

VISUAL STORY

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

Full accessibility information can be found on our [Accessibility webpage](#).

BEFORE YOU ARRIVE

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

To guarantee entry, you can [book a ticket](#) before visiting. You can change the day or time of your ticket by [emailing](#) or calling us on 0131 226 3709.

We offer a monthly quieter hour on our [Sensory Sunday](#) mornings.

GETTING HERE

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

Camera Obscura & World of Illusions is 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 nearby on Johnston Terrace.

The nearest train station is Edinburgh Waverley, a 10 minute walk away. Bus and tram stops are also a short walk away.

WHEN YOU ARRIVE



Entrance to Camera Obscura & World of Illusions from Castlehill

At the museum entrance there may be a queue.

You can skip the queue by asking a member of staff. 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 need 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 find your way around the building.

They will say you can go straight up to the rooftop if you want to see a Camera Obscura show.



Ground Floor: Guides at the front desk

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

There is music playing at reception and on all floors apart from the rooftop.

At the front desk you can borrow a Sensory Backpack (adult and child sizes are available). The backpacks contain ear defenders, a sensory map, a torch and other items. You can also borrow ear defenders and a Sensory Map separately.



Child's sensory backpack contents



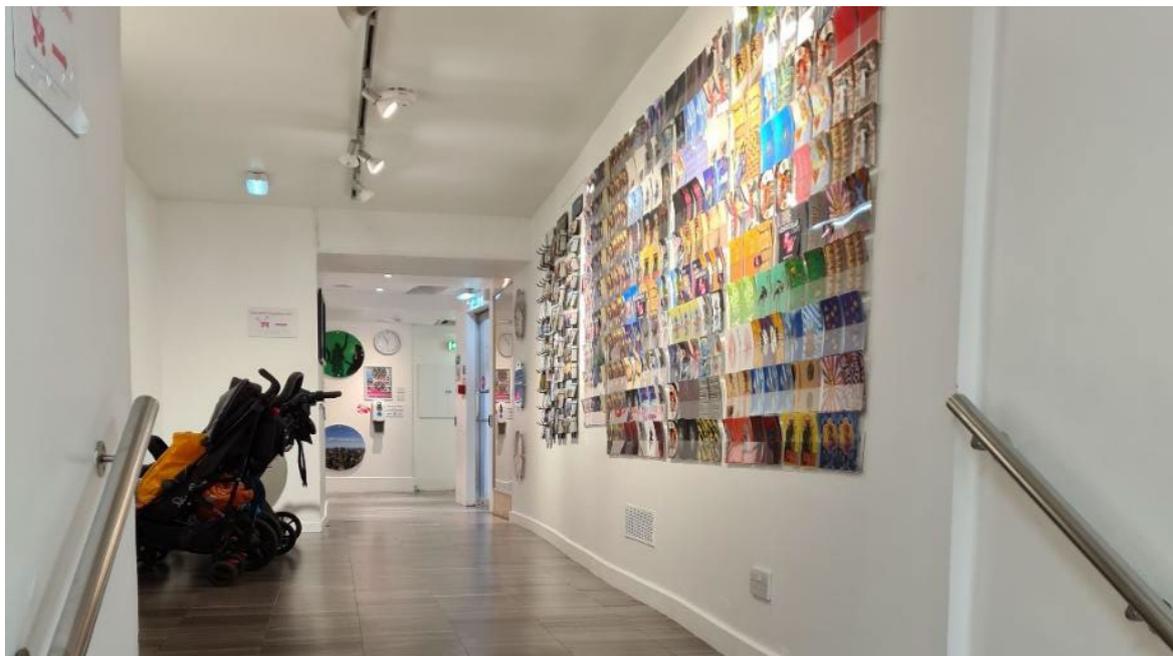
Adult's sensory backpack contents

CLOAKROOM

You can leave your coat or bag in the Cloakroom by the front desk. It can be cold when you reach the Rooftop Terraces which are outside.

