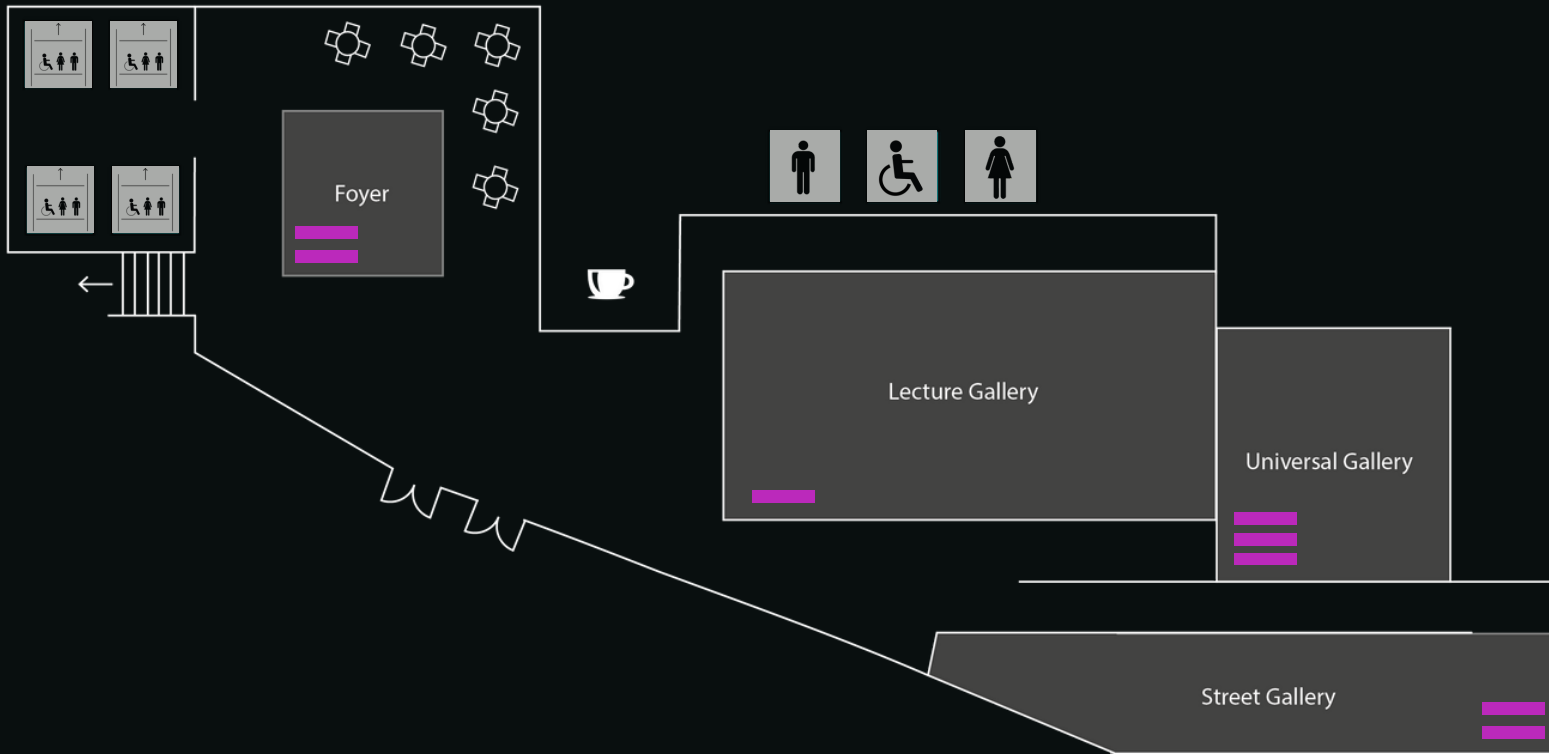


# Sensory Map

BROKEN

Access resources:





