



Character Creations:

Visualising Possessions with Tilt Brush

Learning Area

English

Year Level

Year 8–9

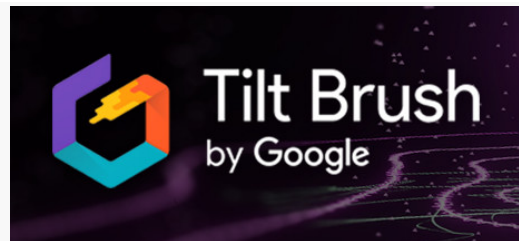
Introduction

In this immersive lesson, students will enhance their understanding of characters and events in a familiar literary text by creating three-dimensional visual representations of significant possessions.

Application

[Tilt Brush by Google](#)

Tilt Brush is a VR painting app that lets users create 3D art using VR controllers. It transforms traditional painting into an immersive, interactive experience with dynamic brushes and vibrant colours, offering endless creative possibilities.





Lesson Overview

Lesson Objectives

- Students will create a representation of a literary object in three dimensional format using Tilt Brush.
- Students will analyse how symbols and possessions augment meaning in narrative fiction.

VR Videos

 360 Google Spotlight Stories: Pearl

 Diagon Alley Set in 360 Degrees



Lesson outline



Before the Immersive Learning Journey

- Teachers and students should familiarise themselves with the IMVR experience using the [Tilt Brush Essentials Guide](#).
- Teachers should preview the VR videos and ensure they meet the needs of their students and context.
- Make sure all devices (IMVR and HHVR) are fully charged, updated, and working.
- Instruct students on which familiar text they will be using in the lesson (i.e., short story study, novel study, etc). Ensure students are familiar with the text, characters and symbolism within the narrative.
- Guide students in selecting a character from the literary text in focus. Ask students to choose a significant possession for that character, and create a virtual representation of the possession.



During the Immersive Learning Journey

- **IMVR Station:** Students will start a new sketch using either the 'mannequin' or 'pedestal' environment. They will create the virtual possession in this environment using brushes and colours of their choice. Their station partner can take a photo or video of their creations on Tilt Brush.
- **HHVR Stations:** While waiting for their turn on the IMVR, students can view the following handheld virtual reality (HHVR) videos and using a digital or physical notebook, students can record observations about how possession details enhance character development.

360 Google Spotlight Stories: Pearl

Some suggested guiding questions:

- What possessions do the girl and her dad have in their old car as they travel across the country?
- How does the car become a symbol of their bond and memories?
- How do these possessions play a part in the character and story development?



Diagon Alley Set in 360 Degrees

Some suggested guiding questions:

- What magical items can you spot in Diagon Alley?
 - Who are the characters that you associate with these items? Why?
 - How did these items enrich a character or plotline?
- **Research and Reflection Station:** Guide students in understanding how historical and cultural contexts influence their chosen character's possessions and their significance. Help them to analyse the symbolism and importance of these possessions in relation to the character's personality, experiences, and relationships. Instruct students to document their research and reflections in their digital or physical notebooks, covering both the historical/cultural context and the symbolic meaning of the possessions.



After the Immersive Learning Journey

- Facilitate a discussion about how visualising possessions in 3D form can enhance appreciation of character's personality, experiences, and relationships.
- Provide opportunities for students to share their creations and findings with their peers. Create a digital gallery of their creations using the photos and videos taken during their session.