

Tick Tock: The playful world of automata

Access Guide – Temporary Exhibition Gallery

The Temporary Exhibition Gallery is on the ground floor with level access and is entered through a couple of large doors. There is a touchpad to the left which will open the doors for you.

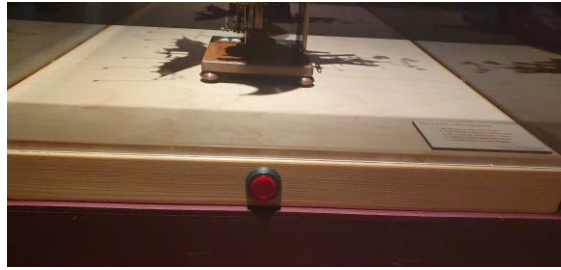


As you enter the Temporary Exhibition Gallery, you will be greeted by a small open space and a large automaton that may be lit up and moving. The space is dimly lit with spotlighting present.

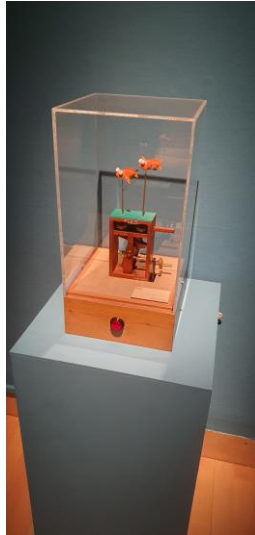


Move left to continue through the exhibition.

As you move round the gallery, you will see many automata in cases, on plinths. Most of them have buttons to press. **You are welcome to push all the buttons.** Pressing the buttons will make each piece move. Some buttons need holding, and a few will continue to work after being pressed once.



A couple of automata take a bit longer to complete their cycle of activity. Be patient if nothing much appears to happen at first when operating the peacock and goldfish automata below.



Noises

Only a couple of artworks have sounds, although you may be able to hear the mechanics working.

In the section with purple walls, there will be costumes to try on and books to read. Children may be playing and there may be some noise.

Soon, you will see a bicycle with rotor blades, that has been prepared by a community group. There is a barrier around the bicycle that you - please do not cross the barrier. When you go near the front of the bicycle, the propellers will move round in a steady, safe manner. These are powered by a motor that sounds a bit like a motorbike engine and is very loud.

Out of sight at the other end of the gallery is a children's soft play area. As you get nearer, you will hear a loud fan – this is powering an inflatable slide.

In the corner opposite the entry door is a small cinema room. Here, you will find a bench to sit and watch the 13 minute film about automata artists and their working. The film has subtitles and British Sign Language.



Just outside the cinema room is a large image with a hole cut out. Feel free to pose with your head in the hole and have your photograph taken!



As you progress through the gallery, you will see there are curtains with a jungle pattern on. It is OK to pass through these curtains even if they are closed. Going through you will enter a jungle-type scene. This area has images of animals on the wall.



Opposite the jungle is an area about being under the sea. Here, there are gently moving blue lights, which give the effect of rippling water on the floor and walls.

You will find various interactives round the gallery.

Play with a fuzzy felt scene and stroke the sequin fabric



Sit on the raft play with the magnetic fishing game if you like.



Sit at the large table and take part in craft activity. There is an activity that uses split pins to create a moving model.



The Flying Reiver sits in front of a projection. Please do not touch this artwork but you are welcome to drop a coin in the metal box beside it. This will make parts of the sculpture move.



In the same section as the Flying Reiver is an interactive ball run. There are magnetic trays, buckets and pieces of wood for you to position to guide the balls down the wall. Balls can be fired up to the top of the run automatically by turning a dial at the bottom which powers a fan.



There is also a gear wall to play with. If you connect the cogs to the large wheel and turn them in the right direction, the large wheel will spin.



At the end of the exhibition are 4 different models. These all have handles. It's OK to turn the handles to make the models move.



The very end of the gallery is being used for a separate activity. It is not part of the exhibition and is accessible by ticket only. A member of staff will be there to guide you back to the exhibition or answer your questions.

