



# Cubism Reimagined:

## VR Perspectives in Tilt Brush

**Learning Area**

Visual Art

**Year Level**

Year 8-9

### Introduction

Students will create a cubist-style artwork in Tilt Brush, inspired by the techniques and themes of Pablo Picasso. They will use VR tools to depict a subject from multiple viewpoints, merging these perspectives into a single, fragmented composition.

### 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 identify key characteristics of Cubism, focusing on fragmented perspectives and geometric abstraction.
- Experiment with the features of Tilt Brush to understand its potential for artistic expression.
- Develop skills in depicting multiple perspectives and fragmented forms to represent a subject matter.

#### VR Videos

- ▶ [ASKING AI to Create Picasso ART | ...](#)
- ▶ [Pablo Picasso: Guernica 3D \(1937\) ...](#)
- ▶ [VR: "Glass and Bottle" by Suzy Freli...](#)

#### Other Resources

- [Paint 3D](#) - A digital creation app



available on Windows devices.  
For Mac devices, try drawing  
apps like [Sketchbook](#).

### 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.
- Begin with a brief overview of Cubism and Pablo Picasso's contributions to the art movement.
- Show examples of Picasso's cubist artworks, highlighting the use of geometric shapes, fragmented perspectives, and overlapping planes.
- Ask students to choose a subject for their cubist artwork. This could be a simple object, a person, or a complex scene.
- Get students to analyse the subject from multiple angles. Sketch or visualise how it would look from different viewpoints using paper and drawing tools (pens, pastels, etc). Get them to consider how they can deconstruct the subject into basic geometric shapes and forms.



#### During the Immersive Learning Journey

- **IMVR Station:**
  - Start painting the subject in Tilt Brush, integrating multiple viewpoints into a single composition.
  - Use geometric shapes to represent different parts of the subject.
  - Overlap and interlock the shapes to create a fragmented,






multifaceted image.

- Add finer details to the cubist composition, emphasising lines, edges, and planes.
- Experiment with different textures and brush effects to enhance the depth and complexity of the artwork.
- Once completed, step back and use the Teleport function to view the artwork from various angles.

- **HHVR Stations:**

While students wait for their turn to go on the IMVR, they can view the following HHVR videos to analyse Picasso's work in an immersive manner. Provide guiding questions on the board and/or students' digital notebooks:

-  ASKING AI to Create Picasso ART | 360 Video VR I...
-  Pablo Picasso: Guernica 3D (1937) 360 Fine Art VR...
-  VR: "Glass and Bottle" by Suzy Frelinghuysen

Some sample guiding questions:

- What are the key characteristics of Cubism as seen in Picasso's works?
- How does Picasso's use of geometric shapes and fragmented forms influence the viewer's perception of the subject?
- Which of Picasso's cubist works resonated with you the most, and why?

- **Creation Station**

Using a digital app like [Paint 3D](#) (Windows) or [Sketchbook](#) (MacOS) ask students to create a digital cubist painting inspired by the works of Picasso.



### After the Immersive Learning Journey

- Reflect on how the different perspectives and geometric shapes come together to form a cohesive cubist piece in Tilt Brush.
- Discuss the difference between sketching their ideas on paper vs putting it in VR vs using a digital drawing/painting app like Paint 3D or Sketchbook.
- Provide opportunities for students to share their creations and findings with their peers.