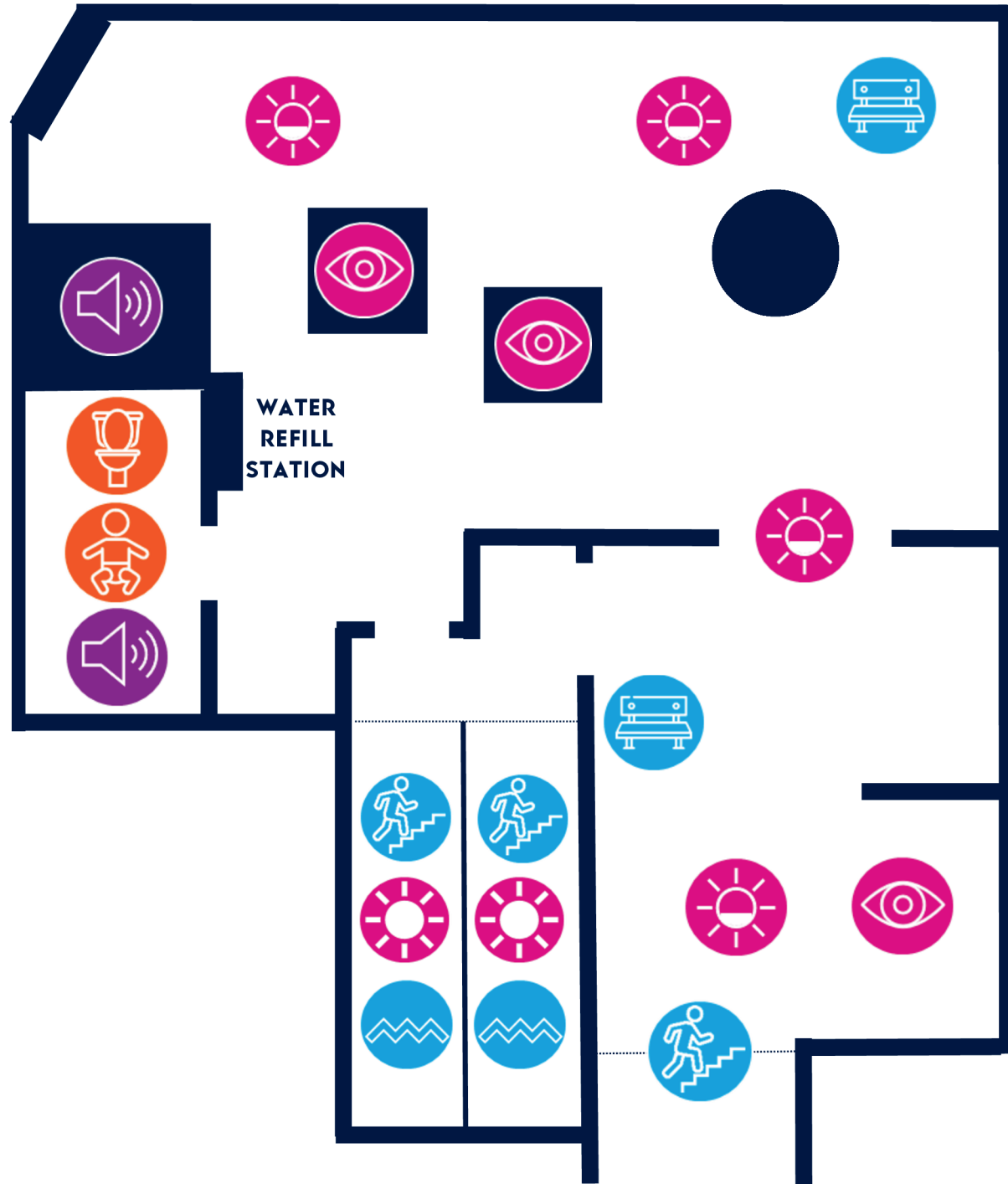
## MOBILITY



## FACILITIES

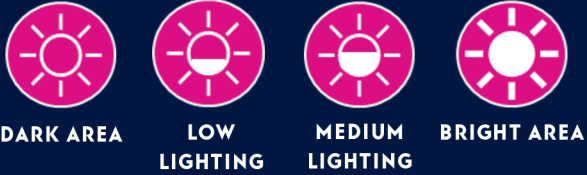


## OTHER



# LIGHT FANTASTIC FLOOR 4-SECTION 2

## VISUAL STIMULI



FLASHING  
/SHIFTING LIGHTS

## AUDITORY STIMULI



LOUD AREA    QUIETER AREA

## MOBILITY



BENCH    UNEVEN SURFACES    STAIRS

## FACILITIES



TOILETS

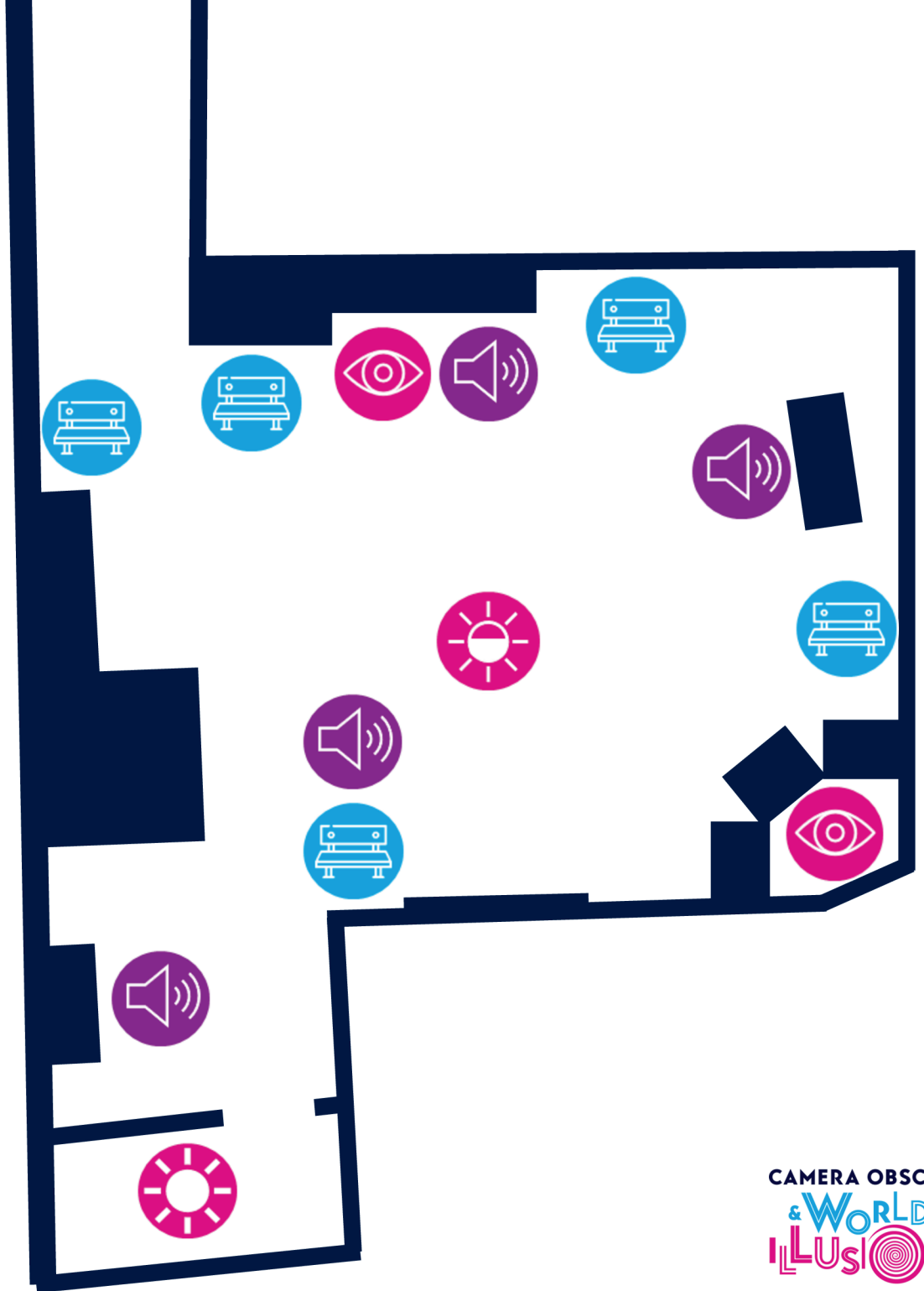


BABY CHANGING

## OTHER



OUTDOORS

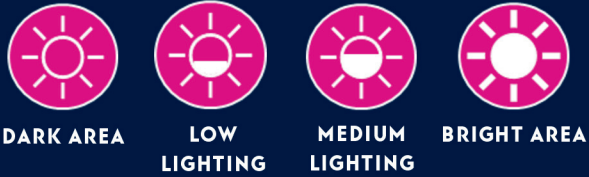




# MAGIC GALLERY

## FLOOR 5

### VISUAL STIMULI



FLASHING /SHIFTING LIGHTS

### AUDITORY STIMULI



LOUD AREA    QUIETER AREA

### MOBILITY



BENCH    UNEVEN SURFACES    STAIRS

### FACILITIES



TOILETS    BABY CHANGING

### OTHER



OUTDOORS

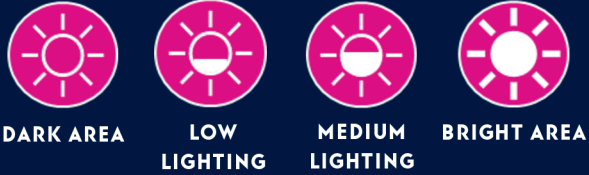


\*Static electricity is present in the exhibits in this room. This might interfere with the noise cancelling ability of some ear-defenders.

