

## VISUAL STORY

This visual story provides images and text to help you prepare for your visit to Camera Obscura & World of illusions for our Sensory Sunday morning.

### BEFORE YOU ARRIVE

You can explore our exhibits [online](#) or view a [360° tour](#) of our building. We have a [sensory map](#) to highlight noise, light, and smell areas.

#### Opening times and ticket booking

Sensory Sunday sessions run for the first two hours of the day on selected Sundays.

You need to [book a ticket](#) before visiting. [Further information here.](#)

### GETTING HERE

#### KEY TRANSPORT ROUTES

You can find directions to the museum on our [Getting Here](#) page.

Camera Obscura & World of Illusions is right at the top of the Royal Mile, just before Edinburgh Castle.

We do not have on-site parking. The nearest car park is [NCP Castle Terrace](#), a 10 minute walk away. A small number of disabled parking spaces are available on Johnston Terrace.

The nearest train station is Edinburgh Waverley, with bus and tram stops a short walk away.

### WHEN YOU ARRIVE



Entrance to Camera Obscura & World of Illusions from Castlehill

This is the museum entrance. There may be a small queue once you enter.

Please speak to a member of staff if this is a worry and they will be able to help you skip the queue. Our Guides wear bright pink or blue tops with a name badge.



*Camera Obscura Guides*

Your visit is self-guided but you can find Guides on the exhibit floors and in the Shop if you require assistance or have any questions.

When you reach the Front Desk, a Guide will welcome you and scan your ticket. They will explain how to go around the building.



*Ground Floor: Guides at the front desk*

You will be told that you can go straight up to the rooftop if you want to see a Camera Obscura show.

If you want to leave and return later in the day you can get a hand stamp or use your ticket.

At the front desk you can borrow ear defenders, a Sensory Backpack (adult and child sizes are available), and/or a Sensory Map.

Backpacks contain ear defenders, a sensory map, torch and other contents.



