

# SENSORY MAP



## EXPLORING THE MUSEUM AND GROUNDS OF BODMIN KEEP

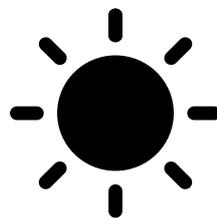
Bodmin Keep Army Museum, is set over 2 floors with some outside space. The main galleries cover two floors with a connecting stone staircase. Unfortunately there is no lift.

Access to the museum is through the large metal gates at the front of the site or via the rear where there is a small car park.

A short walk takes you to the archway where you can access the original stone stairs up to the welcome desk.

The outside space has a WWI replica Trench for visitors to explore. This is accessed across some grass with a wooden, ground level platform to walk across.

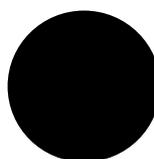
There are picnic tables outside on the grass to the rear of the building alongside the parking area.



### BRIGHT AREAS

Artificial or natural lighting with intense changes

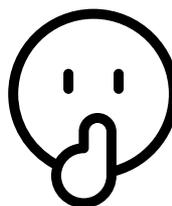
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### DARK AREAS

Naturally darker spaces created by the architecture or lighting

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### QUIET AREAS

Spaces with little changing noise

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### NOISY AREAS

Spaces where the architecture may emphasise the sound, there may be high levels of technology or unpredictable sounds

