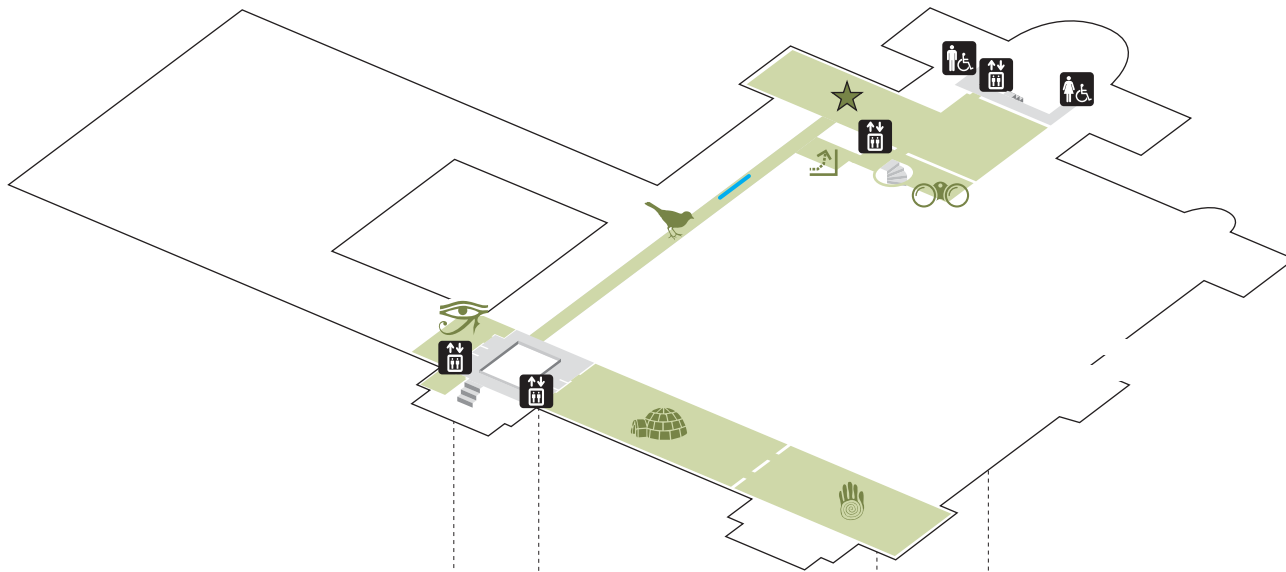


CARNEGIE MUSEUMS OF ART AND NATURAL HISTORY

The museums are spread across three floors. Take note of the areas that connect—dotted lines show elevators between levels.