*Child's sensory backpack*



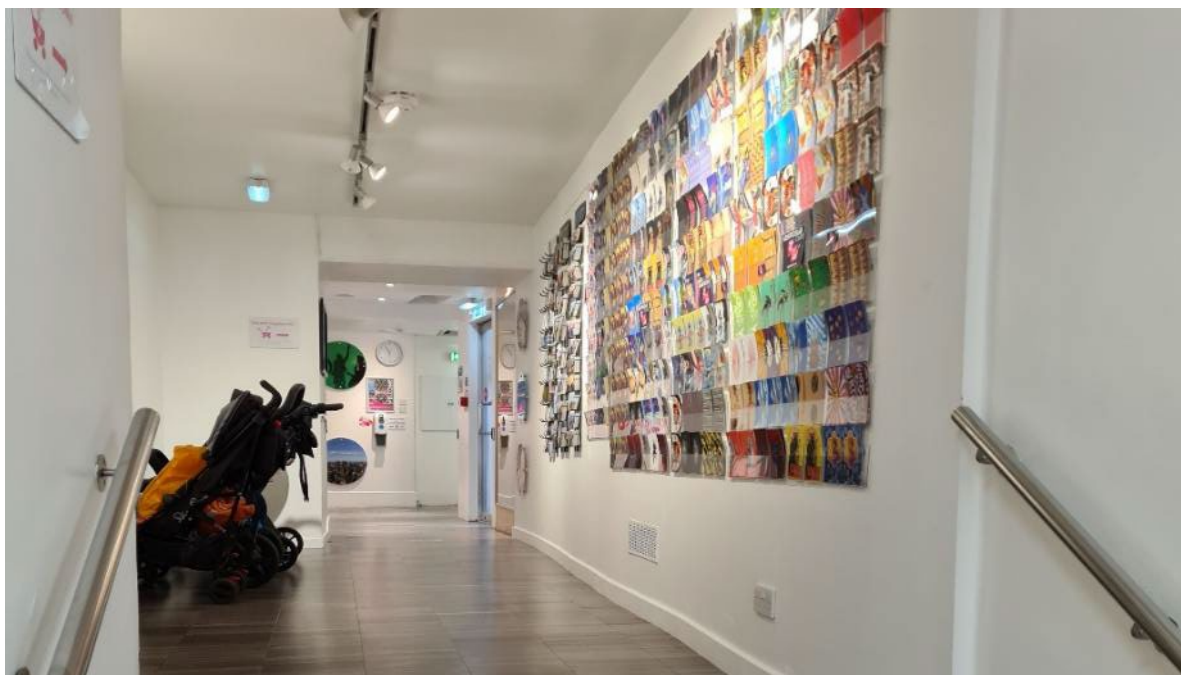
*Adult's sensory backpack*

## **CLOAKROOM**

You can leave your coat or bag in the Cloakroom by the front desk.

## **BUGGY PARK**

If you have a buggy, you can leave this in our Buggy Park. This is the corridor to your left when you enter the building.



*The Buggy Park*

## AROUND THE MUSEUM

### SIGNAGE AND WAYFINDING

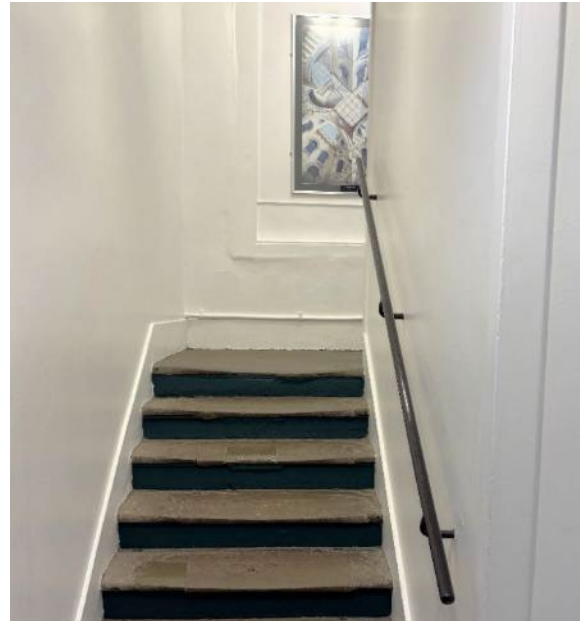
There are six floors in the building. There is no lift, only stairs to go from floor to floor.

Benches are located throughout the museum.

We have signage to help direct you around the building and exhibits.



*Signage between floors*



*Stairs*

### TOILETS & WATER REFILL

**FLOOR 1:** Male and Female stalls – hand dryers will be **turned off**, paper towels will be available.



*Floor 1: Ladies toilets*



*Floor 1: Hand dryers in toilets (will be turned off)*

**FLOOR 4:** Unisex toilet, single cubicle – hand dryers will be **turned off**, paper towels will be available.

Water Refill Station – you will need your own bottle for this.



*Floor 4: Door to unisex toilet and Water Refill Station*



*Floor 4: Unisex toilet interior*

## **KEY GALLERIES AND EXHIBITS**

### **GROUND FLOOR: RECEPTION**

Before you go upstairs, you can have a look at the Giant Kaleidosphere. This is to the left of the Front Desk. It has changing patterns and colours.