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### SEATING

A place to sit

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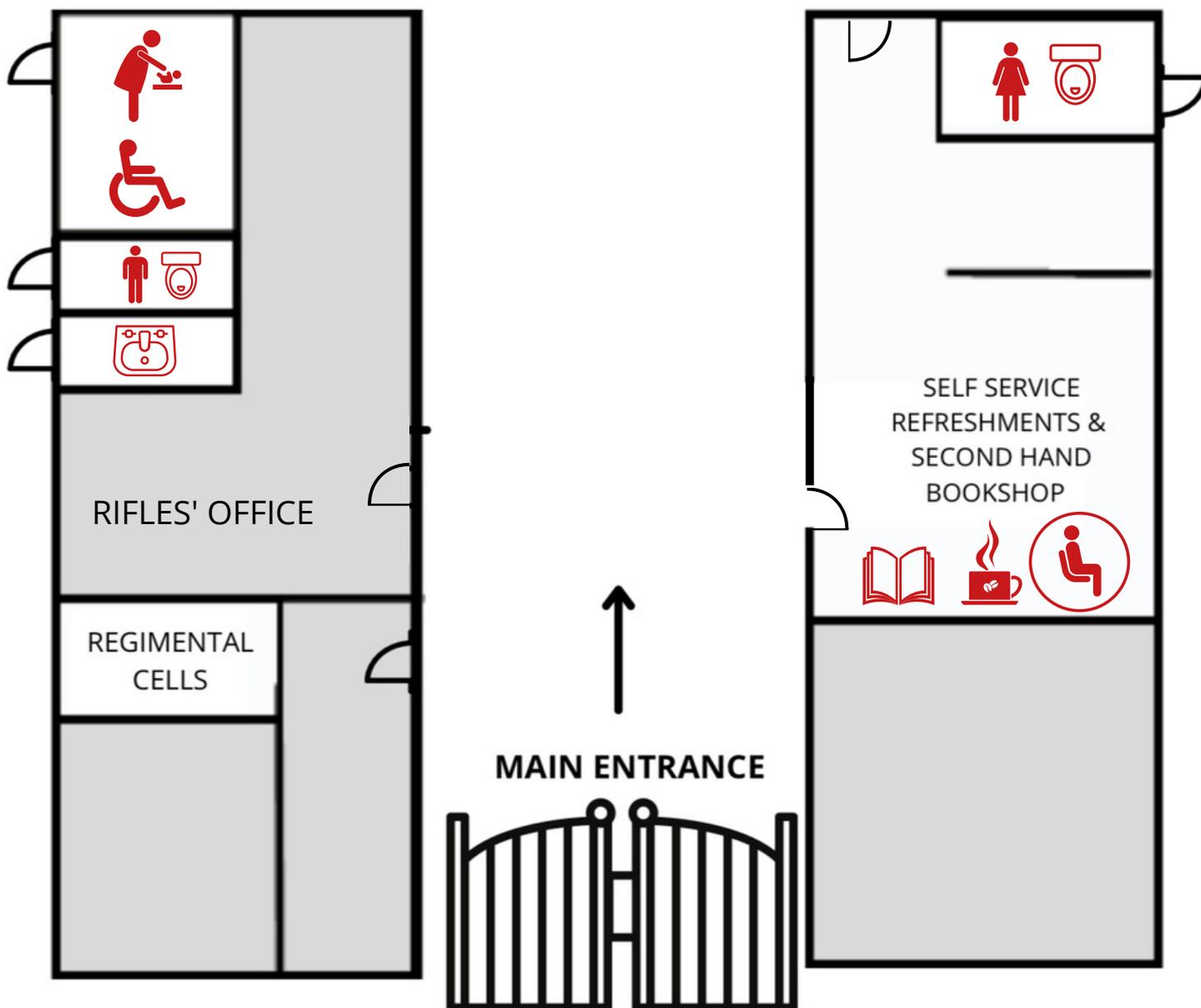
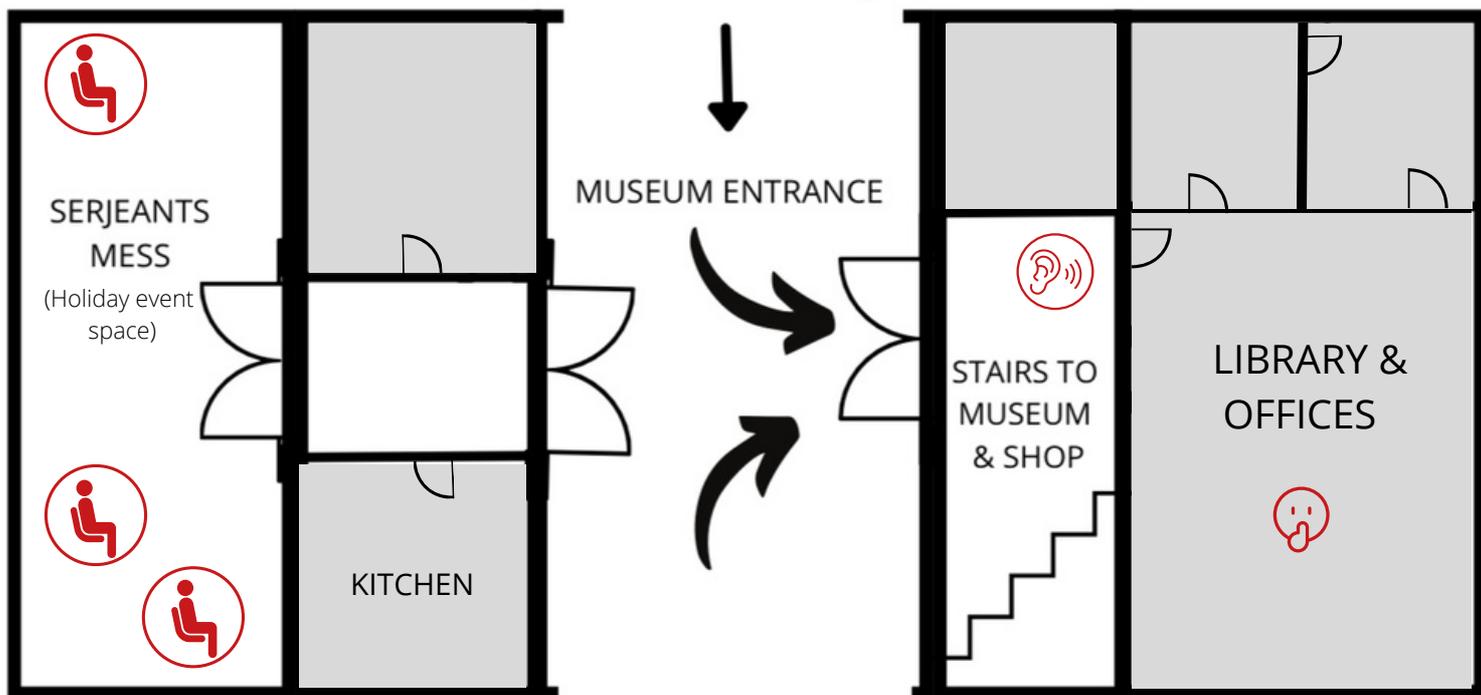
### HIGHER VIEWING

