



IMMERSIVE LEARNING PROGRAM

Tilt Brush Essentials

Duration
60 Minutes

[IMVR Application Link](#)
[Download Here](#)

 **Constant Wi-Fi Not Required**

App Overview

Tilt Brush is a virtual reality painting application that allows users to create three-dimensional art in a digital space. Using VR controllers, artists can paint in a 3D environment with dynamic brushes and vibrant colours. Ideal for creative expression, Tilt Brush transforms traditional painting into an immersive, interactive experience, offering limitless possibilities for artistic exploration and innovation.



Tilt Brush

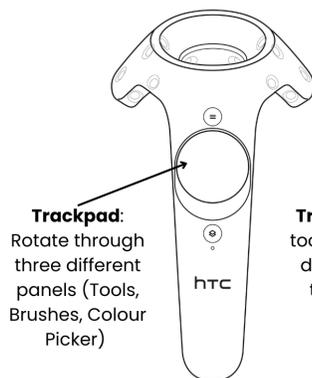
by Google

Objectives

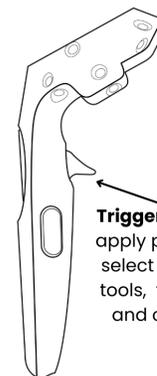
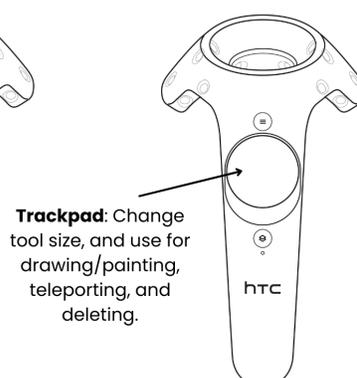
Students will explore Tilt Brush at the IMVR Station through guided tasks, learning to use the app with controllers. This hands-on experience will enhance their understanding of its features and applications. They will document their insights in the Student Digital Notebook, reflecting on creative and practical uses.

Basic Controls

Tool Hand Controller



Brush Hand Controller
(Dominant Hand)



Resources

Student Resources: [Tilt Brush – Student Digital Notebook](#)

Safety Poster:  [Lumination Safety Poster.pdf](#)

Usage Tips

Basic Tips

- Remind students that Tilt Brush creations are in 3D. This means students are able to explore creations from multiple perspectives and viewpoints. Guide students to think in three dimensions when creating in Tilt Brush. Encourage them to consider depth, scale, and perspective to add depth and realism to their artwork.
- Teach students how to effectively use layers in Tilt Brush to manage their artwork and make adjustments efficiently. By organising their creations into layers, students can develop more structured and polished compositions.
- If requiring the work to be referred to at a later time, make sure to remind students the importance of saving their work frequently to avoid losing progress.
- Encourage students to collaborate with peers on Tilt Brush projects, fostering teamwork and creativity. Facilitate opportunities for students to share their work and provide feedback to one another.

Controller Tips

- Please note that the controllers can be put either on the left or right hand side, depending on student preference. Tapping the ends of the controllers together will swap the control options.
 - **Tool Hand Controller:** This is the controller used for selecting options, such as brushes, colours, and other settings. In Tilt Brush, it's usually the controller held in your non-dominant hand. You'll use this controller to navigate menus, change settings, and select to erase and save.
 - **Brush Hand Controller:** This is the controller used for painting and creating in Tilt Brush. It's typically held in your dominant hand. You'll use this controller to make brush strokes, manipulate objects, and interact with the virtual environment.
- Selections for tools, brush types and colours are made by pointing the right-hand controller at the chosen icon and flicking the right trigger. A grey highlight will display around the selected icon. To deselect, point the right-hand controller at another item and repeat.
- Holding the right trigger will continue the brush and effect strokes. Releasing the right trigger will stop brush and effect strokes.

- Deleting work can be done via the eraser icons and the bin on the menu panel.

Learning Sequence

Start all students on their [Tilt Brush - Student Digital Notebook](#). Provide a basic run through of their tasks and explain that they will be completing the sections of the notebook at their own pace, independently or with a partner.