# CAMERA OBSCURA & ROOFTOP TERRACES

## FLOOR 6

### VISUAL STIMULI



FLASHING /SHIFTING LIGHTS

### AUDITORY STIMULI



LOUD AREA    QUIETER AREA

### MOBILITY



BENCH    UNEVEN SURFACES    STAIRS

### FACILITIES

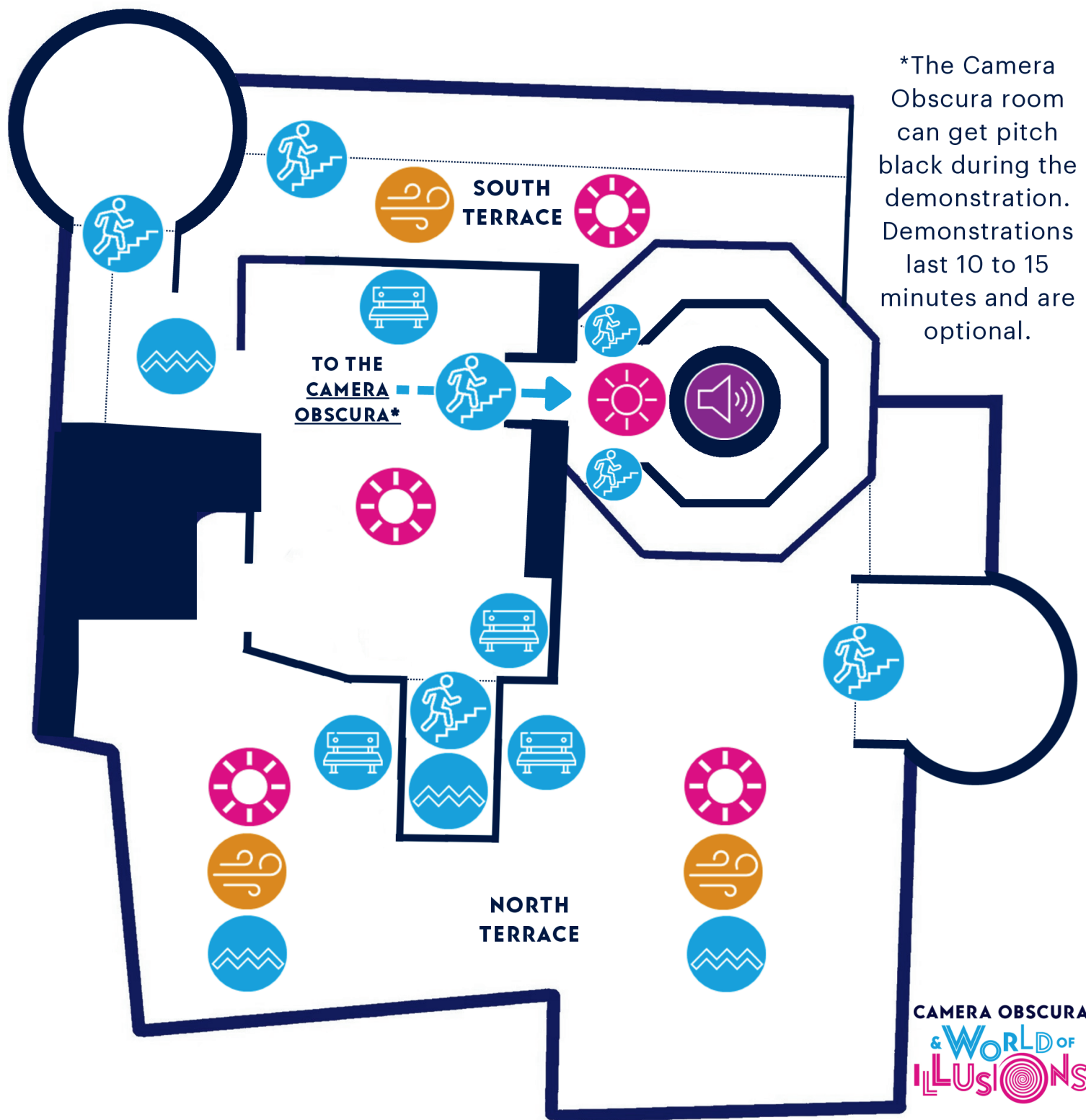


TOILETS    BABY CHANGING

### OTHER



OUTDOORS



\*The Camera Obscura room can get pitch black during the demonstration. Demonstrations last 10 to 15 minutes and are optional.

