

See what's been happening with

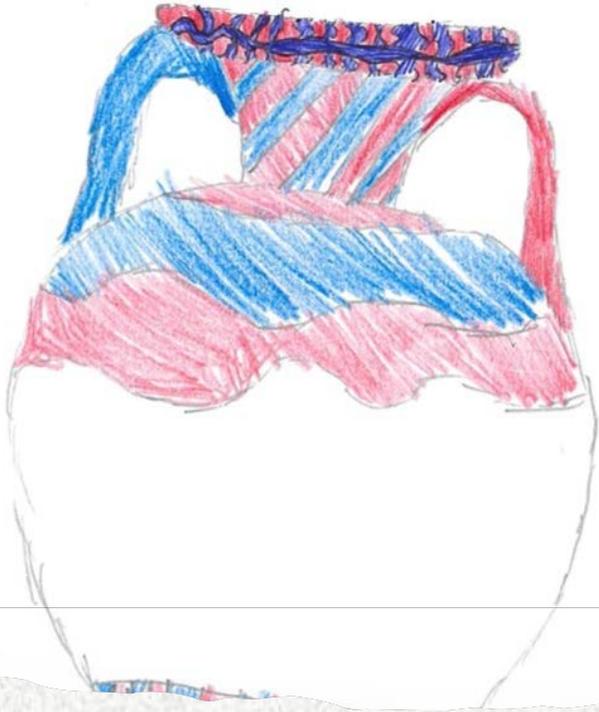
Pottery VR application in schools

Students were studying Greek myths at school and had previously designed pots that might have been used by ancient Greeks.

Using a process of transmediation (when a designer shapes semiotic material across modes leading to the production of new meanings) the students created visual representations of their pre-designed pots in virtual reality using Pottery VR application.

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(All names used are pseudonyms to satisfy university ethical requirements.)



Sam transmediates his pot drawing on left to morph a virtual pot. “Well, I made a bowl because I thought that would be cool. So, I tried to make a fruit bowl ... I was thinking about Rome would have maybe a yellow-orangey colour. Then I found out you can get patterns, so I got probably a circle pattern at the top and I got this zig zag pattern. Then on the bottom I got the X-pattern. When I looked at it, I was like, oh yeah, that looks really cool”.

The image is a composite. On the right, a young child with blonde hair is wearing a black VR headset and holding two black VR controllers. They are wearing a bright green t-shirt and black shorts. The background shows a white wall with a window and some equipment. On the left, there is a large, colorful, patterned vase or pot. The vase has several distinct bands of color and pattern: a top band with a blue and black checkered pattern, a middle band with a green and black checkered pattern, a band with red and green swirls, and a bottom band with a blue and black checkered pattern. The vase is set against a grey background. Overlaid on the left side of the image is a white text box with a black border containing a quote.

Lucy likes “how the patterns still have the colour behind them. It makes it fade kind of a little and mainly the colour I think”.

Maggie uses her right hand to sculpt the pot. In her design she used “a lot of knowledge from the flag; I liked the design on the flag, so I used that on my pot. I wanted it to look old so I used the designs from the Colosseum and stuff like that to go around the pot”.





Colin has “never done pottery before in real life. It was pretty cool in the game. I tried to make it tall and skinny, and then kind of big on the bottom. It did kind of work out like that, and the pattern - I really like the pattern.”



Lyle talks about the transmediation process for the design of his virtual pot. “If you’re a Roman soldier and you had been fighting for 25 years, you would leave and get land. I made this pot which could be a water jug or a tea pot and that the Roman soldier, who has been fighting for 25 years, takes it away to remember about fighting”.

See what's been happening

Students use VR drawing simulator (ViveSpray2) to graffiti virtual walls

We worked with students from another primary school who used VR drawing simulator (ViveSpray2) to create a unique artwork using colour and design features.

