



# SENSORY GUIDE <sup>TM</sup>



HOUSTON, TEXAS

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## PRE-VISIT INFO



### Here are some pre-visit tips for planning and what to expect when you arrive.

Meow Wolf is a sensory experience with the possibility of crowds, dark space, loud noises, lights, projections, and waiting in line. Specialty lighting and other visual effects are used extensively throughout the exhibition. Lighting effects include strobe lights, other pulsating lighting effects, dance club lighting, chaser lights, and more. Planning ahead and contacting us with any concerns will make sure you have a safe and enjoyable experience with us.

### Ticketing

We highly recommend you pre-purchase your tickets online in advance for the day and time you plan on visiting as entry is by reserved timeslot. Tickets may be purchased on-site at our on-site ticket window, but immediate entry may not be available depending on availability. Reserve your preferred date and time at **[meowwolf.com/visit](https://meowwolf.com/visit)**. For a step by step guide on how to purchase your ticket(s) online, go onto **[faq.meowwolf.com/i-want-to-visit-what-do-i-do](https://faq.meowwolf.com/i-want-to-visit-what-do-i-do)**.

### Meow Wolf is an all ages immersive art adventure.

There are multiple exhibits across the nation. **Meow Wolf's Radio Tave is located in the historic Fifth Ward in Houston Texas.**

#### ATTENTION:

Specialty lighting, haze and other visual effects are used extensively throughout the exhibit.

Lighting effects include strobe lights, other pulsating lighting effects, dance club lighting, chaser lights and more.



## YOUR EXPERIENCE



**Reserve your preferred date and time** online at [meowwolf.com/visit/houston/tickets](https://meowwolf.com/visit/houston/tickets).

Meow Wolf Houston is located in Houston's historic Fifth Ward at **2103 Lyons Ave. Houston, TX 77020**.

Have your tickets available on your smartphone, sent via email, printed, or purchase a ticket at our box office.

Enter one of two queues, depending on your designated time slot and the current time. If you arrive in your current time slot, you will proceed directly to the security queue. If you arrive early, you will be asked to enter a queue to wait for your time slot.

Empty any liquids in the receptacle, a water refill station is located inside the lobby. Clearly marked medicine is allowed. If there are other liquids that you must have with you, please contact a staff member prior to entering. Park your stroller in the locker area. Visit Guest Services for any additional information or questions, and to check out sensory items and guides.

**Screening Area** Proceed through security.

- Scan your ticket.
- Explore the world of Radio Tave.
- Grab some food or drinks at Cowboix Hevvven.
- Shop unique Meow Wolf Merchandise.
- Have a safe journey home.



# FRONT OF HOUSE











## SUMMARY

Meow Wolf Houston occupies a former industrial building that is infused with history and character. Meow Wolf has covered the exterior of the building with artworks like murals, a faux stained glass window, and playful sculptures that live in harmony with the building's historic facade. The Radio Tave lobby provides real world amenities and is also an exhibition prelude, containing unique artworks evocative of the experience that awaits. Walk through a hue saturated arched entry and emerge into a space of light and color that highlights the spaciousness of the building's steel factory bones. Here guests can visit the gift shop and access restrooms and locker rooms. A portal to Radio Tave emerges along the main corridor.



## SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

| <br><b>TOUCH</b><br> | <br><b>TASTE</b><br> | <br><b>SOUND</b><br> | <br><b>SIGHT</b><br> | <br><b>SMELL</b><br> |
|--|--|--|--|--|
| <ul style="list-style-type: none"> <li>Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>Music may be loud for some guests</li> <li>Some dissonant sounds</li> <li>Potential for close proximity/shared space with other visitors</li> </ul> | <ul style="list-style-type: none"> <li>Combination of natural light and bright neon indoor lighting</li> <li>Some flashing and changing colored lights</li> </ul>                              | <ul style="list-style-type: none"> <li>Low impact on this sense</li> </ul>   |

# ETNL COMMUNITY RADIO











## SUMMARY

The ETNL Community Radio Station began its life on Earth, in a little town in East Texas called Little Thicket. Since it was transposed to the Glen, ETNL has become a pillar to a new community: Tavers. Tavers from all over the universes are tuning in and contributing, making ETNL a vital source of Taver entertainment and information. You can find ETNL's history on every wall and in every corner of the station. But it isn't just history—the next chapter of ETNL's story is just beginning.



## SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

| <br><b>TOUCH</b><br>      | <br><b>TASTE</b><br> | <br><b>SOUND</b><br>   | <br><b>SIGHT</b><br>           | <br><b>SMELL</b><br> |
|---|--|--|--|--|
| <ul style="list-style-type: none"> <li>• Explore at your own pace</li> <li>• Guests can touch items, push buttons, open drawers, etc.</li> <li>• Guests can play musical instruments</li> </ul> | <ul style="list-style-type: none"> <li>• Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>• Music and sounds may be loud for some guests.</li> <li>• Can be a DJ and wear headphones and speak into a microphone</li> <li>• Can activate some sounds</li> <li>• Potential for close proximity/shared space with others</li> </ul> | <ul style="list-style-type: none"> <li>• Indoor lighting both bright and dim with some colored lighting</li> <li>• Transition from dark to light at beginning</li> <li>• Some flashing lights</li> </ul> | <ul style="list-style-type: none"> <li>• Low impact on this sense</li> </ul>   |

# GLOWQUARIUM TRENCH











## SUMMARY

A deep neon ocean eddy has gently taken over a corner of the ETNL Community Radio Station, turning Station Manager Aaron's office into a glowing underwater haven known as the Gloquarium Trench. Fantastical creatures nestle into the sunken junk that lies within the expanse of bioluminescent coral. Within this otherworldly coral forest, a transformed Aaron seems to dissolve into harmony with the environment, twinkling with an inner light.



## SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

| <br><b>TOUCH</b><br> | <br><b>TASTE</b><br> | <br><b>SOUND</b><br> | <br><b>SIGHT</b><br> | <br><b>SMELL</b><br> |
|--|--|--|--|--|
| <ul style="list-style-type: none"> <li>• Explore at your own pace</li> <li>• Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>• Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>• Some music and sounds in this area</li> <li>• Potential for close proximity/shared space with other visitors</li> </ul>                           | <ul style="list-style-type: none"> <li>• Dark walls with bright neon artwork and mirrors</li> <li>• May be difficult to see where to walk</li> </ul>   | <ul style="list-style-type: none"> <li>• Low impact on this sense</li> </ul>   |



# EVERYDAY UPSIDE DOWN

(LOCATED WITHIN GLOWQUARIUM TRENCH)











## SUMMARY

This room is an amalgamation of old, new, abandoned, rescued, irrelevant, and essential things. The work asks how we use, connect, and relate to things. It is a shifting experience - sheets, curtains and window blinds are made opaque or translucent depending on their proximity to light. Fans blow fabric revealing patterns and objects.



## SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

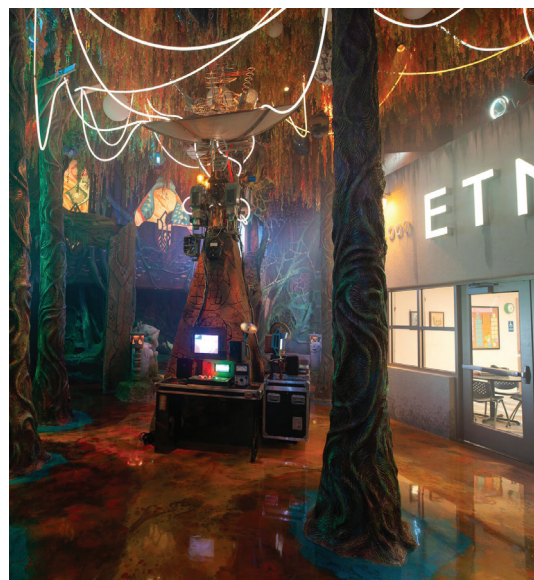
| <br><b>TOUCH</b><br> | <br><b>TASTE</b><br> | <br><b>SOUND</b><br> | <br><b>SIGHT</b><br> | <br><b>SMELL</b><br> |
|--|--|--|--|--|
| <ul style="list-style-type: none"> <li>• Explore at your own pace</li> <li>• Guests can feel air blowing on them from different directions</li> </ul>                                      | <ul style="list-style-type: none"> <li>• Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>• Music and some additional sounds</li> <li>• Potential for close proximity/shared space with other visitors</li> </ul>                             | <ul style="list-style-type: none"> <li>• Dim lighting with changing lights</li> <li>• Some moving pieces of artwork from the blowing fans</li> </ul>   | <ul style="list-style-type: none"> <li>• Low impact on this sense</li> </ul>   |



