# CAMERA & WORLD OF ILLUSION

### VISUAL STIMULI



DARK AREA



LOW LIGHTING



MEDIUM LIGHTING



BRIGHT AREA



FLASHING /SHIFTING LIGHTS







SENSORY MAP MAP KEY



### MOBILITY



**BENCH** 



UNEVEN **SURFACES** 



STAIRS

### **AUDITORY STIMULI**



LOUD AREA



QUIETER AREA

If you are overwhelmed at any point during your visit, you are welcome to make use of our QUIET SPACE and/or of our ALL DAY TICKET

#### QUIET SPACE

You can use the Quiet Space at any point during your visit. When you would like to use it, please let a member of staff know, who will direct you there.

When you are ready to go back into the attraction, you can either

- Go downstairs to the to the ground floor and re-enter the building through reception or
- Phone +44 7522 036841 to be let through the door back into the 4<sup>th</sup> floor.

### ALL DAY TICKET

If you wish to leave and then resume your visit later in the day, you
can! We will give you a stamp on your hand at the front desk that will
allow you to re-enter the building.

# **RECEPTION GROUND FLOOR**

#### **VISUAL STIMULI**





LIGHTING



LIGHTING



BRIGHT AREA



**FLASHING** /SHIFTING LIGHTS

#### **AUDITORY STIMULI**





LOUD AREA

AREA

#### **MOBILITY**







UNEVEN SURFACES

STAIRS

**FACILITIES** 

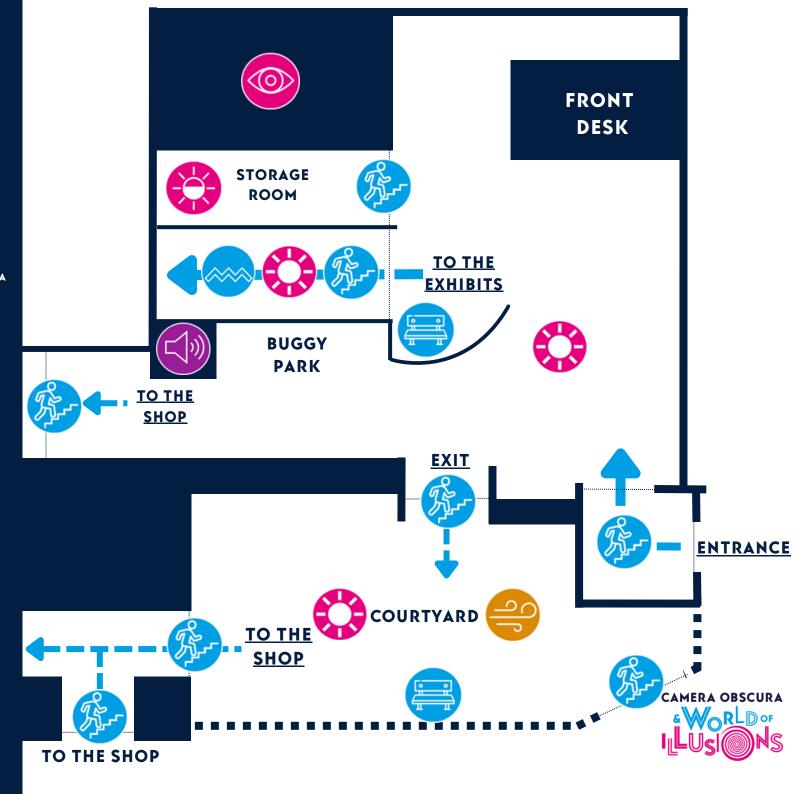


**TOILETS** BABY CHANGING

**OTHER** 



**OUTDOORS** 



### **TOILETS** FLOOR 1

#### **VISUAL STIMULI**









DARK AREA

LOW LIGHTING

MEDIUM

LIGHTING



**FLASHING** /SHIFTING LIGHTS

#### **AUDITORY STIMULI**





LOUD AREA

QUIETER AREA

#### **MOBILITY**







UNEVEN SURFACES

STAIRS

#### **FACILITIES**



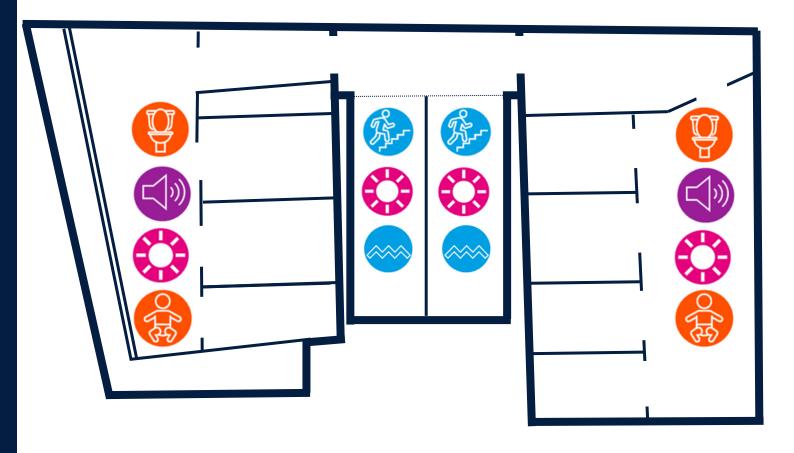


