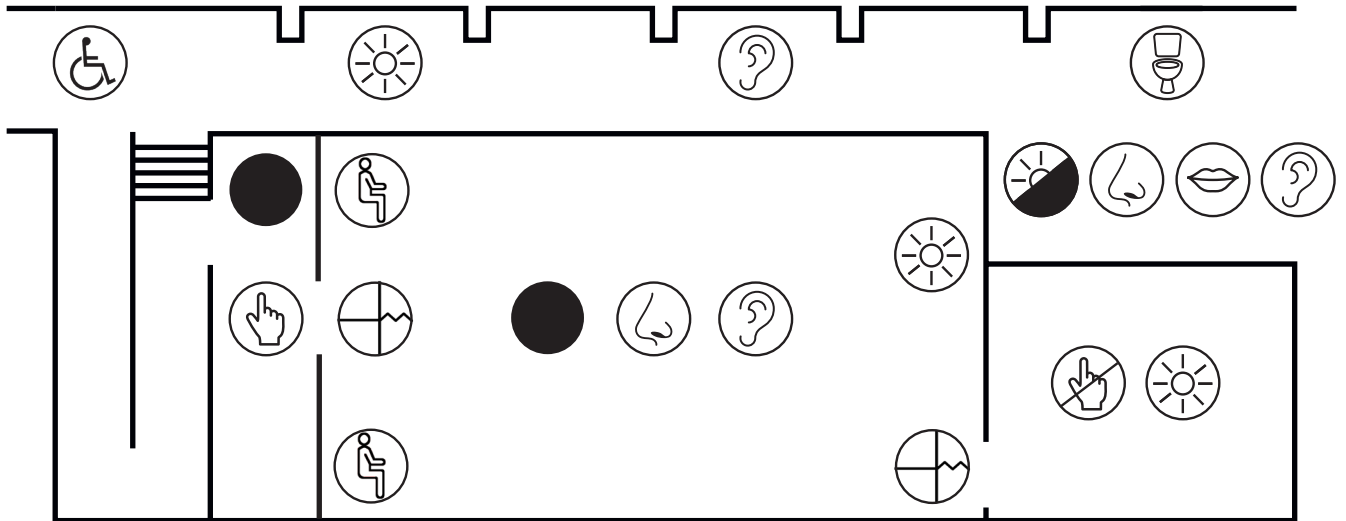


# SENSORY MAP

*Aria Dean: Abattoir*



Warning: Large room contains flashing lights



Bright Areas



Do Not Touch



Dark Areas



Touch



Bright in Day-Time  
Dark in Night-Time



Change in Floor Texture



Strong Smells



Sit



Food



Wheelchair Access



Noisy Areas



Toilet

# SENSORY SCRIPT

Please enter and exit through the main gallery doors. Enter this gallery space via the ramp or the stairs.

The first part of the gallery you enter has a sudden change in light and is very dark.

First, there is exhibition wall text to read on the left hand wall under a spot light.

Enter the main 'Abattoir' space by pushing the swing doors, this space is also dark and has a strong smell of rubber. There are spaces to sit on the left and right hand side after entering through the swing doors.

Inside the 'Abattoir' room the floor texture changes from concrete to a rubber textured flooring.

The film is bright and starts with slow panning visuals. It is accompanied by low humming sounds. Despite the title, the film shows no animals or animal cruelty.

After a minute, humming sounds grow louder. Chimes and string instruments start as the visuals lead through a tunnel.

5 minutes into the video it starts to flash with brown/yellow colours. This creates a strong flashing lights environment.

The sound then stops suddenly and the visuals of the 'Abattoir' play again. A guitar starts to play and the tune continues to play out.

The entrance to the smaller room is to the right hand side of the screen. You enter this room via a short ramp.

This smaller room is much brighter than the larger room and contains 4 sculptures which you can walk around but not touch.

You finally exit the exhibition the same way you came.