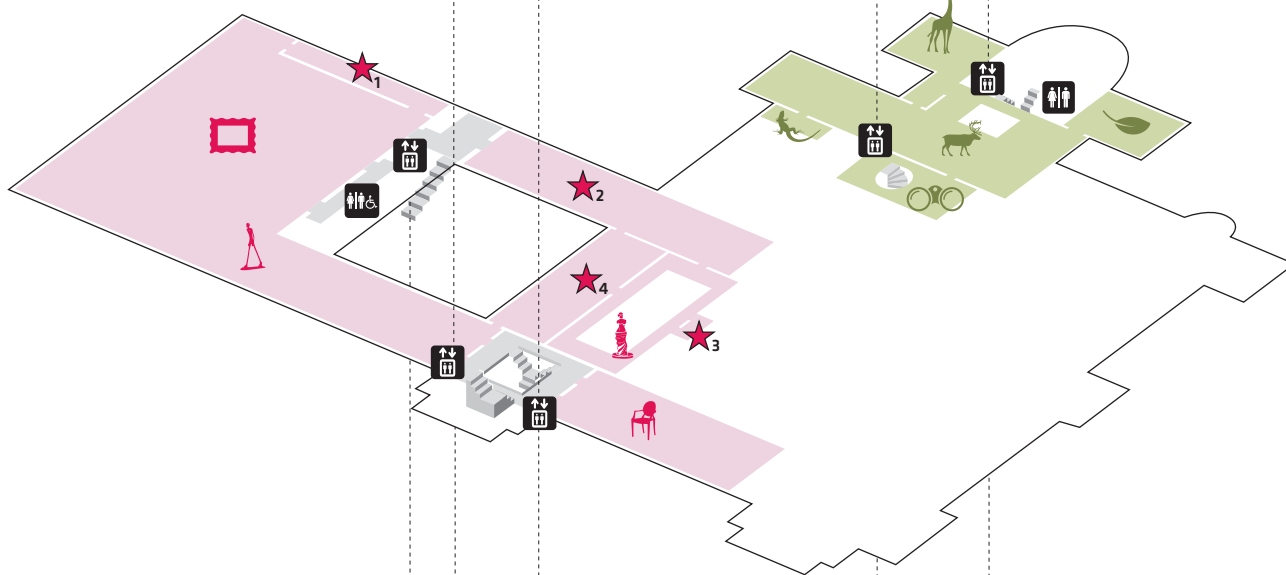
THIRD FLOOR



THIRD FLOOR

- Natural History**
 - Alcoa Foundation Hall of American Indians
 - Bird Hall
 - Polar World: Wyckoff Hall of Arctic Life
 - Population Impact
 - RP Simmons Family Gallery
 - Third Floor Jurassic Overlook
 - Walton Hall of Ancient Egypt
- (Did you find the door to the Section of Mystery?)*

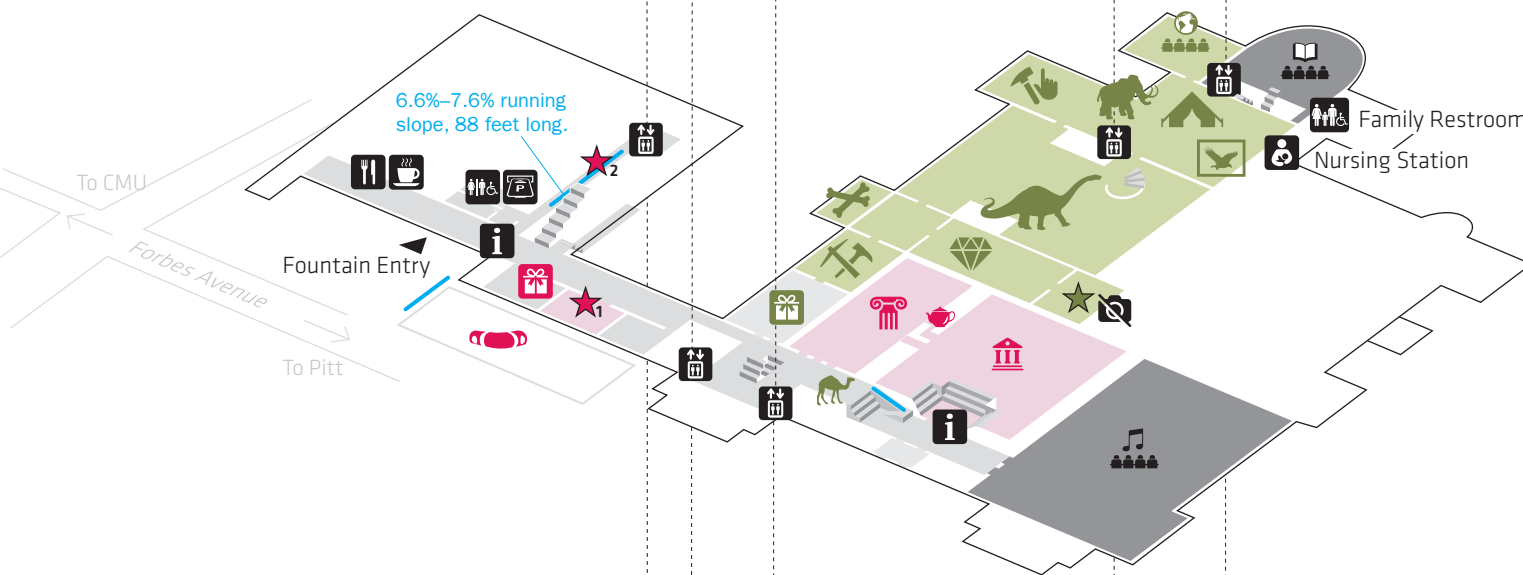
SECOND FLOOR



SECOND FLOOR

- Natural History**
- Hall of African Wildlife
- Daniel G. & Carole L. Kamin T. rex Overlook Amphibians & Reptiles
- Hall of Botany
- Lee B. Foster Overlook
- Hall of North American Wildlife
- Art**
- Ailsa Mellon Bruce Gallery Decorative Arts & Design
- Gallery One
- Hall of Sculpture Balcony
- Heinz Galleries
- Scaife Galleries
- Scaife Galleries: Contemporary
- The Charity Randall Gallery
- Heinz Architectural Center Galleries