BABY CHANGING

**OTHER** 









### **BEWILDERWORLD** FLOOR 2

#### **VISUAL STIMULI**









LOW

LIGHTING

MEDIUM LIGHTING

**BRIGHT AREA** 



FLASHING /SHIFTING LIGHTS

#### **AUDITORY STIMULI**





LOUD AREA

QUIETER AREA

#### **MOBILITY**











BENCH

**TOILETS** 

**SURFACES** 

UNEVEN RECOMMENDED STAIRS ROUTE

#### **FACILITIES**

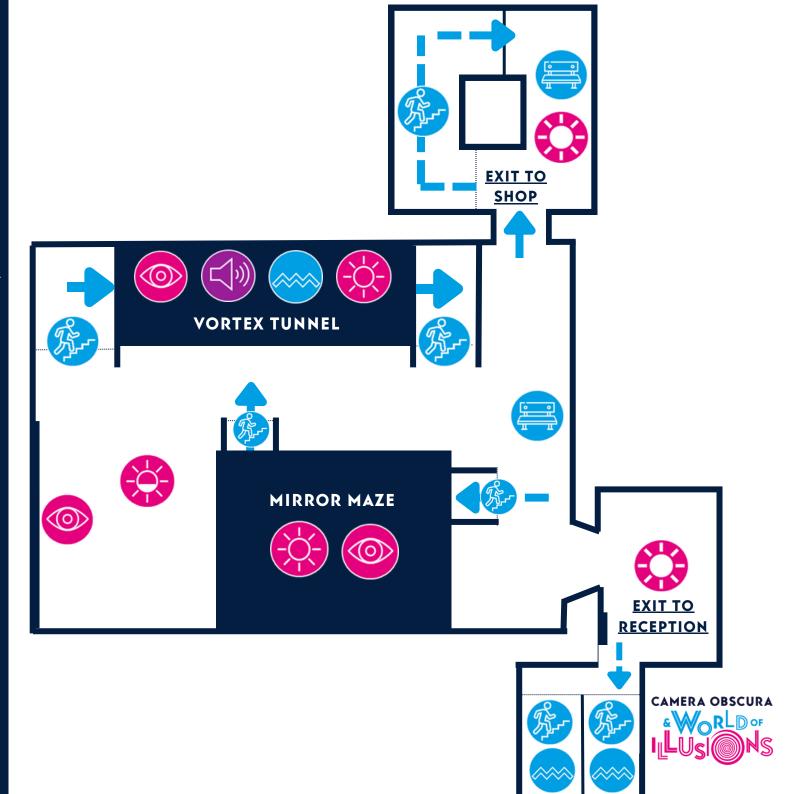


BABY CHANGING

**OTHER** 



**OUTDOORS** 



# **EYE SPY EDINBURGH** FLOOR 3

#### **VISUAL STIMULI**







LIGHTING









#### **AUDITORY STIMULI**





LOUD AREA

QUIETER AREA

#### **MOBILITY**







UNEVEN SURFACES

STAIRS

**OTHER** 



**TOILETS** 

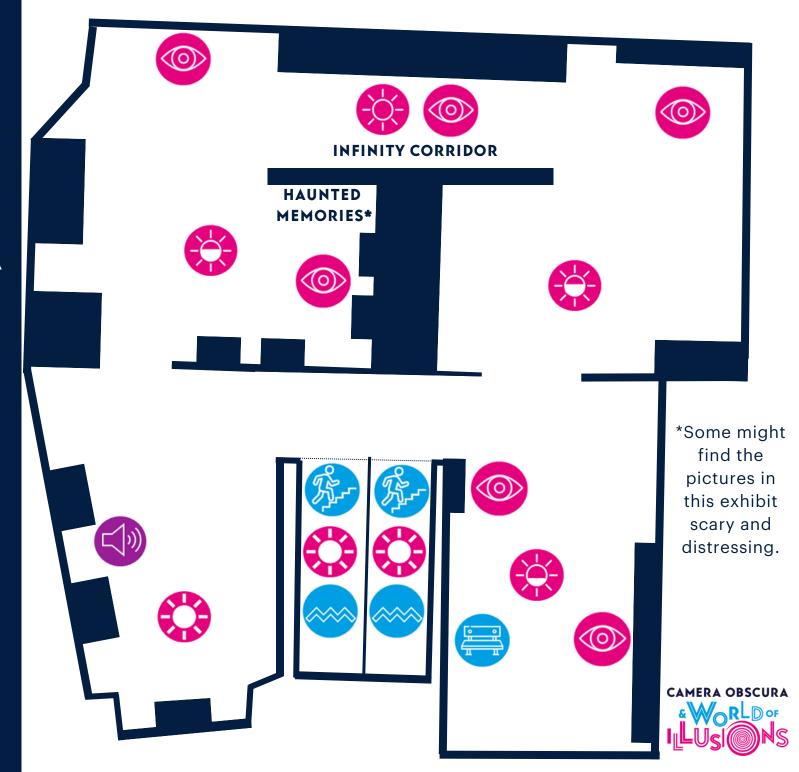
**FACILITIES** 



CHANGING



**OUTDOORS** 



### **LIGHT FANTASTIC** FLOOR 4-SECTION 1

#### **VISUAL STIMULI**









DARK AREA

LOW LIGHTING