*Ground Floor: Giant Kaleidosphere exhibit in the foyer*



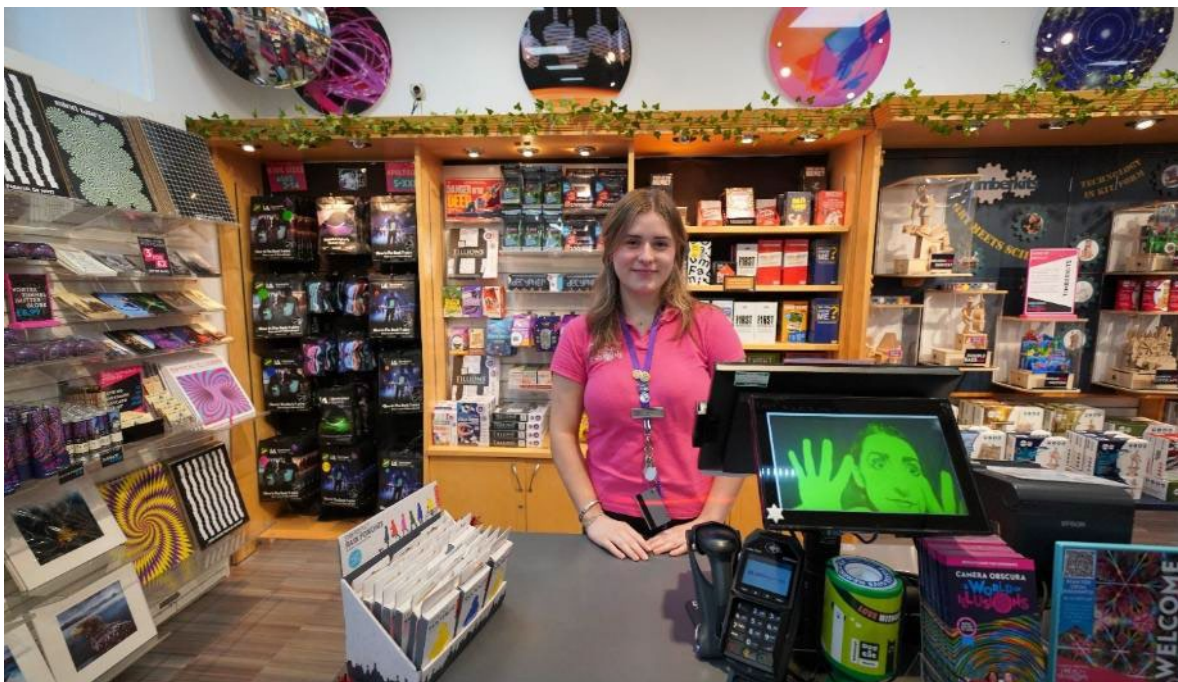
*Ground Floor: Bench in foyer*

There is a bench to the left of the left of the Giant Kaleidosphere if you need to acclimatise on arrival.

## **SHOP**

We do not have a café, but our shop on the Ground Floor sells drinks and snacks alongside all sorts of incredible toys, puzzles, games and books.

Please ask a Retail Assistant for help.



*Ground Floor: Retail Assistant at the till in the Shop*

## FLOOR 2: BEWILDERWORLD

### VORTEX TUNNEL

The Vortex Tunnel is dark and loud inside. You can skip the tunnel if you want to.

It can be disorienting and overwhelming, and can also cause motion sickness. When you go through it, it will feel like the floor is moving (it's not actually moving).



*Floor 2: Inside the Vortex Tunnel exhibit*

There are benches at the end to rest afterwards.



*Floor 2: Benches to rest after going through the Vortex Tunnel*

## MIRROR MAZE

The Mirror Maze is dark but has bright, colourful lights. You can skip the Mirror Maze if you want to.

You do not have to wear the gloves if you prefer not to (they stop finger prints on the mirrors which can make it easier to find the route to the exit).

Go slowly with your hands out in front of you and **please do not run** or you may hurt yourself.



*Floor 2: Entrance to the Mirror Maze*

## FLOOR 3: EYE SPY EDINBURGH

### AUTOMATA

The Automata exhibits make a loud, shrill singing noise when you press the button.



*Floor 3: Automata exhibits - Singing Cats and Three Blind Mice*

## HAUNTED MEMORIES

These photographs are lenticular so they show a different image depending on the angle you view them from.