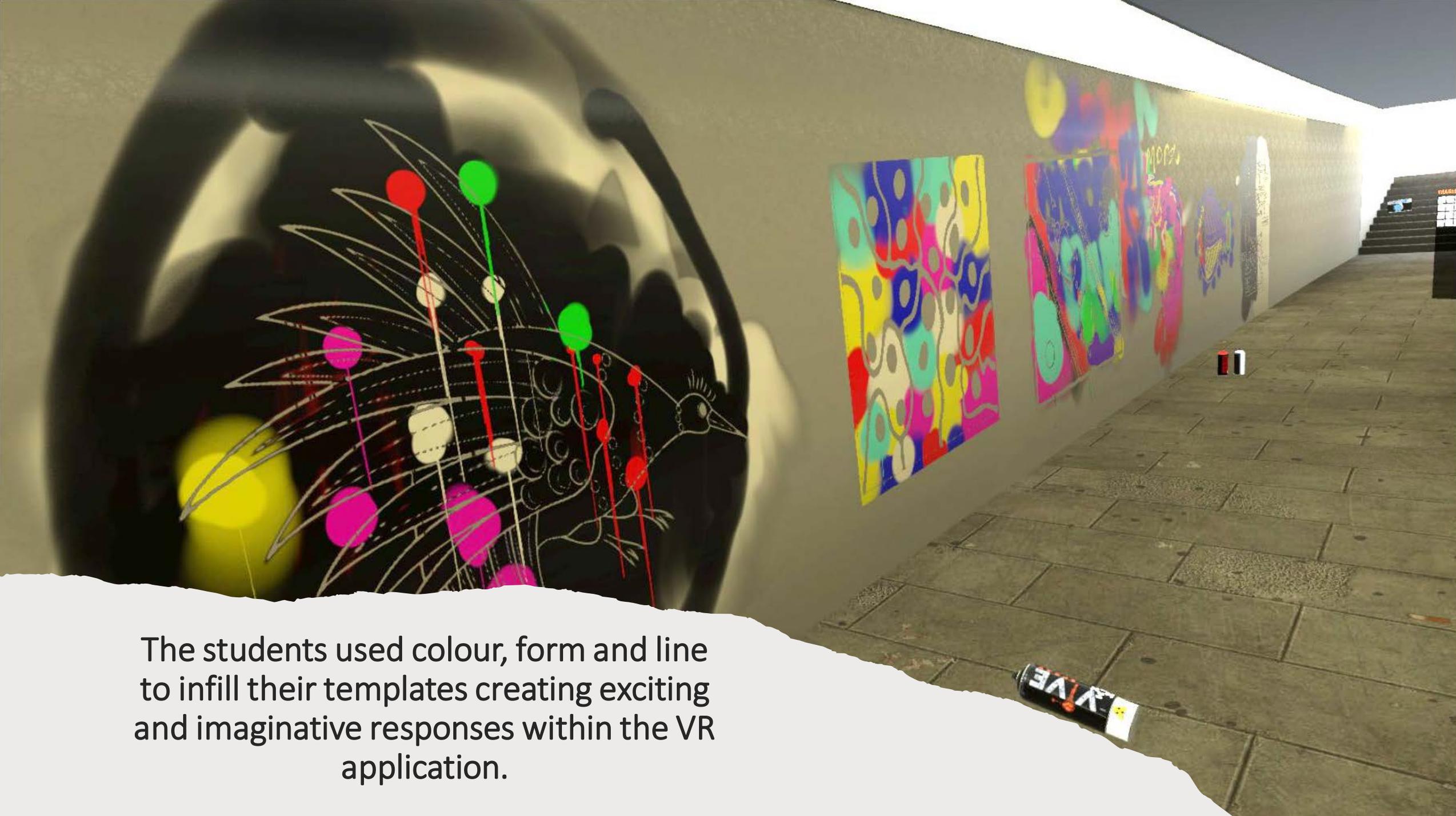
They worked from Indigenous inspired templates to graffiti an Australian animal on the wall of a train station.

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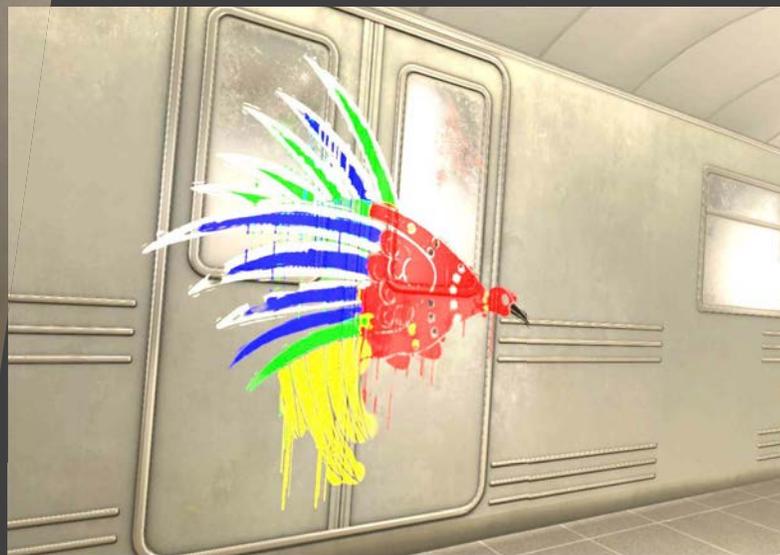
Using some traditional Indigenous techniques, the students created a vibrant array of animals, on the virtual train stations walls.