LIGHTING





**FLASHING** /SHIFTING LIGHTS

#### **AUDITORY STIMULI**





LOUD AREA

QUIETER AREA

#### **MOBILITY**







BENCH

UNEVEN SURFACES

STAIRS

#### **FACILITIES**



**TOILETS** 

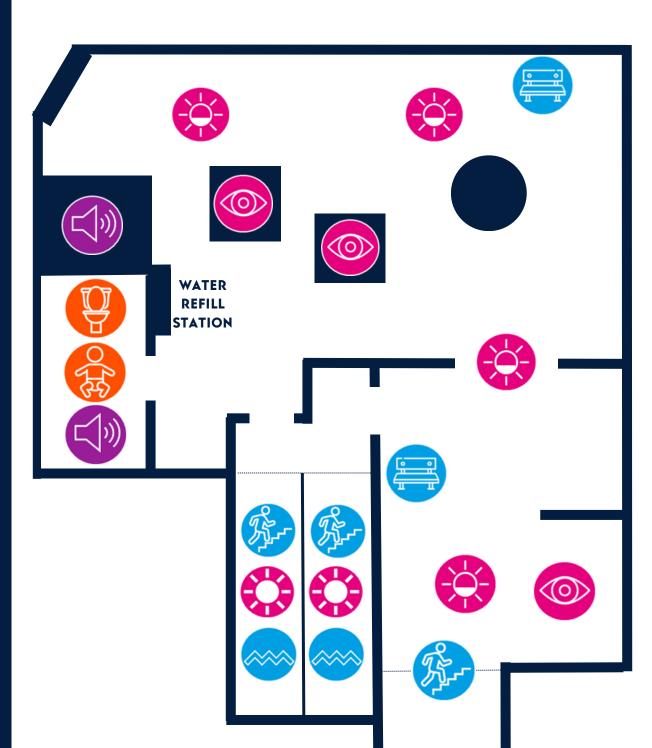
BABY

CHANGING

**OTHER** 









# LIGHT **FANTASTIC** FLOOR 4-SECTION 2

#### **VISUAL STIMULI**













LOW MEDIUM LIGHTING LIGHTING



**FLASHING** /SHIFTING LIGHTS

#### **AUDITORY STIMULI**





LOUD AREA

QUIETER AREA

#### **MOBILITY**







BENCH

UNEVEN SURFACES

STAIRS

**FACILITIES** 



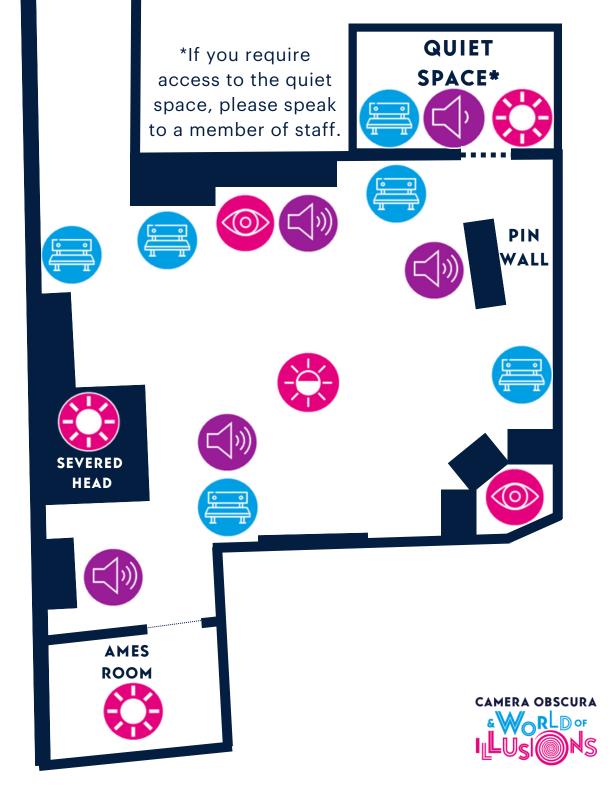
**TOILETS** 

BABY CHANGING

**OTHER** 



**OUTDOORS** 



# **MAGIC GALLERY** FLOOR 5

#### **VISUAL STIMULI**









DARK AREA LOW LIGHTING

**MEDIUM** LIGHTING

**BRIGHT AREA** 



**FLASHING** /SHIFTING LIGHTS

#### **AUDITORY STIMULI**





LOUD AREA

