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Keywords:
Using 'Virtual Reality' to realise amazing creations in 3D.

Learning areas:
Design & Technology,
Digital Technology,
Entrepreneurship &
Education Art & Design

Creativity in VR

The new and exciting world of VR isn't just headsets and games, but a tool for connecting and designing in a 3D immersive environment.

Join Elly and Tim to explore the exciting and new ways they use VR in the classroom with Twinmotion, Tilt Brush and 360 cameras. Be inspired by how they are taking this emerging technology and using it as a design tool for students to create and iterate quickly in 3D. Elly and Tim will share their learning journey and demonstrate how they have implemented and used VR technology also providing tips on how you can capture student learning and produce amazing videos and images to share with the class and the school community.

Tim and Elly will discuss the barriers of entry for using a technology that is specialised and primarily designed as an entertainment tool. They will touch on some of the safety issues and things to be aware to help you consider how you can implement this tech into your classroom.

Preparation Material:

Videos

Watch Youtube Video on Tilt Brush

<https://www.youtube.com/watch?v=TckqNdrdbgk>

Google Maps for VR

<https://arvr.google.com/earth/>

National Geographic

<https://www.youtube.com/watch?v=D1VILv6Db7I>

To participate in the tutorials download and install the software from the link below

Go to:

<https://www.unrealengine.com/en-US/twinmotion>

Sign Up with an account to Epic Games then follow the steps to Install Twinmotion
Download is large, will take a while and you need high speed internet connection

Read the step by steps with this link if you need help:

https://twinmotionhelp.epicgames.com/s/article/How-to-install-Twinmotion?language=en_US

Please email us with any questions prior to the Workshop