BUGGY PARK

You can leave your buggy in our Buggy Park in the corridor to the left after you enter the building.



Ground Floor: The Buggy Park

AROUND THE MUSEUM

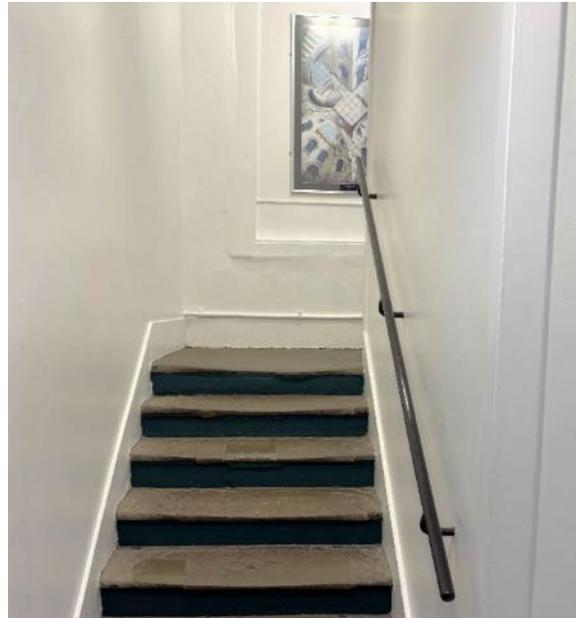
There are six floors in the building. There is no lift, only stairs to go from floor to floor.

There are benches throughout the museum to rest on.

Signage will help to direct you around the building and exhibits.



Signage between floors and main staircase

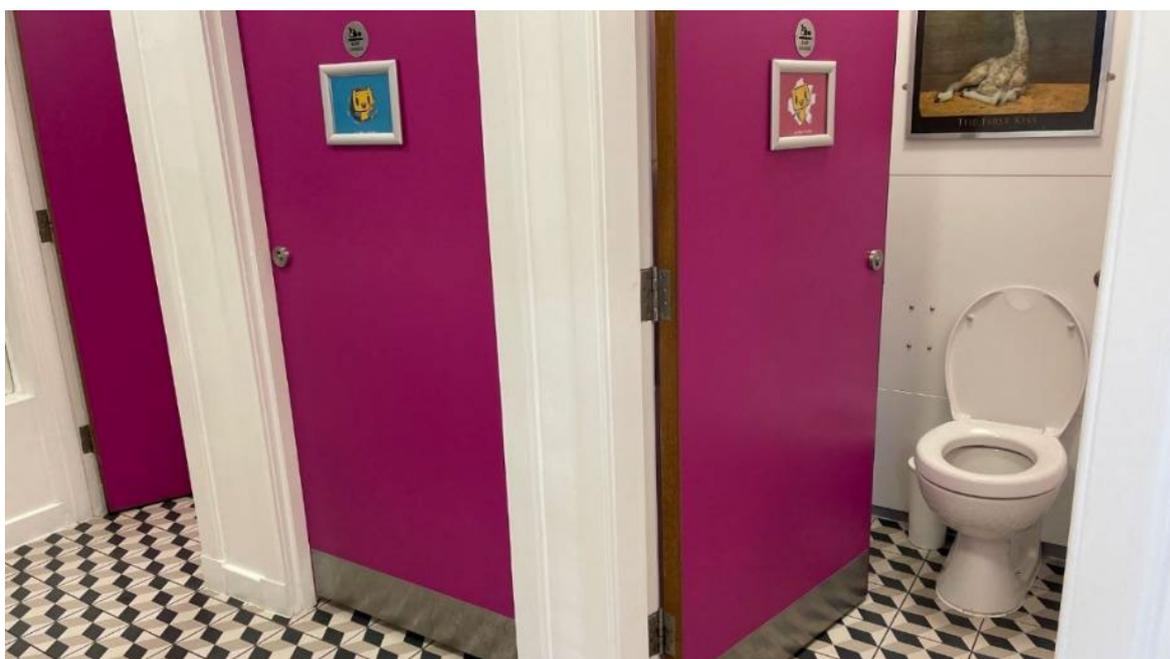


TOILETS

The hand dryers in the toilets can be loud.