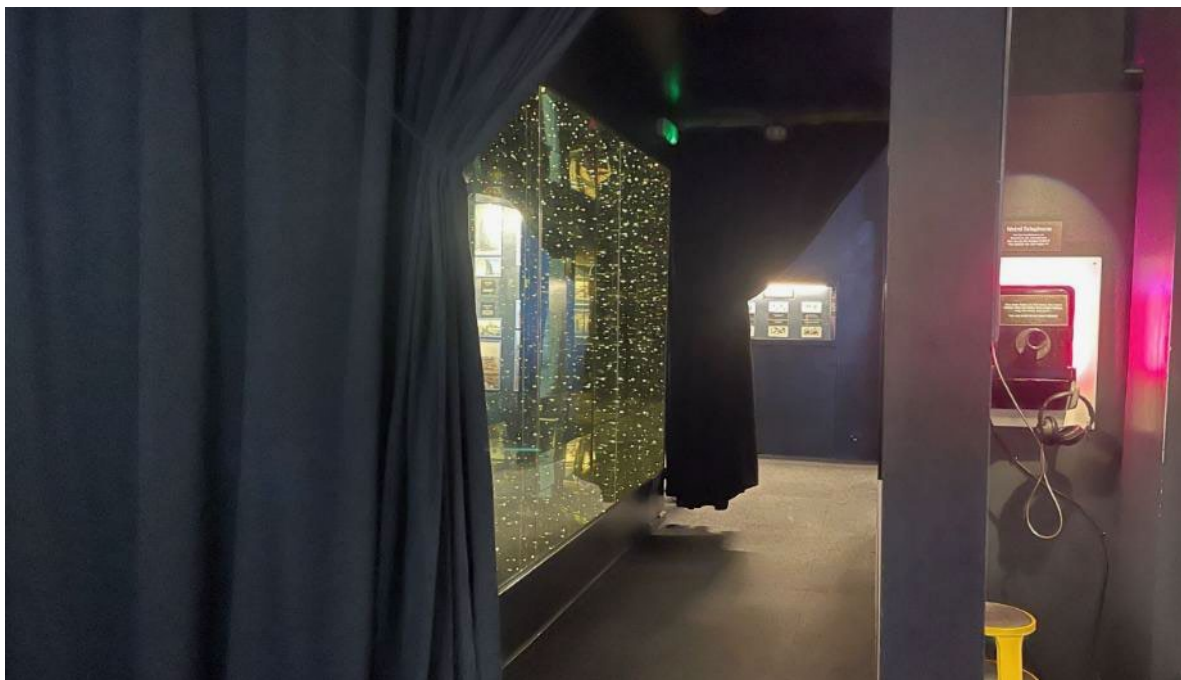
The photos are of people, but from a certain angle they look like scary monsters.



*Floor 3: Spooky lenticular photo exhibit*

## INFINITY CORRIDOR

This is a short dark corridor with lots of small colourful lights. You don't have to go through it to reach the rest of Floor 3.



*Floor 3: Infinity Corridor*

## FLOOR 4: LIGHT FANTASTIC

The first room on Floor 4 is quite dark.



*Floor 4: Exhibits – First Room*

The second half of Floor 4 is brighter. There are funny and interactive exhibits.

There is a Light Harp you can play without touching it. It lights up when you play it. It can be a little loud.