QUIETER AREA

#### **MOBILITY**







UNEVEN SURFACES

STAIRS

**FACILITIES** 



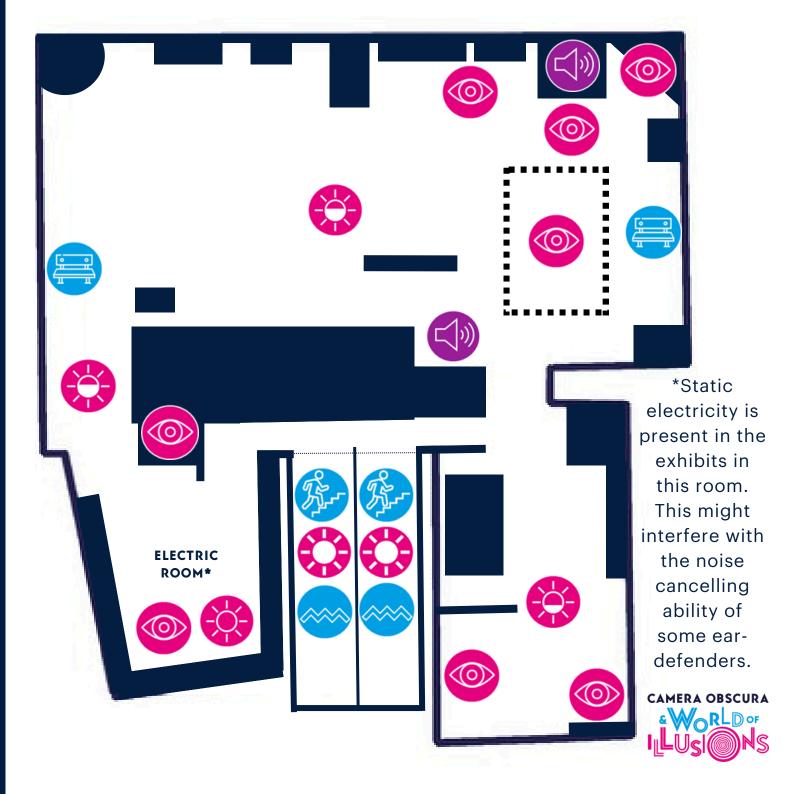
**TOILETS** 



#### **OTHER**



**OUTDOORS** 



### **CAMERA OBSCURA & ROOFTOP TERRACES** FLOOR 6

#### **VISUAL STIMULI**















**BRIGHT AREA** 



**FLASHING** /SHIFTING LIGHTS

#### **AUDITORY STIMULI**





LOUD AREA

QUIETER AREA

#### **MOBILITY**









UNEVEN SURFACES

STAIRS

**FACILITIES** 



**TOILETS** 

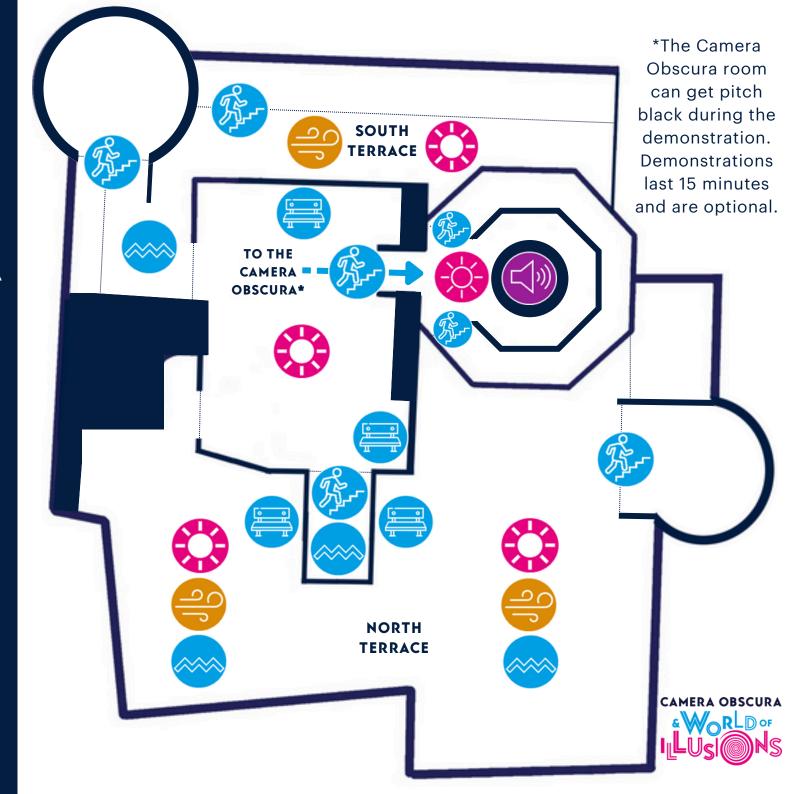


BABY CHANGING

**OTHER** 



**OUTDOORS** 



# **SHOP GROUND FLOOR**

#### **VISUAL STIMULI**









DARK AREA

LOW LIGHTING

LIGHTING

BRIGHT AREA



**FLASHING** /SHIFTING LIGHTS

#### **AUDITORY STIMULI**





LOUD AREA

QUIETER AREA

#### **MOBILITY**







BENCH

**FACILITIES** 

UNEVEN SURFACES

STAIRS

**OTHER** 





BABY CHANGING