There is baby changing in all our toilets and nappies are available at the front desk.

FLOOR 1: Male and Female stalls



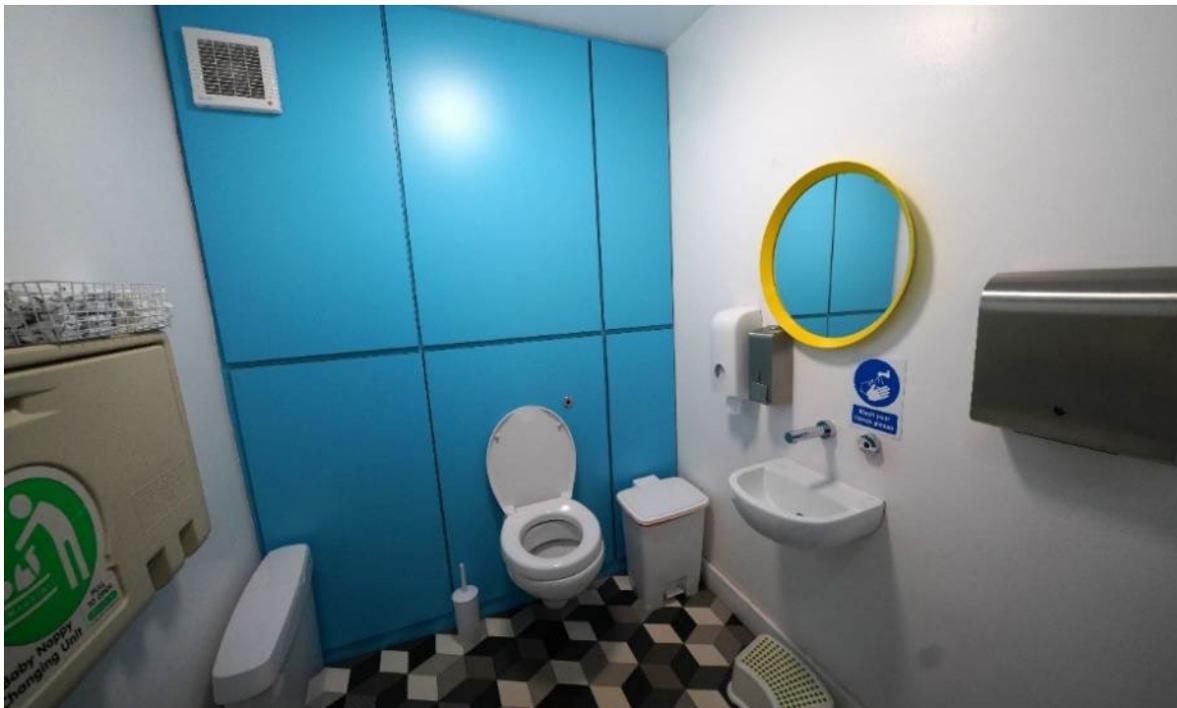
Floor 1: Ladies toilets



Floor 1: Hand dryers in toilets

Free sanitary products are available in all our toilets.

FLOOR 4: Unisex toilet, single cubicle.



Floor 4: Unisex toilet interior

WATER REFILL STATION

This is next to the 4th Floor toilet. You will need your own bottle to fill up here.



Floor 4: Water Refill Station and door to unisex toilet

KEY GALLERIES AND EXHIBITS

GROUND FLOOR: RECEPTION

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



Ground Floor: Giant Kaleidosphere exhibit in the foyer

There is a bench to the left of the Giant Kaleidosphere if you need to get used to the space on arrival before you go upstairs.



