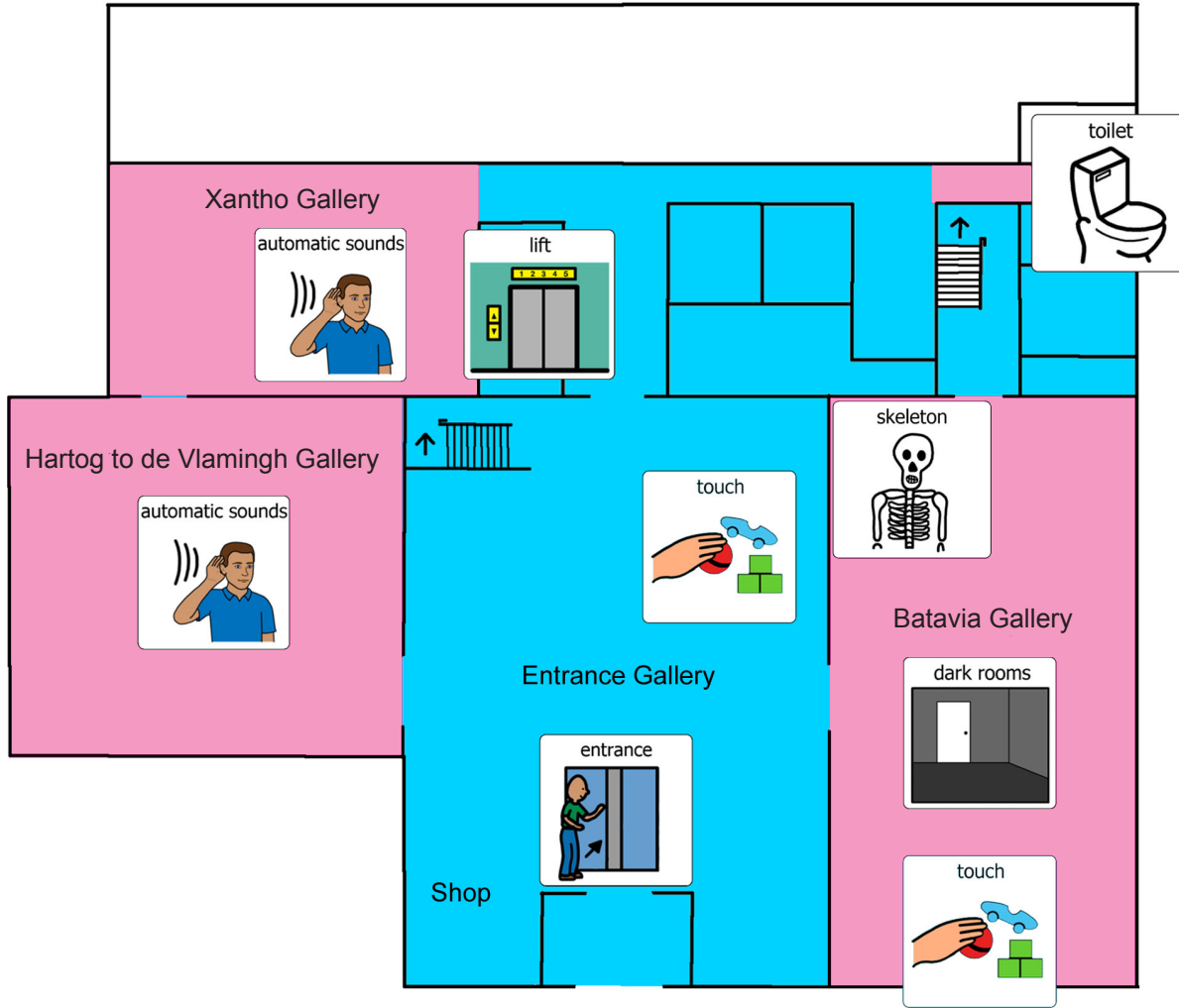


high stimulation area  
(low light, automatic noise, projections)

low stimulation area  
(well lit, natural light, static exhibits)

## Level 1



## Level 2