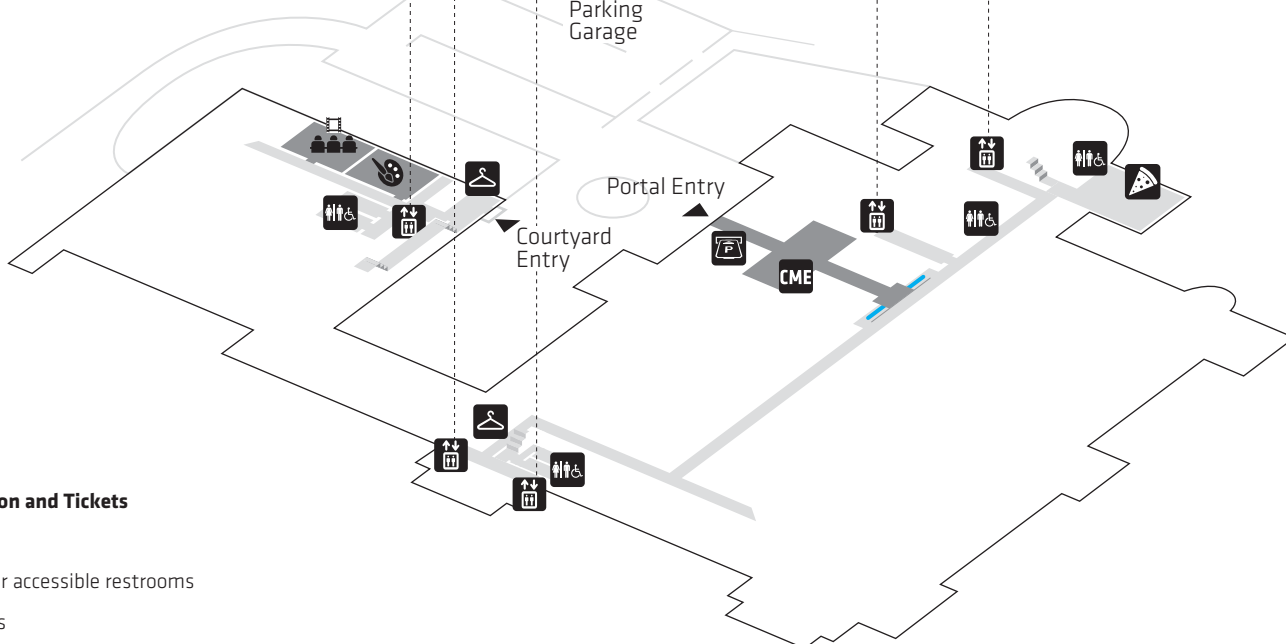
FIRST FLOOR



FIRST FLOOR

- Natural History**
- Art of the Diorama
- Benedum Hall of Geology
- Bonehunters Quarry
- Dinosaurs in Their Time
- Discovery Basecamp
- Earth Theater
- Hillman Hall of Minerals and Gems
- Wertz Gallery: Gems & Jewelry
- Cenozoic Hall
- Lion Attacking a Dromedary
- PaleoLab
- Natural History Store
- Art**
- Forum Gallery
- Hall of Sculpture
- Hall of Architecture
- Lobby Gallery
- Lozziwurm Play Sculpture (outside)
- Miniatures Gallery
- CMOA Store
- Event Spaces (prescheduled programs only)**
- Carnegie Music Hall
- Carnegie Lecture Hall

LOWER LEVEL



LOWER LEVEL

- Event Spaces (prescheduled programs only)**
- Center for Museum Education
- Children's Art Studio
- CMOA Theater
- Changing exhibition gallery (Dates subject to change after printing)

Information and Tickets

- Wheelchair accessible restrooms
- Restrooms
- Elevator
- Coatroom
- Parking pay stations
- The Café Carnegie (coffee, bar, and full-service dining)
- Fossil Fuels Café (walk-up food service)
- No photography
- Ramp