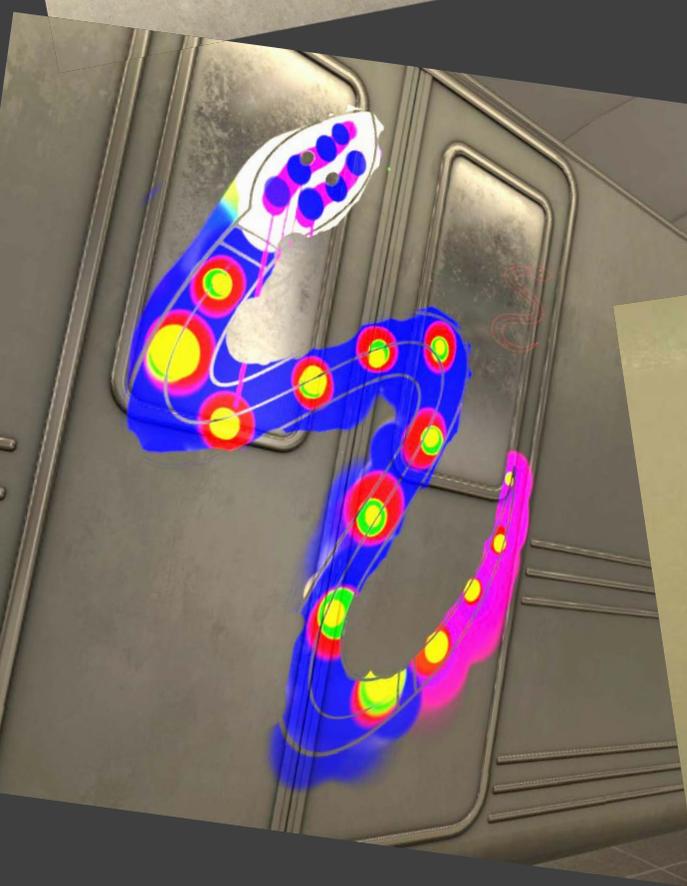
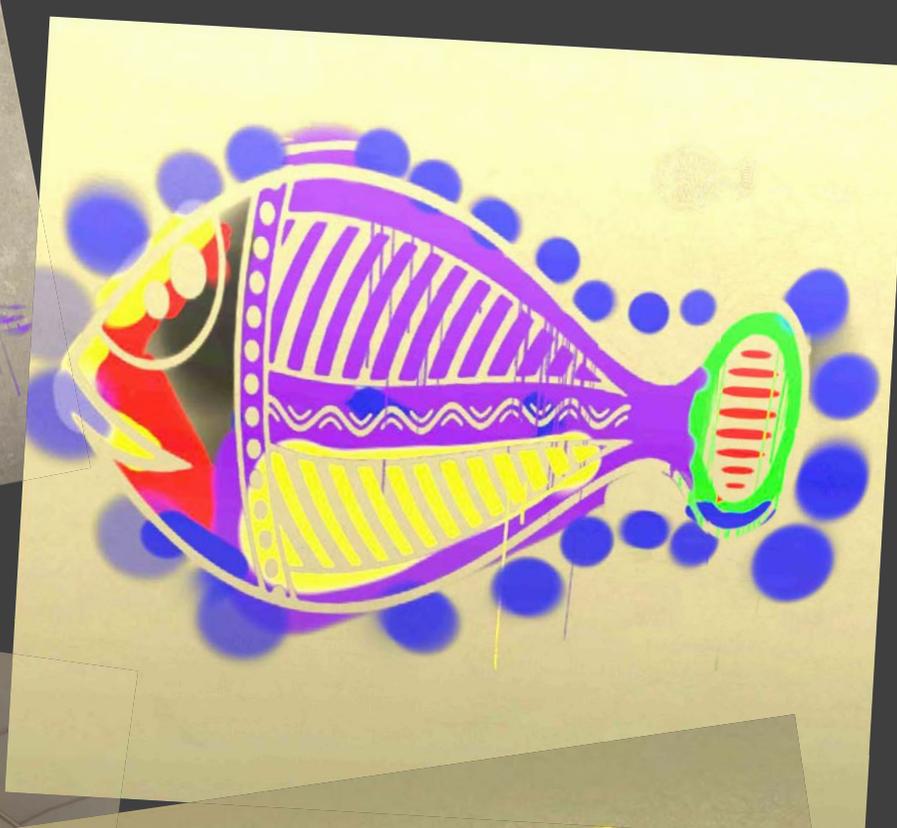
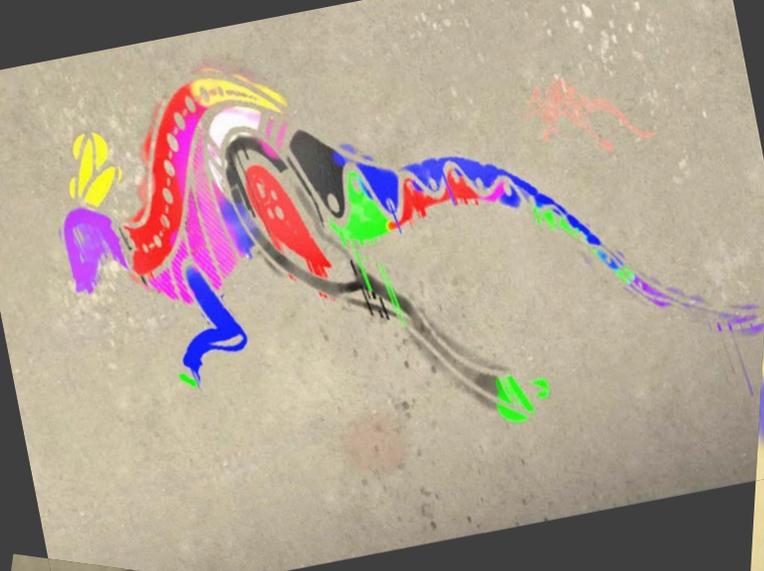
The students used colour, form and line to infill their templates creating exciting and imaginative responses within the VR application.