**Lecture Notes:**

- Dark space

**Universal Notes:**

- Artificial light from surrounding touch screens

**Street Notes:**

- Natural light

**Foyer Notes:**

- Natural light and ceiling sculpture light

# GF Lighting Map





# Lvl 1 Lighting Map

Dark  Natural  Artificial light 

## Arcade Notes:

- Dark space with projected light

## Terrace Notes:

- Natural light

## Gould Notes:

- Low lighting

## Futures 1:

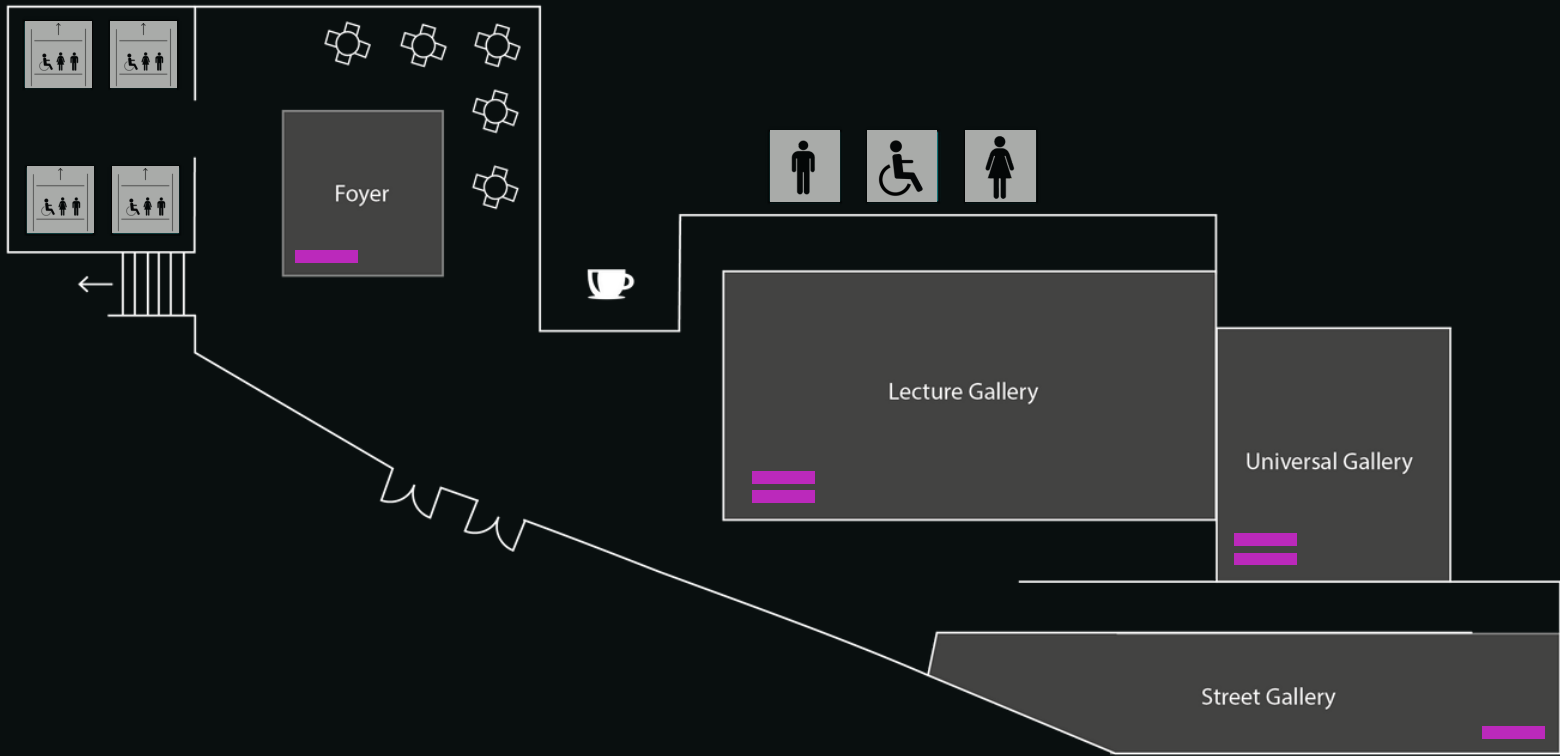
- Dark space
- Light from digital screens

## Futures 2:

- Dark space with lighting effects

## POD. Gallery:

- Dark space with projections
- High sensory space



**Lecture Notes:**

- Medium sound from onboarding film

**Universal Notes:**

- Medium sound playing as background soundscape




**Street Notes:**

- Low sound

**Foyer Notes:**

- Low sound
- Cafe music

# GF Sound Map

Low  Medium  High 

# Lvl 1 Sound Map



Low



Medium



High



## Arcade Notes:

- Medium sound
- Soundscape and voice interviews
- High sensory space

## Terrace Notes:

- High sound
- Loud passing trains

## Gould Notes:

- Low sound

## Futures 1:

- Medium sound
- Voice interviews

## Futures 2:

- Low sound

## POD Gallery:

- High sound including thunder and voice interviews