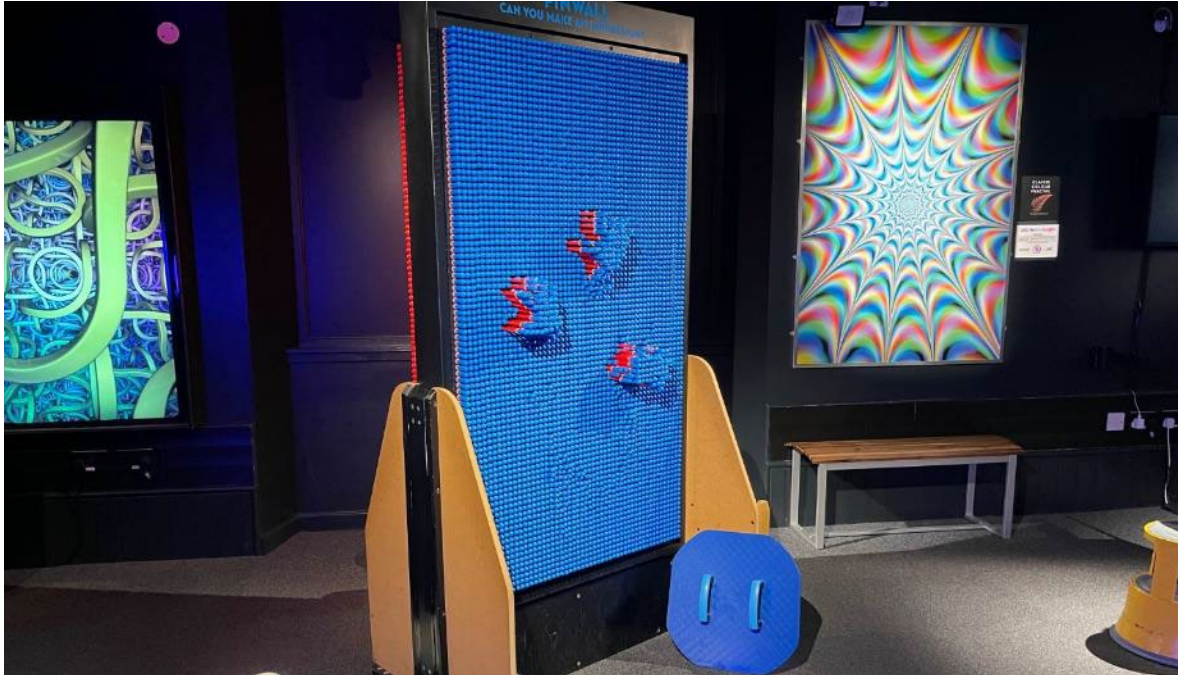


*Floor 4: The Light Harp and Fart Chair exhibits – Second Room*

There are also some armchairs here. You can sit on them to rest, but they make a funny fart noise! This can be a little loud and unexpected. There are also regular benches here.

## GIANT PINWALL

You can make impressions with your body on the plastic pins. Re-setting them flat with the board can be a bit noisy.

