



AQUARIUM SENSORY FIELD GUIDE

Ohio Lakes & Rivers Gallery



- Sound: Two waterfalls, bird and cricket noises.
- Smell: Faint musk-like and forest aroma
- Touch: Turtle shell; themed replica trees and vines; stone flooring
- Lighting: Warm daytime lights
- Proprioception: Motion sensor floor

Asia & Indonesia Gallery



- Sound: Two waterfalls, bird and cricket noises.
- Smell: N/A
- Touch: Optional Animal Encounters offered 2x daily; largely carpeted
- Lighting: Warm daytime lights; soundless screen showing video of an archerfish in action
- Proprioception: N/A

Tropical Forest Gallery



- Sound: Soft music and bird-like noises
- Smell: Gallery has no particular aroma.
- Touch: Walk-in (optional) aviary with birds overhead; largely carpeted
- Lighting: Warm daytime lights and some color-changing lights
- Proprioception: N/A

Industry & Habitat Gallery – Powerhouse History



- Sound: Video of building's evolution
- Smell: N/A
- Touch: Brick walls with building materials illustrating Aquarium's construction; largely carpeted
- Lighting: Various color-changing lights throughout a short hallway/corridor that do not flash; some natural light from window
- Proprioception: A ramp descends from the Powerhouse history area

Industry & Habitat Gallery



- Sound: Soft music; industrial clinking and ticking
- Smell: N/A
- Touch: “Coal” (painted, crumpled ping-pong balls) on a small conveyor; a handcrank that powers a lightbulb, “smoke” (vapor) emanating from a pretend coal fire; a ramp descends from the Power House History area; carpeted
- Lighting: Various color-mood lights; some areas are slightly darker than other areas; LED exhibit lighting has a bluish purple hue
- Proprioception: A ramp descends from the Powerhouse history area

Giant Pacific Octopus Arch



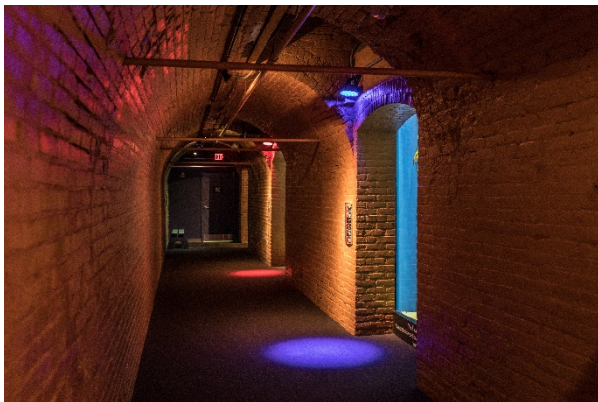
- Sound: Carnival music and audio of children laughing
- Smell: N/A
- Touch: N/A
- Lighting: Bluish purple lighting

Coastal Boardwalk Gallery



- Sound: Carnival music and audio of children laughing
- Smell: Ocean and saltwater aroma
- Touch: Interactive (optional) touch exhibits of stingrays and invertebrates (sea stars, urchins, etc.); hand puppets available in a small hut
- Lighting: Various colored lights in the small puppet hut; warm daytime lights in the remainder of the exhibit; stingray touchpool illuminated by LED lighting

Tropical Reef Gallery



- Sound: Soft music
- Smell: N/A
- Touch: Brick walls, carpeted floors
- Lighting: Various colored mood lights, slightly dark

Shark Gallery & Seatube



- Sound: Ocean and submarine sounds; black drum fish sounds (occasional microphone talks)
- Smell: N/A
- Touch: Shark wall interactives include shark teeth and shark skin; guests can write comments on the chalk wall
- Visual: Exhibit area is dark, shark tank is illuminated by LED lighting, water reflections can be seen inside the seatube; two “shark vision” viewing ports illustrate shark vision

Coral Cove Gift Shop



- Sound: N/A
- Smell: N/A
- Touch: Plush toys, reusable mugs, t-shirts, polished stones; carpeted
- Visual: Daytime lighting

Imagiquarium (2nd floor, accessible by elevator or stairs)



- Sound: Video of electric eel; water filtration system thump (occasionally when all valves closed)
- Smell: Very faint aroma of fish food, rubber shrimp and rubber worms (all contained)
- Touch: Interactive imagination-focused play including plush fish, felt seagrass, fish food and plastic microscope use
- Lighting: Warm daytime lights; water-effect lights on “main exhibit”
- Proprioception: Climbing structure

NOTE: While the Nautica Café is not part of the Aquarium, many Aquarium guests visit the Café. It has wood floors and many video and games of chance with lights and sounds with family friendly pop music playing.