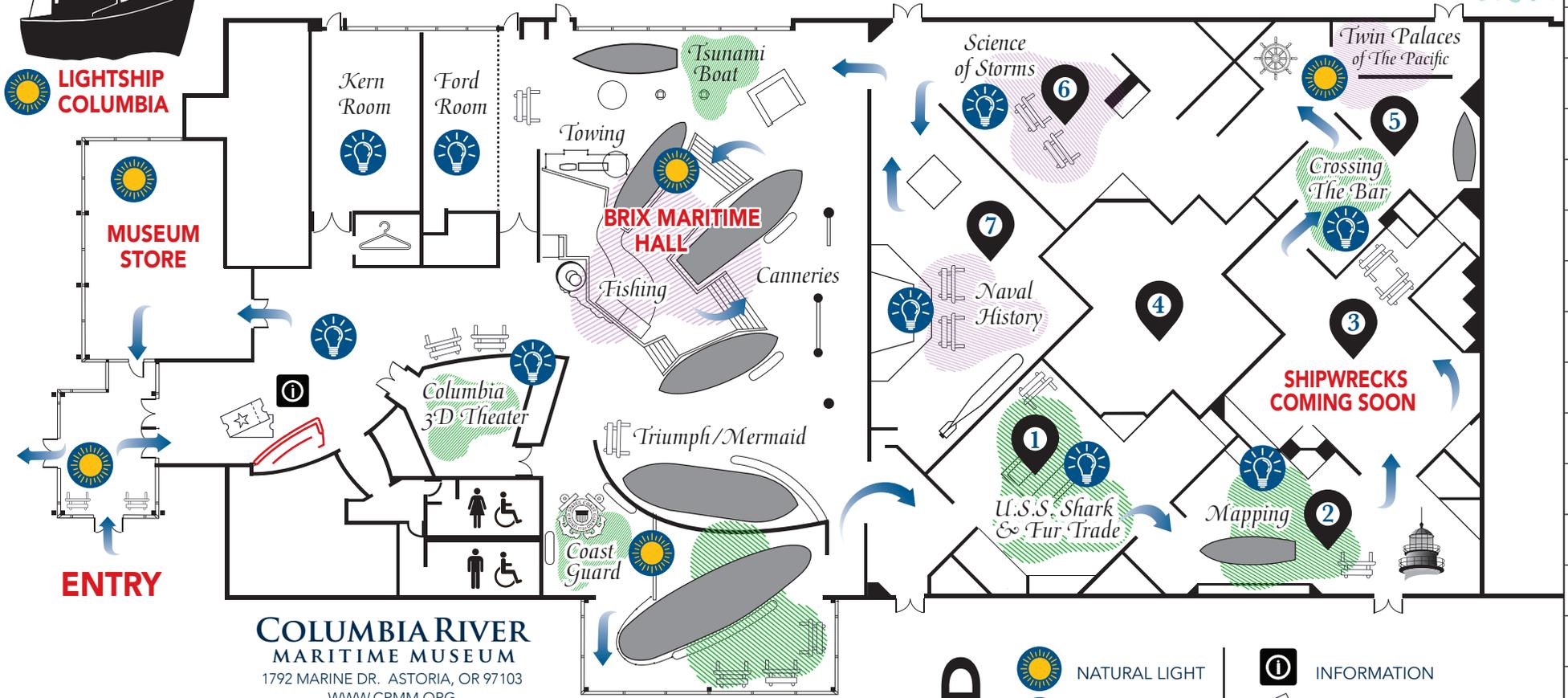


SENSORY MAP



LIGHTSHIP COLUMBIA



ENTRY

COLUMBIA RIVER MARITIME MUSEUM
 1792 MARINE DR. ASTORIA, OR 97103
 WWW.CRMM.ORG

ASTORIA RIVERFRONT TROLLEY LINE



LEGEND

- NATURAL LIGHT
- LOW LIGHT
- NOISY SPACE
- QUIET SPACE
- RIVER
- BENCH
- INFORMATION
- TICKETS
- TOILETS
- ACCESSIBLE PARKING
- STAIRS
- COAT ROOM

COLUMBIA RIVER MARITIME MUSEUM SENSORY MAP

Visiting the Museum

The busiest times of day are in the late morning/early afternoon, and when it is raining.