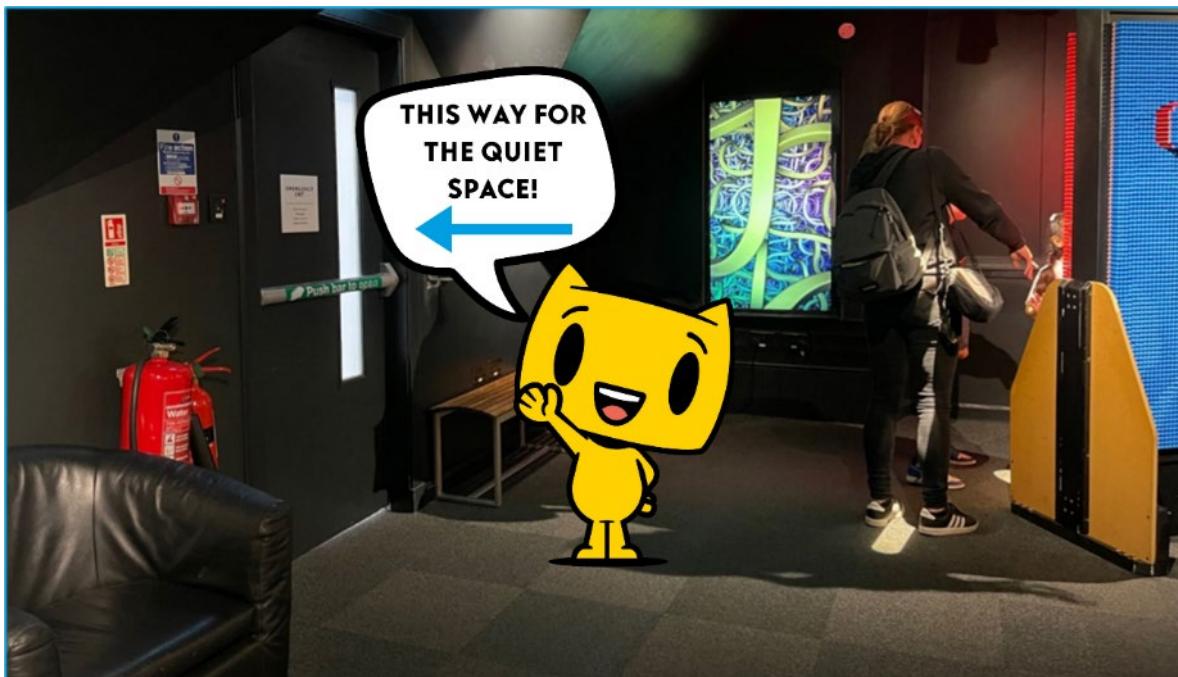


*Floor 4: Giant Pinwall exhibit – Second Room*

## QUIET SPACE

There is a Quiet Space located between the Light Harp and Giant Pinwall exhibits.

The door to the exhibit space closes and you can leave the building directly via the stairs. Use your hand stamp or ticket for re-entry.

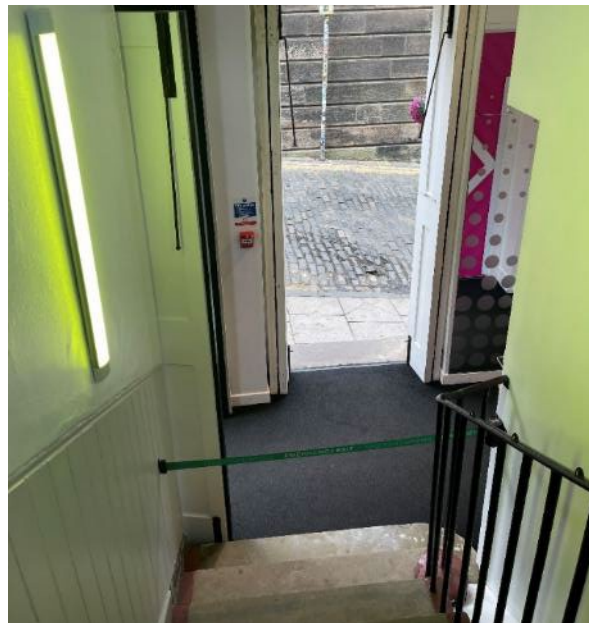


*Floor 4: Door to the Quiet Space – Second Room*

Please ask staff or call a Duty Manager on 07522 036 841 for re-entry to Floor 4.



