HEARING
Close your eyes and the auditory sense becomes its own world. In this section, visitors put on headphones and sit for a Virtual Haircut, a carefully soundscaped experience that eerily simulates a haircut in a barbershop. Visitors will have the opportunity to master Foley art, the technique of movie sound effects. If they’re up for a challenge, visitors can also try delivering an oration while wearing a Speech Jammer.

VIRTUAL HAIRCUT
The Virtual Haircut is an immersive and passive experience that allows students to isolate their sense of hearing. The audio has been carefully soundscaped to create an eerily realistic sensory experience.
HOW TO INTERACT Have a seat in a real barber’s chair and don the headphones. How real can it feel when your hair isn’t actually being cut?

SPEECH JAMMER
The Speech Jammer was designed to demonstrate how self-perception of our voices determines how we speak. If this process is concomitantly disrupted, it becomes extremely difficult to orate, which brings attention to the feedback loop the student normally uses to speak and takes for granted.
HOW TO INTERACT Put on the headphone and read a speech into the microphone. Your speech will be delayed just a fraction of a second before you hear it. How much does a change in timing affect your ability to speak?
CORE CONNECTIONS 3rd Theater 2.2.3.a

FOLEY STUDIO
Foley artists reproduce everyday sound effects and add them to visual media using all sorts of props. These sounds can be anything from footsteps to breaking bones to thunder. The best Foley art is so well integrated into a film that it goes undetected by the audience. In the Foley Studio, students create sound effects and match their timing with events in real movie scenes.
HOW TO INTERACT Explore the world of sound effects! Foley artists use different machines and tricks to make many sound effects. Can you make the sound of a galloping horse...without a horse?
CORE CONNECTIONS 3rd-6th Theater 3.2

You will find these objects in the Foley Studio - what sounds could they make?
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EDUCATOR GUIDE
ILLUSION GALLERIES
COGNITIVE ILLUSIONS
This illusion gallery offers a series of categories (comprising two illusions each) that demonstrate a relatively simple cognitive principle. Students can explore subtler yet profound illusions like Gestalt psychology or more striking and intricate illusions such as apparent motion and/or lateral inhibition.

EXPERIENTIAL ILLUSIONS
This illusion gallery offers more immersive illusions with complicated effects that are extremely difficult to explain. Each illusion likely involves multiple cognitive principles—especially illusions from MagicEye or the colored Hermann Grid (“Blue Scintillating Dots”)—and so yield a richer, albeit mysterious experience for the student.

HOW TO INTERACT
Observe the images on the walls. Explore illusory examples of perspective and color that trick the mind. Do you see anything that isn’t really there?

CORE CONNECTIONS
K-2nd Science 1.1-3; 3rd-4th Visual Arts 2.1; 5th Visual Arts 1.1; 5th Visual Arts 2.2.c

ANAMORPHOSIS
Anamorphosis is a distorted projection or perspective requiring the viewer to use special devices or occupy a specific vantage point to reconstitute the image. This effect can be found on the table-top activities and in two pieces of art—an untitled sketch by da Vinci and Holbein’s “The Ambassadors”—near the end of the exhibit.

HOW TO INTERACT
Observe each image or picture. Place a reflective cylinder into the focal point of each image and observe the image’s reflection. How does the shape of a surface affect the way we perceive it?

CORE CONNECTIONS
K-2nd Science 1.1-3; 3rd-4th Visual Arts 2.1; 5th Visual Arts 1.1; 5th Visual Arts 2.2.c; 6th Science 6.2.b-c

STEREOSCOPIC IMAGES
Stereoscopy is a technique for creating or enhancing the illusion of depth in an image by means of binocular vision. Most stereoscopic methods present two offset images separately to the left and right eye of the viewer. These two-dimensional images are then combined in the brain to give the perception of depth.

HOW TO INTERACT
Create a 3-dimensional image from two flat images. Place a pair of stereoscope glasses above a pair of images. Does looking through the glasses create the illusion of 3 dimensions?

CORE CONNECTIONS
K-2nd Science 1.1-3; 3rd-4th Visual Arts 2.1; 5th Visual Arts 1.1; 5th Visual Arts 2.2.c; 6th Science 6.2.b-c

PLATO’S WALL OF SHADOWS
Plato’s Wall of Shadows is modelled after Plato’s famous “Allegory of the Cave.” It invites students to use geometry, motion and shadows to create the appearances of objects—a.k.a. charades—and to contemplate the way reality can be hidden and distorted.

HOW TO INTERACT
Explore light and shadow. Create shadow puppets and silhouettes with your hands, body, or props. What shadowy shapes can you create? Higher level students can consider Plato’s understanding about perceptions.

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K-2nd Science 1.1-3; 3rd-4th Visual Arts 2.1; 5th Visual Arts 1.1; 5th Visual Arts 2.2.c; K Science 2.2.c; 6th Science 6.2; 3rd Visual Arts 1.1.g-h

SIGHT
Humanity’s dominant sense can produce boggling effects and paradoxes. Visitors will peruse some of the world’s most stunning illusions, use their bodies to create shadowy scenarios, and learn linguistics by seeing the amusing ways language misleading.

TOUCH
Your skin is the largest organ of the body, a landscape of feeling. This section will allow visitors to navigate the world solely with their sense of touch. Visitors who dare to put their naked hand in the Tactile boxes can feel for what surprise awaits them. Visitors will also navigate our dimmed obstacle course, and do activities that reveal futures of their nervous system they never knew.

ILLUSSION GALLERIES

TACTILE BOXES
Tactile Boxes are a means of isolating one sensory modality in the student, their sense of touch. Each box offers a different sensory experience or challenge. Best explored slowly, the Tactile Boxes demonstrate how largely the student depends upon sight, while giving them an opportunity to explore the details of their somatosensory world.

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BODY HACKS!

DRAWBACK
The Drawback, one of the BodyHacks! elements, is a two-person activity that asks students to translate one sensory input into another, namely, from the sense of touch to the visual sense. What makes the Drawback activity interesting is that much of the input is lost in translation.

HOW TO INTERACT
One person “draws” a shape or pattern onto a second person’s back while the second person tries to recreate the image on a chalkboard. Can you draw something that you’ve never seen?

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