Brix Maritime Hall

AUDIO: The Brix Maritime Hall is the biggest space in the museum. When the museum is busy, this can be a very noisy gallery. You may also hear noise coming from the Coast Guard Rescue Missions gallery nearby.

VISUAL: There is a very high ceiling, big windows, and lots of natural light. Video subtitles available.

TACTILE: There are audio phones around the gallery where you can hear the stories of fishermen and Coast Guardsmen who worked on the Columbia River.

- Walk inside our pilot house and see what the “control room” of a tugboat might look like.
- Learn how to tie your own knots outside the pilot house!
- You can look at and touch fishermen’s gear next to the knot tying station.

Coast Guard Rescue Missions

AUDIO: This is one of the loudest galleries in the museum. When you walk into the gallery, you will hear loud voices and a simulation of a Coast Guard rescue at sea. This space is loud enough that you may actually hear it from the parking lot outside the museum.

VISUAL: This space has a large window and lots of natural light.

TACTILE: See if you qualify for the National Motor Lifeboat School in the “Can You Qualify?” interactive. Feel the materials used in a Coast Guard survival suit. Turn the dial of our radio to hear about Coast Guard rescue missions over the years.

1 USS Shark & Fur Trade

AUDIO: There is a video in this space explaining how the USS Shark carronades operate. You may hear occasional cannon fire as you move through the gallery.

VISUAL: This gallery is dimly lit and has muted colors. Video subtitles available.

TACTILE: A staff member may be on site with our interactive EDU Cart, where you can touch materials from the 1800s fur trade.

2 Mapping the Coast

AUDIO: You will hear a video playing toward the back of the space about the early Pacific Northwest maps on display.

VISUAL: Most of this space has low lighting. You will see the bright light of a lighthouse lens toward the back of the gallery. Video subtitles available.

TACTILE: You can use a sextant to discover how sailors’ found their latitude and longitude in this gallery.

5 Crossing the Bar

AUDIO: While walking through this space, you will hear the sound of crashing waves, ships’ engines pulsing, and a narration about crossing the Columbia River Bar.

VISUAL: This gallery has low lighting. There are large digital screens simulating crashing waves and a rocking boat. Video subtitles available.

6 Science of Storms

AUDIO: This is a quieter space in the museum. You may hear noise coming from the galleries on either side, but when it is not busy this is a good space to come to for quiet time.

VISUAL: This is a very low-lit gallery. There is one brightly-lit space where you can pretend to be a meteorologist! The rest of the area is dark except for several digital screens.

TACTILE: The ship’s wheel at the front of this gallery is a great tactile opportunity!

- Give the day’s weather report as a meteorologist in Science of Storms.
- Discover how a FLIR (thermal imaging) camera works at the back of this exhibit.

7 Naval History

AUDIO: One side of this gallery is louder than the other. An emotional video plays on one side of the space that may be loud for some visitors.

VISUAL: This gallery has relatively dim lighting. You may see some natural light coming in from the Brix Maritime Hall nearby.

TACTILE: In this gallery, you can touch and walk through the bridge of the USS Knapp.

Columbia 3D Theater

AUDIO: The Columbia Theater can be a very loud space for some visitors. Headphones are available at the front desk for those who may feel overwhelmed by the noise.

VISUAL: The theater is dimly lit before and after the movies play. Otherwise, it is very dark.

TACTILE: Movies in the Columbia Theater are 3D and will require 3D glasses.

Lightship Columbia

AUDIO: There are lots of ambient sounds on board the lightship Columbia. You may hear water moving outside the lightship, creaking on the floor as you move around, and the echoes of other visitors moving through the space.

VISUAL: The lightship can be dimly lit. There are many portholes offering natural light in the space.

TACTILE: You can touch almost everything you see in the lightship Columbia! You will get to see the galley (kitchen), living quarters, and bunk beds where sailors slept. You may feel the lightship rocking back and forth in the waves. You can go to the top deck if the motion is too much below deck.

OLFACTORY: The lightship can have a strong smell, especially during the summertime. You can go to the top deck for fresh air!