# THE BAILIWICK






## SUMMARY

The Bailiwick (named by Cooper) is a place that transmits a musical beckoning from The Glen. The constant vibrations of this orchestral call have left their marks on the environment, causing the architecture to crumble and leaving patterns in the rubble. This place is not simply decaying, but transitioning into a few forms of life. The roots growing down from above grow into the recognizable motifs along the walls. Each rune-like shape is a tangible expression of emotion that resonates in the yellowing autumnal state of the foliage.



## SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

| <br><b>TOUCH</b><br> | <br><b>TASTE</b><br> | <br><b>SOUND</b><br>   | <br><b>SIGHT</b><br> | <br><b>SMELL</b><br> |
|--|--|--|--|--|
| <ul style="list-style-type: none"> <li>Explore at your own pace</li> <li>Guests can touch different pieces and interact with artwork to activate sounds and lights</li> </ul>              | <ul style="list-style-type: none"> <li>Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>Some unexpected and dissonant sounds</li> <li>Music plays in this area</li> <li>Can activate some sounds</li> <li>Potential for close proximity/shared space with other visitors</li> </ul> | <ul style="list-style-type: none"> <li>Dim lighting that changes</li> <li>Some neon and bright colorful lights</li> </ul>  | <ul style="list-style-type: none"> <li>Low impact on this sense</li> </ul>   |

# MIDDLING MARKET











## SUMMARY

Middling Market is a surreal open-air market street nestled between tall, mysterious buildings. Streaks of shifting light filter down from above into the warm, bustling plaza while strange products and advertisements vie for your attention. Signs in myriad styles and languages promise a fantastically alive space peppered with secrets and surprises.



## SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

| <br><b>TOUCH</b><br> | <br><b>TASTE</b><br> | <br><b>SOUND</b><br>  | <br><b>SIGHT</b><br> | <br><b>SMELL</b><br> |
|--|--|---|--|--|
| <ul style="list-style-type: none"> <li>Explore at your own pace</li> <li>Some tactile experiences</li> <li>Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>Music plays in this area</li> <li>Some unexpected and dissonant sounds</li> <li>Potential to hear loud music from Theta Theater</li> <li>Potential for close proximity/shared space with other visitors</li> </ul> | <ul style="list-style-type: none"> <li>Air is hazy in this area</li> <li>Dim lighting that changes</li> <li>Some neon and bright, colorful lights</li> </ul>                                   | <ul style="list-style-type: none"> <li>Low impact on this sense</li> </ul>   |

# OBSIDIODYESSEY











## SUMMARY

Obsidiodyessey is the creative realm of CJ, a graphic designer who has been given the opportunity of a lifetime: the chance to create a music video for her favorite musician, the elusive and magical pop-star Fantastrophe. Join CJ as she embarks on a creative odyssey, from the meditative space where her ideas are born, through the dark path of insecurity and self doubt, and culminating in a triumphant house party celebrating all she has achieved.



## SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

| <br><b>TOUCH</b><br> | <br><b>TASTE</b><br> | <br><b>SOUND</b><br>          | <br><b>SIGHT</b><br>        | <br><b>SMELL</b><br> |
|--|--|---|---|--|
| <ul style="list-style-type: none"> <li>• Explore at your own pace</li> <li>• Multiple textures and some tactile experiences</li> <li>• Interactive painting</li> </ul>                     | <ul style="list-style-type: none"> <li>• Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>• Guests can change sound and music</li> <li>• Can activate some sounds</li> <li>• Potential for close proximity/shared space with other visitors</li> </ul> | <ul style="list-style-type: none"> <li>• Can control video on large digital screen</li> <li>• Changing bright and neon lights</li> <li>• Some dim lighting</li> <li>• Some flashing lights</li> </ul> | <ul style="list-style-type: none"> <li>• Low impact on this sense</li> </ul>   |

# THE AMALGAM











## SUMMARY

The Amalgam is a portal gone terribly wrong... or perhaps, deliriously right. A vortex of unexpected objects buzzes with mysterious magnetic waves, while pulsing light speeds up, slows down, contracts, and expands, resulting in an energy like no other. It's impossible to know the true scale of this phenomenon. Does it continue beyond the eye's reach? Can these objects ever escape the pull of this distorted gravitational field? Only a closer examination will reveal the Amalgam's secrets.



## SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

| <br><b>TOUCH</b><br> | <br><b>TASTE</b><br> | <br><b>SOUND</b><br>   | <br><b>SIGHT</b><br> | <br><b>SMELL</b><br> |
|--|--|--|--|--|
| <ul style="list-style-type: none"> <li>Explore at your own pace</li> <li>Multiple textures and some tactile experiences</li> </ul>   | <ul style="list-style-type: none"> <li>Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>Some loud sounds and music</li> <li>High-pitched sounds</li> <li>Low-frequently sounds that may cause vibrations</li> <li>Potential for close proximity/shared space with other visitors</li> </ul> | <ul style="list-style-type: none"> <li>Dim and changing lighting</li> <li>Moving pieces of the artwork</li> <li>Flashing lights</li> </ul>   | <ul style="list-style-type: none"> <li>Low impact on this sense</li> </ul>   |



# THETA THEATER


## SUMMARY

Theta Theater is an idyllic Solarpunk world. Solarpunks use technology to live in harmony with nature, but beneath the surface, there is a world of dreams. Black light transforms mountains and clouds into guardian creatures flowering with colors. A visual stream of consciousness follows an organic sort of dream logic that unifies the entire space, dreams and all.



## SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

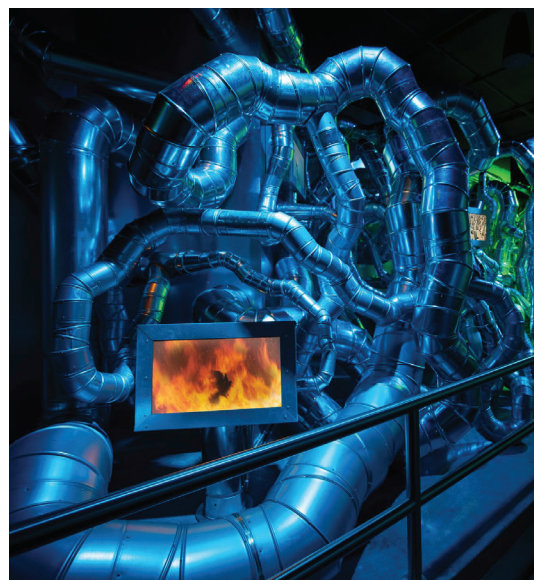
| <br><b>TOUCH</b><br> | <br><b>TASTE</b><br> | <br><b>SOUND</b><br>   | <br><b>SIGHT</b><br>          | <br><b>SMELL</b><br> |
|--|--|--|---|--|
| <ul style="list-style-type: none"> <li>• Explore at your own pace</li> <li>• Multiple textures and some tactile experiences</li> </ul>   | <ul style="list-style-type: none"> <li>• Can purchase drinks and snacks</li> </ul>   | <ul style="list-style-type: none"> <li>• Music and sounds can be loud for some guests.</li> <li>• Some dissonant sounds</li> <li>• Potential for live music</li> <li>• Potential for close proximity/shared space with other visitors</li> </ul> | <ul style="list-style-type: none"> <li>• Dark walls and dim lighting with bright neon colors and lights</li> <li>• Black lights in some areas</li> <li>• Lighting in the area changes colors</li> </ul> | <ul style="list-style-type: none"> <li>• Scent of food is present</li> </ul>   |