Ground Floor: Bench in foyer

SHOP

We do not have a café, but our shop on the Ground Floor sells drinks and snacks as well as 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. It can be overwhelming and can cause motion sickness.

When you go through it, it will feel like the floor is moving (it's not actually moving).

You can go around the outside of the tunnel if you don't want to walk through it.



Floor 2: Inside the Vortex Tunnel exhibit

There are benches outside the Vortex Tunnel to rest afterwards.



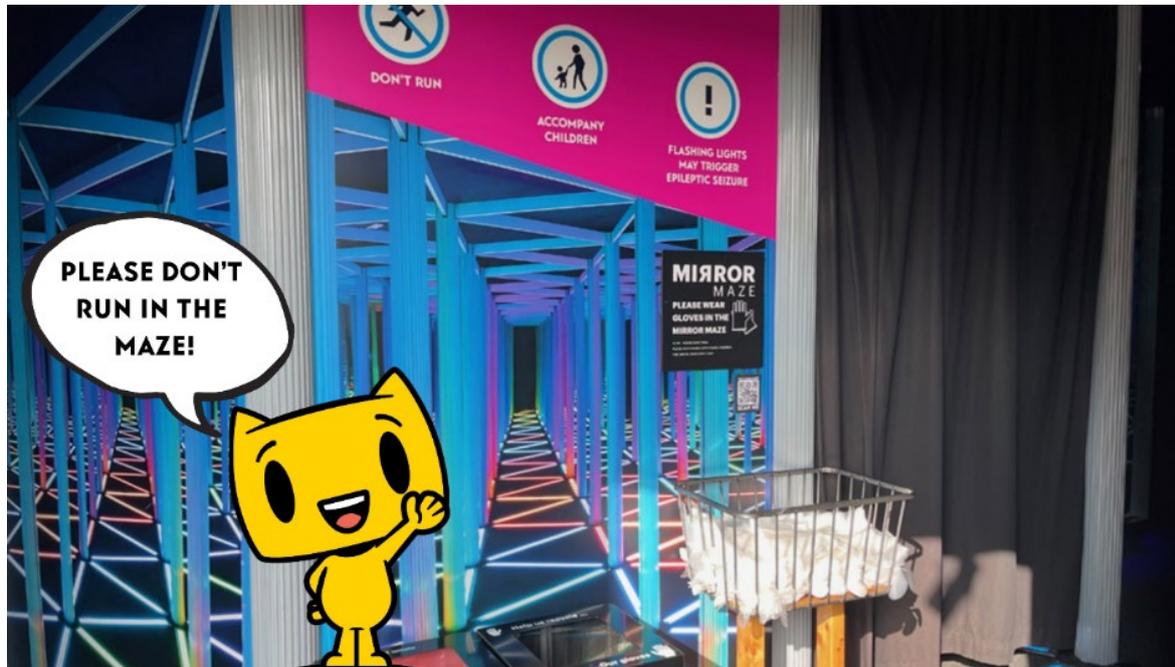
Floor 2: Benches to rest after going through the Vortex Tunnel

MIRROR MAZE

The Mirror Maze is dark with bright, colourful lights on the floor. You can walk around the outside of the Mirror Maze if you don't want to go through it.

You do not have to wear the gloves if you prefer not to.

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



Floor 2: Entrance to the Mirror Maze

FLOOR 3: EYE SPY EDINBURGH

AUTOMATA

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



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

HAUNTED MEMORIES

These photographs are lenticular, meaning they show a different picture depending on which angle you look at them from.