An interesting and diverse array of student responses using VR drawing simulator (ViveSpray2) to graffiti virtual walls.



These images illustrate colour, light/shade, and patterns to create visual interest.



Students used vivid colours to bring their painting alive on the virtual walls.

See what's been happening

When students swapped traditional photography for augmented reality images...

We worked with students from a primary school to take a series of images that used a range of digital technologies (SLR cameras and Google 3D animals) to explore different techniques for producing digitally enhanced and augmented reality images.

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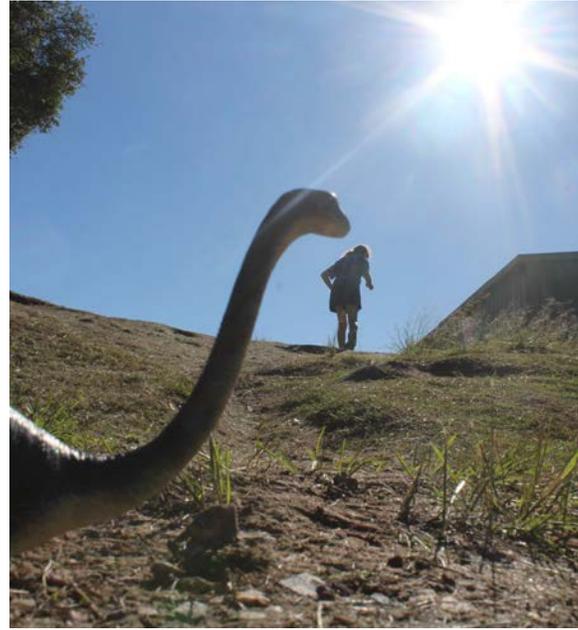
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Images show how AR can
create a believable landscape



Images show manipulated image size.



Images show the effects of lighting, close ups and visual positionings.



Students explored manipulating images with SLR cameras.