A high stool is provided for viewing

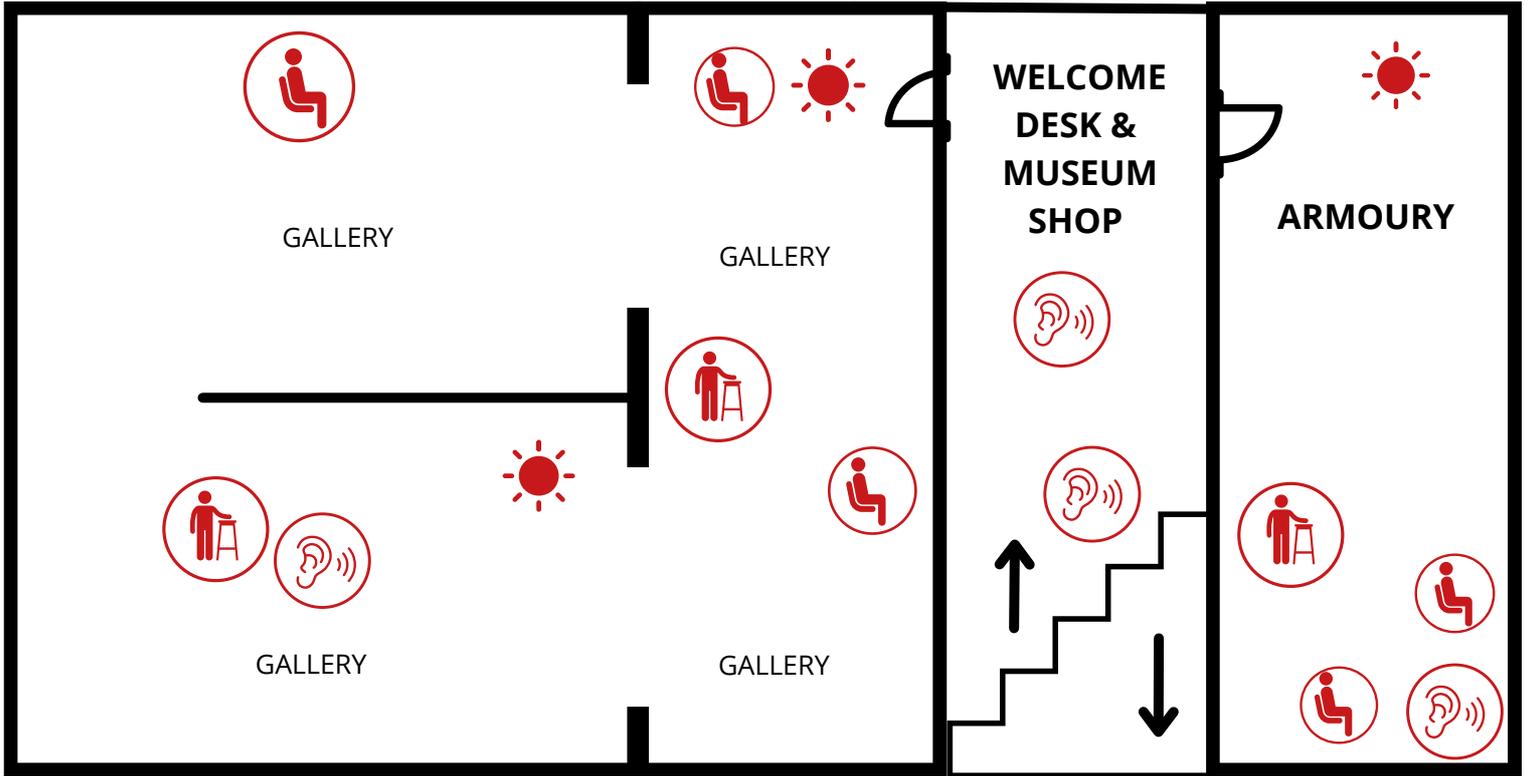
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# GROUND FLOOR

Entrance from car park



# FIRST FLOOR



# SECOND FLOOR