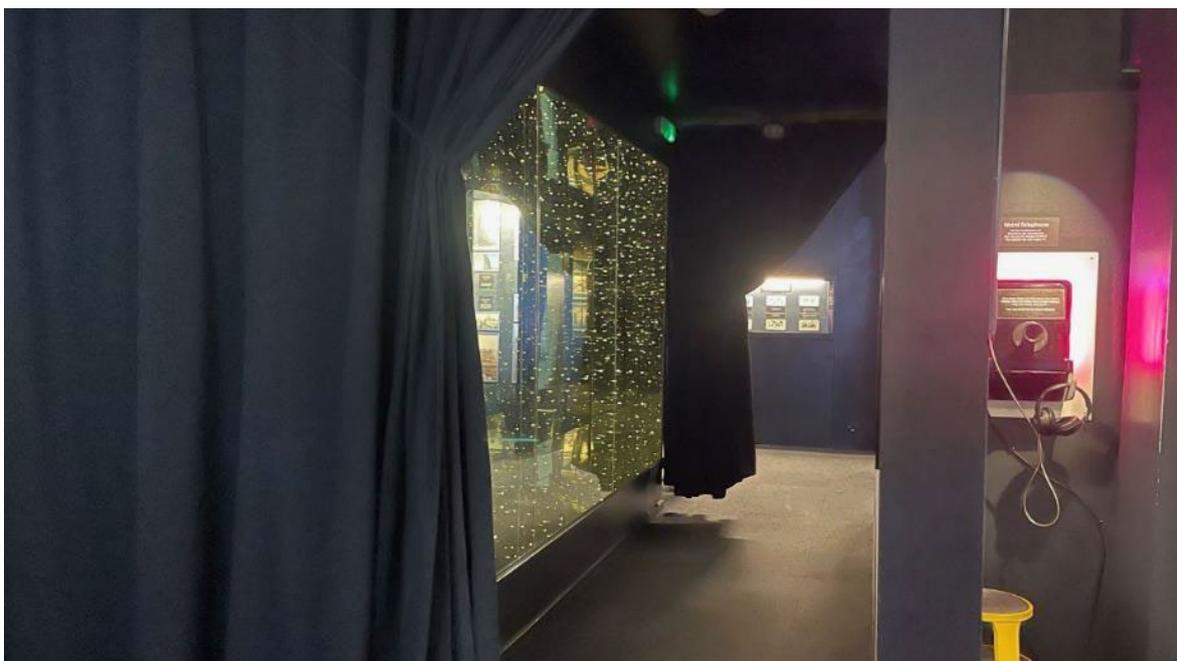
The images are of people, but from some angles they look like scary monsters.



Floor 3: Spooky lenticular photo exhibit

INFINITY CORRIDOR

This is a short dark corridor with lots of small colourful lights. You can walk through it, but 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. The Live Animals exhibit makes a loud roaring noise when you put your hand inside. You can feel fur but there is no biting animal!



Floor 4: Live Animals exhibit – First Room

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

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



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

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

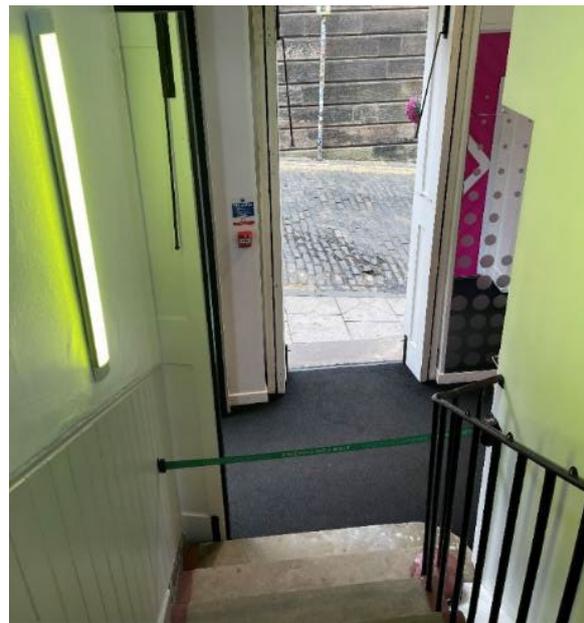


Floor 4: Door to the Quiet Space – Second Room



Floor 4: Quiet Space and direct exit from the building

You cannot re-enter the exhibit space through this fire door unless someone opens it from the other side. If you want to go back into Floor 4 please call a Duty Manager on 07522 036 841.



