



Ambient Elements: Enhancing an Atmosphere

Learning Area

Media Arts

Year Level

Year 7 – 8

Introduction

In this lesson, students will explore the impact of sound on creating mood and atmosphere within virtual environments. Using Nature Treks VR, students will experience various natural landscapes and pay close attention to the sound effects present in each scene. They will design and structure their own 3D environments and create custom soundscapes to enhance the atmosphere. This hands-on approach will help students understand the role of audio in media arts and develop their skills in designing immersive experiences to suit audience needs.

Application

Nature Trek VR

Nature Treks VR offers a serene and immersive virtual reality experience, allowing you to explore vibrant and tranquil natural environments. Wander through lush forests, tranquil beaches, and other stunning landscapes, all while enjoying the calming sounds of nature.



Lesson Overview

Lesson Objectives

- Understand the role of sound in creating mood and atmosphere.
- Experiment with sound effects, music and Foley sounds.
- Enhance an environment's atmosphere with sounds.

Resources Required

Canva's AI Music Generator
or: Media.io (generates 1 free soundtrack)

CoSpaces



[Canva](#)

Lesson Outline



Before the Immersive Learning Journey

- Teachers and students should familiarise themselves with the IMVR experience using the [Nature Trek VR Essential Guide](#).
- Students should be familiar with CoSpaces creation. If not, assign students some [tutorials on CoSpaces.io](#).
- Ensure students have access to [Canva](#) accounts.
- Introduce students to the concept of ambient sounds and its effects on media.
- *Optional:* Provide reflective questions to accompany the IMVR experience (What sounds did you hear? How did it affect your mood?)



During the Immersive Learning Journey

IMVR Station: Students will explore different scenes in Nature Trek VR, focusing on the sounds they hear and how they contribute to the overall atmosphere. Scenes: Blue Ocean, Green Bamboo, Grey Storm are some of the great choices for sound study.

Creation Station 1: Students will use CoSpaces to create their own 3D environment/scene. Encourage students to consider the visual and audio elements they will add in the next station that will enhance their scene.

Creation Station 2: Students will familiarise themselves with Canva's AI Music Generator, before generating their own music/sound effects to best accompany their 3D environment. They can add sound, or even record their own, with CoSpaces' 'Upload → Sound' section. Other AI music generators can be used, such as Media.io, that utilises text-to-audio features.



After the Immersive Learning Journey

Encourage students to do a learning or gallery walk so they can check each other's VR creations.

The class may use the following discussion questions below either as a class or in small groups. Alternatively, the teacher may opt to create a student digital notebook or online form for students to respond to.

Discussion Questions:

1. How did the sounds in Nature Treks VR affect your perception of the environment?
2. What challenges did you face when creating your own soundscapes, and how did you overcome them?
3. How do you think sound can be used to influence the audience's emotions in media arts?