*Floor 4: Quiet Space and direct exit from the building*



*Floor 4: Stairs to the street from the Quiet Space*

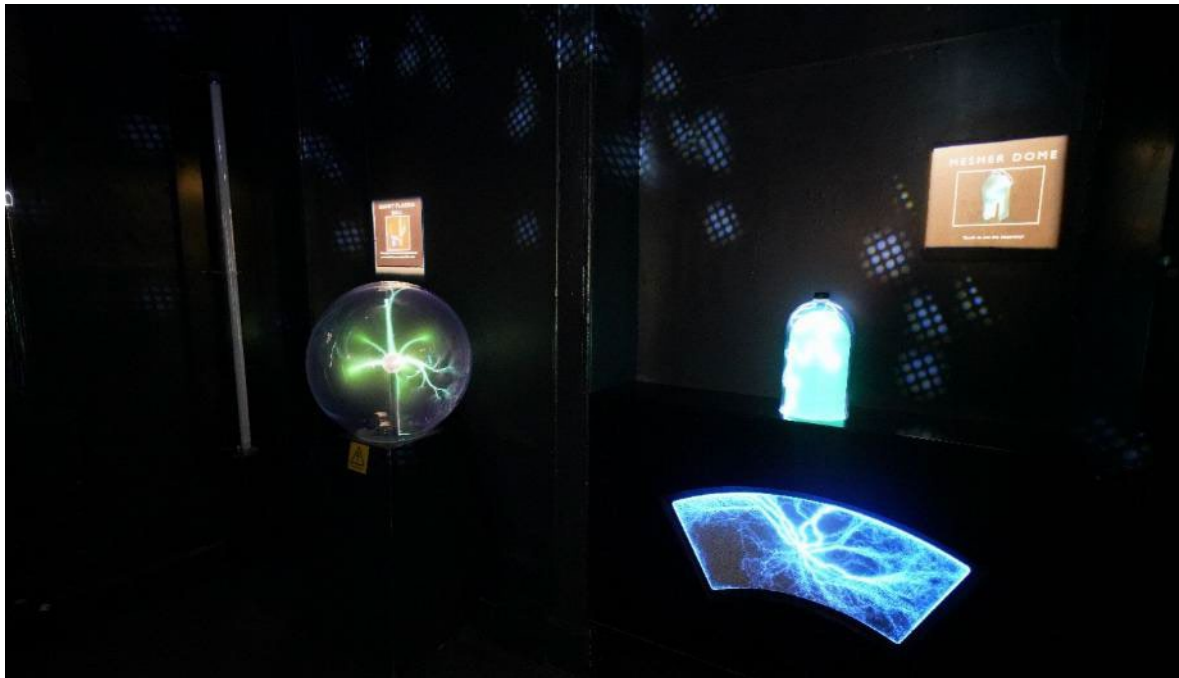
At the bottom of the stairs you can go straight out to the street (Ramsay Lane) through the tensa barrier. Please replace this when you leave.

The main entrance is to your left if you would like to re-enter, the Shop is to your right.

## FLOOR 5: MAGIC GALLERY

The first section of the floor is quiet and very dark with several bright plasma tubes and balls.

It is safe to touch the exhibits and play with electricity, but they can sometimes cause a small shock.



*Floor 5: Electrical exhibits in the Magic Gallery*



*Floor 5: A visitor touching the Plasma Ball exhibit*

The main room on Floor 5 is brighter and louder with many different interactive exhibits.

## **LIGHT DANCER**

The Light Dancer exhibit plays music when you turn the handle which can be a bit loud. The tune doesn't sound quite right until you turn at a certain speed and rhythm.



*Floor 5: Light Dancer Exhibit*

## **FLOOR 6: CAMERA OBSCURA AND ROOFTOP TERRACES**

A Guide will welcome you and tell you the time of the next Camera Obscura show.

There are benches here if you want to sit down after climbing the stairs.



*Floor 6: The Rooftop Foyer with a Guide*

## CAMERA OBSCURA

The Camera Obscura room is small and very dark. You can look inside before the show and decide if you want to go in.

If you go in, a Guide will present a 5 to 10 minute show explaining how Camera Obscura works and show you the city through a projection onto a round table.

If you want to leave during the show, just let the guide know and they will let you out.



*Floor 6: Inside the Camera Obscura with a Guide*

## ROOFTOP TERRACES

There are two rooftop terraces where you can go outside for some fresh air and great views. You can rest on the benches here if you want to.



*Floor 6: Visitors looking at the views from the North Rooftop Terrace*

## WHEN YOU LEAVE

You can either leave through the shop, or by the main stairs the way you came in.

The Quiet Space on Floor 4 also has a direct exit from the building without going through the exhibit floors or the shop.

## MUSICAL STAIRS

If you leave through the shop: the bottom half of the stairs from Floor 2 to the shop are musical! You can play a tune by standing on the steps. This can be a little loud and unexpected.



*Floor 2: The Musical Stairs*

At the bottom of the stairs is a Penny Press machine. This can be a bit loud if in use.



*Ground Floor: The Penny Press machine*



*Ground Floor: The Shop*



*Ground Floor: Exit doors from the Shop*

**We hope you had a lovely time!**

We want everyone to enjoy Camera Obscura & World of Illusions so we'll do everything we can to improve the experience. We welcome any feedback or suggestions you might have.

Please let us know how your visit went by completing our Sensory Sunday survey. A QR code and printed copies are available at the front desk.