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.

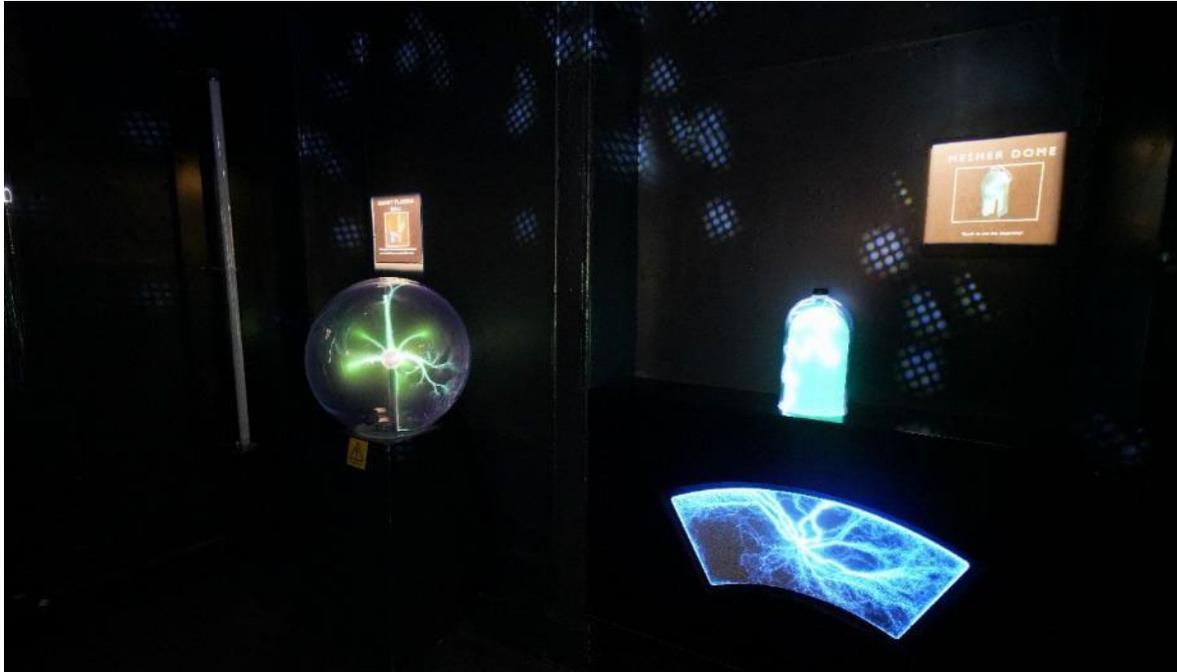
The main entrance is to your left if you want to re-enter. The Shop is to your right.

You can use your hand stamp or ticket for re-entry at reception.

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 after this 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, this 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 inside.

If you go in, a Guide will present a 15 minute show explaining how the 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. You can go outside for some fresh air and great views. You can rest on the benches here if you want to. The benches here light up in different colours.



Floor 6: 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 has a direct exit from the building without going back through the exhibit floors or the Shop.

MUSICAL STAIRS

The lower section of the wooden stairs from Floor 2 to the Shop is musical. You can play a tune by stepping on the steps. This can be a little loud and unexpected.

You can avoid this by going down the main stairs.



Floor 2: The Musical Stairs to the Shop

SHOP

The shop has a lot of products, including sensory toys. There is music in the shop.



Ground Floor: The Shop

There are three machines in the shop, which can be loud. The penny press in the middle is the loudest. The Duck Dive machine sometimes makes quacking noises.



Ground Floor: Penny Press and other vending machines in the Shop



Ground Floor: Exit doors from the Shop

Thank you for visiting us - we hope you had a fun 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.

Let us know by emailing: info@camera-obscura.co.uk