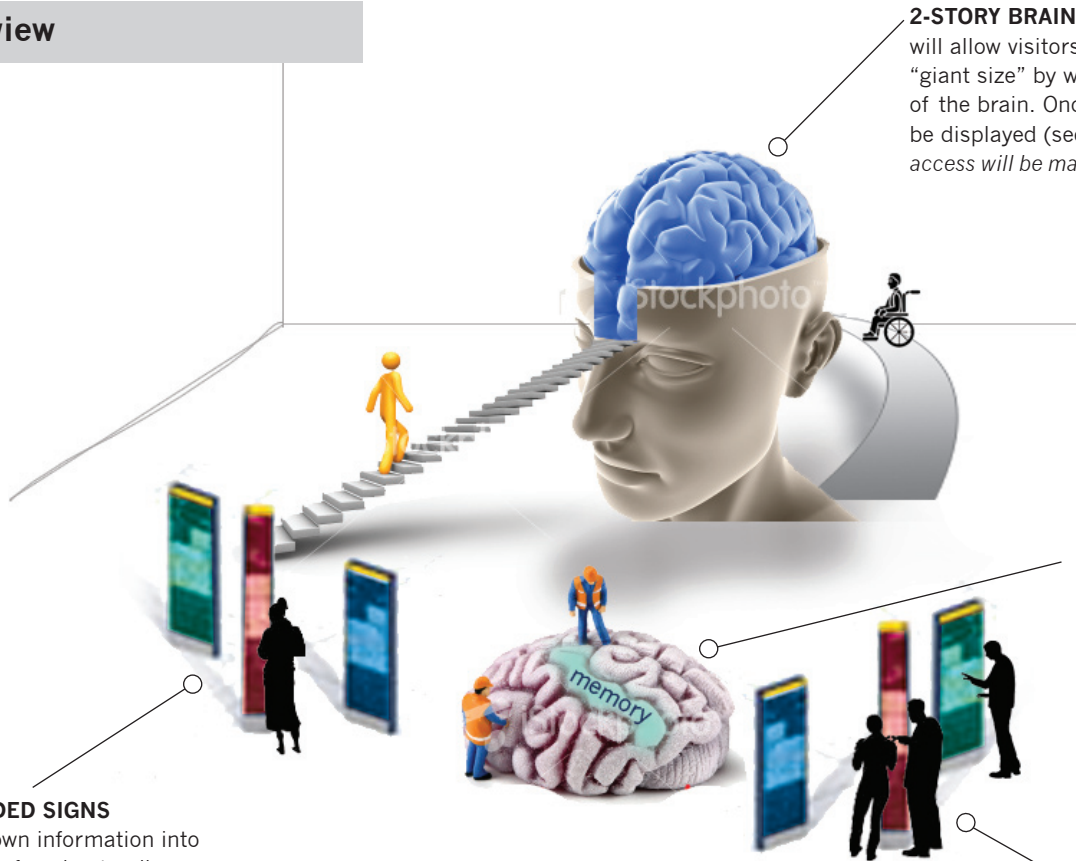


MOTAL'S BRAIN EXHIBIT

The following are conceptual schematics only—not meant for engineering purposes.

Overall view



2-STORY BRAIN

will allow visitors to explore the brain in "giant size" by walking through the two halves of the brain. Once inside, information will be displayed (see *Inside View* below). Ramp access will be mandatory.

BRAIN PLAYGROUND

will allow interaction where visitors can climb, crawl and touch parts of the brain. The brain will contain sensors that will "light up" with color and information when there physical connection is made.

COLOR CODED SIGNS

will breakdown information into three levels of understanding:

Blue = Key words

Red = Brief descriptions

Green = Detailed descriptions

MULTI-MEDIA CENTERS

will allow viewing brain videos of MRIs, x-rays, and the different views of the brain. Visitors will have an opportunity to interact with video, touch screen and personalized information about the brain and the learning process.

Inside view

TALE OF TWO HALVES

Once a visitor has entered the 2-Story Brain, he or she can view both halves of the brain on the right or left sides. Each half will have different information to build on the learning experience.

