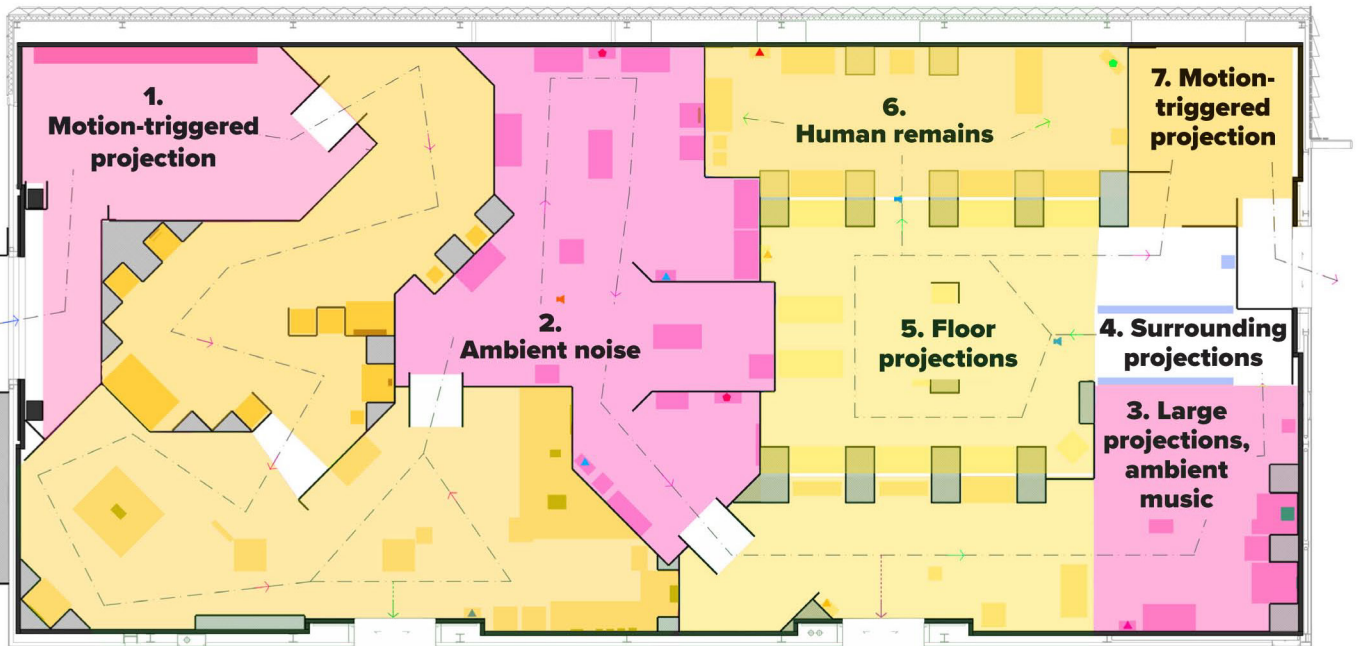




DISCOVERING ANCIENT EGYPT

Sensory Guide

■ High stimulation ■ Low stimulation



- 1. Motion-triggered projection**
Four-minute introduction projection triggered by walking through the entryway.
Women's voiceover. Loud.
Colourful moving lights.
- 2. Ambient noise**
Marketplace soundscape.
Farm animals and clattering objects.
- 3. Large projections, ambient music**
Large projections show Ancient Egyptian artefacts disintegrating into desert.
Loud pipe music. Eerie.
- 4. Surrounding projections**
As above; large projections on both sides of walkway.
Loud pipe music. Eerie.
- 5. Rippling sand projection.**
Rippling sand projection.
- 6. Mummy room.**
Human remains wrapped in cloth, not defined.
X-ray images of skeletons.
Human face models recreated from remains.
- 7. Motion-triggered projection**
Short outro triggered by walking through the entryway.
Film footage of archaeology digs and contemporary Egypt.
Loud.