



Sculptures in VR

Learning Area

Visual Arts

Year Level

Year 9-10

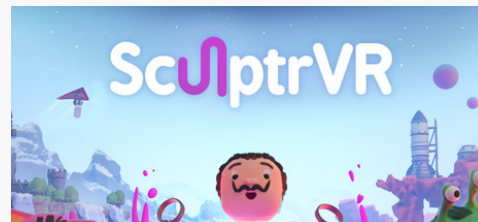
Introduction

This lesson introduces students to sculpture as both art and expression through virtual tools and VR experiences. Using SculptrVR, students will experiment with 3D creation and apply visual conventions in sculpting, drawing inspiration from iconic sculptures worldwide. They'll engage in hands-on creation while researching techniques, iconic pieces, and key considerations in sculpture, deepening their understanding of visual arts processes.

Application

SculptrVR

SculptrVR allows students to build intricate 3D sculptures with a 10,000x zoom feature, enabling both fine details and large-scale creations. Its intuitive yet powerful tools make it easy to explore personal expression through sculpture, sharing their unique designs with peers.



Lesson Overview

Lesson Objectives

- Understand and apply visual conventions in sculpture.
- Experiment with digital tools to create sculptures that reflect personal expression and challenge

VR/AR Resources

- [Alone with Michelangelo's David in the Accademia](#) (2:31)
- [Model A Tour to Spectacular Sculpture](#) (1:30)
- [Sculptures by the Sea](#) (1:42)



- perspectives.
- Research key considerations in sculpture, such as form, materials, and expression.

Inspiration Video

- [The Most Famous Sculptors Today](#) (18:37)

Lesson Outline



Before the Immersive Learning Journey

- Ensure that all VR equipment (headsets, controllers, sensors) and software/applications are properly set up and functioning.
- Discuss the role of sculptures in visual arts, focusing on form, texture, and meaning.
- Optional: Teacher to show sculptures in the inspiration video to students to gather initial inspiration.
- Provide student planning and sketching time of their sculptures before creation in IMVR.
- Show students [SculptrVR: Basics](#) or [Colour Palette](#) tutorial videos before the lesson to assist with their planning.



During the Immersive Learning Journey

IMVR Station

Students experiment with SculptrVR to create a sculpture that reflects a chosen theme or idea. They can explore and manipulate scale, texture, and color to bring their vision to life. It is recommended for students to have a sketch/plan of their design before beginning their turn. Students to save their designs or take a photo at the end of their turn.

HHVR Station

Students visit VR videos to see renowned sculptures and installations, observing how artists use space, texture, and materials to convey meaning. They take notes of the sculptures' form, texture, symbolism, position and placement, focusing on what most grabbed their attention. They can make adjustments to their own sculpture sketches to create a more successful piece.

Research Station

Students select a famous sculpture to research (this can be one from



the inspiration video in resources, or teachers provide students with a list of sculptures to choose from. They document its history, symbolism, and construction, which will inform their own creations.



After the Immersive Learning Journey

Discussion Questions:

Students regroup for a discussion and share their sculpting experiences, final pieces and research findings. Reflection questions include:

1. What visual conventions did you use in your sculpture, and how did they help convey your theme or idea?
2. How did researching another artist's work influence your own sculpting approach?
3. What challenges did you face in creating a digital sculpture, and how did you overcome them?