There are about 40 to 50 minutes worth of tasks in this digital notebook, which will require access to the internet for research and video viewing purposes. Please review and adjust content to best suit your cohort of students.

As students get started, begin calling up the desired number of students/groups to begin their exploration of the experience.

IMVR STATION: Tilt Brush by Google

Assign students in desired groups (2-3 students is recommended). Each student will be given 5 minutes to work on their IMVR tasks on Tilt Brush. Depending on the number of students and IMVR stations, you may choose to allocate a longer explore session per student.

Nominate students to be responsible for the following jobs (this may be done within their small groups of 2 to 3):

- **Timekeeping:** ensuring each student adheres to the provided time limit
- **Safety:** ensuring that the safety guidelines are being followed correctly
- **Headset Switcher:** they will swap the devices and controllers for each student

Tilt Brush Tasks:

1. Start a new sketch.
2. Use the trackpad on one controller to flick through the three panels; brushes, tools and colours. Follow navigation arrows to become familiar with the options on each panel.
3. On the tools palette, select the environment icon and choose the environment called 'pedestal'.
4. Select a brush type from the first page of the brushes. Any brush would do but the best one for creating volume is the 'bristle brush'.
5. Select a colour from the colour palette.
6. Create a vase on top of the pedestal. Students can be creative with the type of vase they create, as long as it's in a 3D format.
7. Select a brush type from the second page of brushes. Again, any brush would do but there is one called 'petal' which may help create the flowers.
8. Select a colour from the colour palette.



9. Add flowers and/or other foliage inside the vase.
10. Select any brush type from the three palettes. Get students to think of what else they can add to the vase.
11. Explore your 3D creations so you can view the creation from different angles. Point your painting controller towards the palette and select Teleport. You will see footprints on the ground, which represent your landing spot.
12. Get a partner to take photos of your creation on the screen from different angles. You will need these photos to add to your student digital notebook.
13. To disable Teleport, select the icon again.
14. To erase an object or section in a creation to improve or redraw work check your Tool Hand Controller and select the tools palette. Choose the eraser with your Brush Hand and select the object or section to be removed.
15. It may be necessary to completely erase a creation. Raise the Tools controller. Additional tool options will appear. Select the rubbish bin. Click to clear the canvas completely.

Research and Reflection Station: Student Digital Notebook

Students will be recording their creations on Tilt Brush on the Student Digital Notebook. They will also be working on other tasks such as:

- Selecting an artist who paints still life art (examples: Vincent Van Gogh, Paul Cezanne, Andy Warhol, Margaret Olley, etc) and researching about them.
- Selecting and analysing a piece by their chosen artist. It would be helpful if students are familiar with the Elements of Art (shape, colour, texture, etc).
- Analysing their own Tilt Brush creation compared with their chosen artist.
- Reflecting on their IMVR experiences.

Resource Station: Student Digital Notebook

Students can watch a variety of videos about Tilt Brush to gain a better understanding of how the app works and explore its creative possibilities. These videos offer demonstrations that illustrate the app's features and functions, helping students visualise the range of artistic opportunities it presents. By watching these videos, students can see real-world examples of how Tilt Brush can be used, from basic techniques to advanced artistic creations, enhancing their learning experience and inspiring their own projects.

Troubleshooting

- If students are having difficulty navigating the app, ensure Tilt Brush is in Beginner Mode rather than Advanced Mode. This can be accessed via the Menu Profile then My Profile.



Lesson Bytes

1. [Cubism Reimagined: VR Perspectives in Tilt Brush](#) (Year 8-9)
2. [Character Creations: Visualising Possessions with Tilt Brush](#) (Year 8-9)
3. [Reimagined Worlds: Recreating Familiar Settings in VR](#) (Year 5-6)
4. [Digital Dimensions: Architectural Geometry in VR](#) (Year 8-9)
5. [Virtual Moodscapes: Creating Emotional Landscapes in VR](#) (Year 11-12)

**For more Lesson Bytes, please visit our [Lumination Education Centre](#).*