# MECHANICAL ROOM

(LOCATED WITHIN THETA THEATER)











## SUMMARY

Upon entering Mechanical Room, one might initially feel as though they've stumbled into a restricted area—perhaps a mechanical room for the building's HVAC system. Visitors, uncertain of their permission to proceed, are soon drawn down a long passageway. They are greeted by a chaotic symphony of galvanized metal air ducts, twisting and weaving through the metal-walled space in various sizes. Subtle mechanical and natural sounds echo from hidden sources. Shifting colors from above ripple across the endless silver surfaces of the room, and as visitors move, their reflections create shifting, ghostly forms on the metal-clad walls and ductwork.



## SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

| <br><b>TOUCH</b><br> | <br><b>TASTE</b><br> | <br><b>SOUND</b><br>   | <br><b>SIGHT</b><br> | <br><b>SMELL</b><br> |
|--|--|--|--|--|
| <ul style="list-style-type: none"> <li>Explore at your own pace</li> <li>Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>Low impact on this sense</li> </ul>   | <ul style="list-style-type: none"> <li>Some unexpected sounds</li> <li>Music and sounds may be loud for some guests</li> <li>Some high pitched sounds</li> <li>Potential for close proximity/shared space with other visitors</li> </ul> | <ul style="list-style-type: none"> <li>Dark walls with changing bright and colored lights</li> <li>Some digital screens</li> <li>Transitions from dark to light</li> </ul>                     | <ul style="list-style-type: none"> <li>Low impact on this sense</li> </ul>   |

# COWBOIX HEVVVEN











## SUMMARY

Cowboix Hevvven is a liminal afterlife purgatory honky tonk dive bar for angels, demons, aliens, and various other weirdos of the cowboix variety. It is a dimensional pocket where the divine and profane coexist and fluctuate with ease. This less-than-reputable establishment resides in a neighboring pocket dimension to the Glen, providing a local watering hole to the ETNL Community Radio Station team. Each shady character that haunts this bar has a long, lonesome story to tell: devilish days of glitz and glamour, and the dizzying falls of honky tonk angels.



## SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

| <br><b>TOUCH</b><br> | <br><b>TASTE</b><br> | <br><b>SOUND</b><br>   | <br><b>SIGHT</b><br>                     | <br><b>SMELL</b><br> |
|--|--|--|--|--|
| <ul style="list-style-type: none"> <li>• Explore at your own pace</li> <li>• Multiple textures and some tactile experiences</li> <li>• Guests can play pool</li> </ul>                     | <ul style="list-style-type: none"> <li>• Guests can purchase food and drinks off a menu</li> </ul>   | <ul style="list-style-type: none"> <li>• Some unexpected music and sounds</li> <li>• Music and sounds may be loud for some guests</li> <li>• Can activate some sounds</li> <li>• Potential for close proximity/shared space with other visitors</li> </ul> | <ul style="list-style-type: none"> <li>• Dim lighting with bright, neon colors</li> <li>• Some flashing lights</li> <li>• Lighting may change when activated</li> <li>• Photobooth flashes bright light</li> </ul> | <ul style="list-style-type: none"> <li>• Slight food scents in this area</li> <li>• Low impact on the sense</li> </ul>   |





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[MEOWWOLF.COM/VISIT/HOUSTON](https://meowwolf.com/visit/houston)

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