# SHOP GROUND FLOOR

## VISUAL STIMULI



DARK AREA    LOW LIGHTING    MEDIUM LIGHTING    BRIGHT AREA



FLASHING /SHIFTING LIGHTS

## AUDITORY STIMULI



LOUD AREA    QUIETER AREA

## MOBILITY



BENCH    UNEVEN SURFACES    STAIRS

## FACILITIES

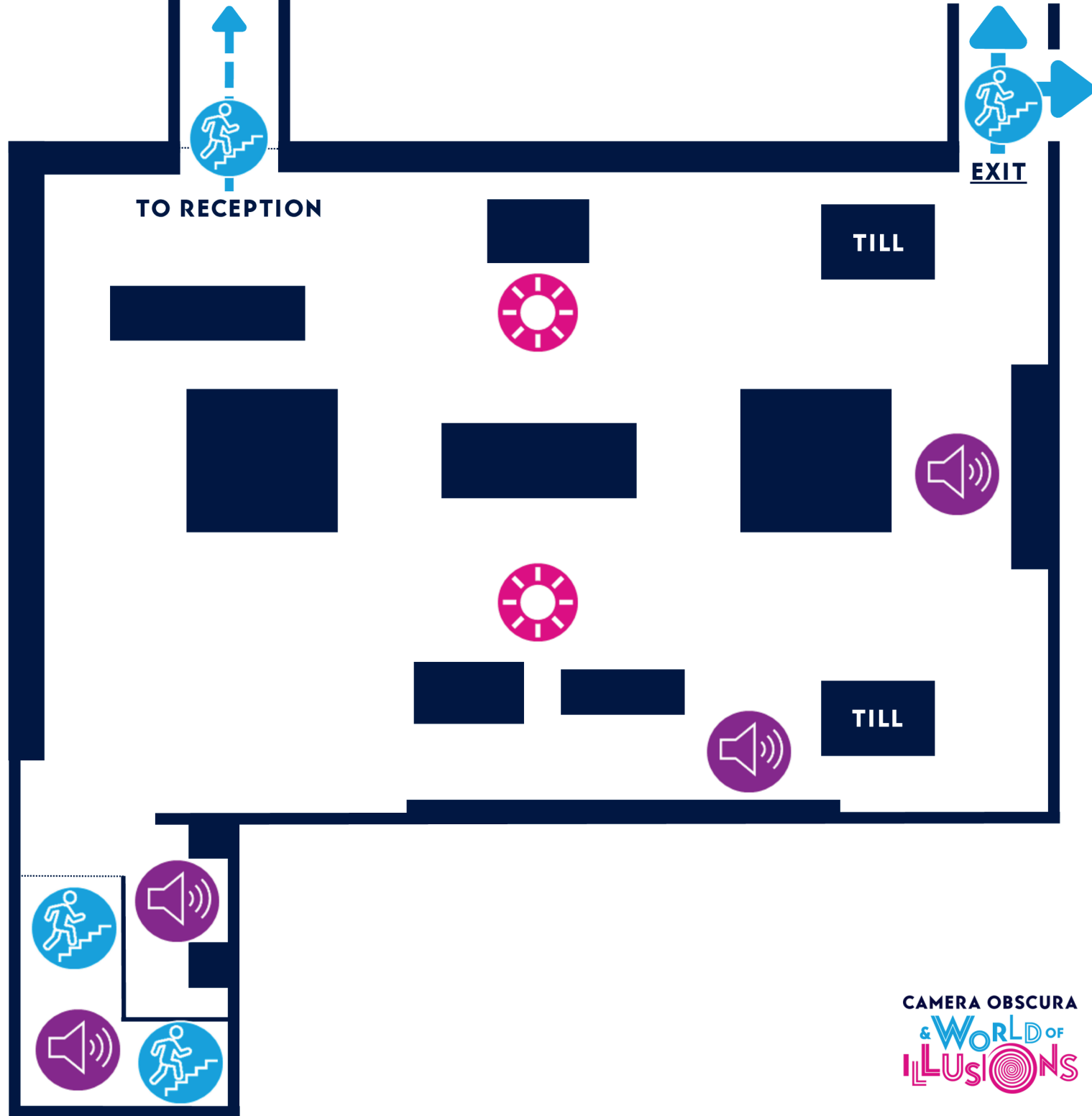


TOILETS    BABY CHANGING

## OTHER



OUTDOORS





THANK YOU FOR VISITING  
CAMERA OBSCURA

& WORLD OF  
ILLUSIONS