New and Engaging Medium: How Diverse Student Talent Can Be Brought into VR

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Art Project Title
Spill

Background
What happens if I (Caroline) told you nothing is ever finished?

My name is Caroline Hubley I am 22 years old and I am starting to expand my learning through Technology and Art. Coming out of wood working and set design, I found myself engaged by the drawing class at Landmark College. Although I learned different drawing techniques, it turned out that I really never found my medium.

When I went onto painting I could never figure out which colors made what or what the primary colors where. I was very anxious about the students sitting all around me. The students created realistic art of lion faces, waves, and intricate designs. I struggled, but this was the one subject I never gave up on, because of the endless possibilities. I soon found that painting was my strength. That every object or wall was not just one color but multiple. I came to really enjoy the experience of painting when I started to mix colors together and paint according to the idea that "color defines form." The possibilities were interminable!

The Project

Spill is a virtual reality extension of art created in my figure painting course. My teacher, Samuel Rowlett, pushed me to think outside the box for my final project and encouraged me to incorporate virtual reality. Having engaged in virtual reality work in the *Path to Hunza* project, this was another opportunity to expand my learning in art and technology. What anyone can create in the "real world" can now get put into this virtual world. The fact is that art comes in many forms. An artist can paint, a musician can make music, a computer scientist can code and their skills can be integrated into a project that can really push the arts and VR to the next level. *Spill* is a collaboration between me, an art student, and Cael Hansen, a computer science student.

I began the project by selecting different paint colors and I mixing them together by hand on the pallet. I chose vivid primary colors to make them pop out more. Once I got the first layer of color down on the pallet, I mixed and applied two to three layers of additional paint. After the paint dried, I cut the edges off the pallet and peeled off the fused layers.

I then took a picture of the dry painted layers, uploaded it to my computer, and put it into Unity. Unity is a cross platform engine that helps run videogames. It also helps with making virtual reality playable. To make this happen I used the program Blender 3D, a free modeling engine, that can also do rigging, animation, simulation, composition, and motion tracking including video editing and game creation. I could make towns and platforms for players to jump.
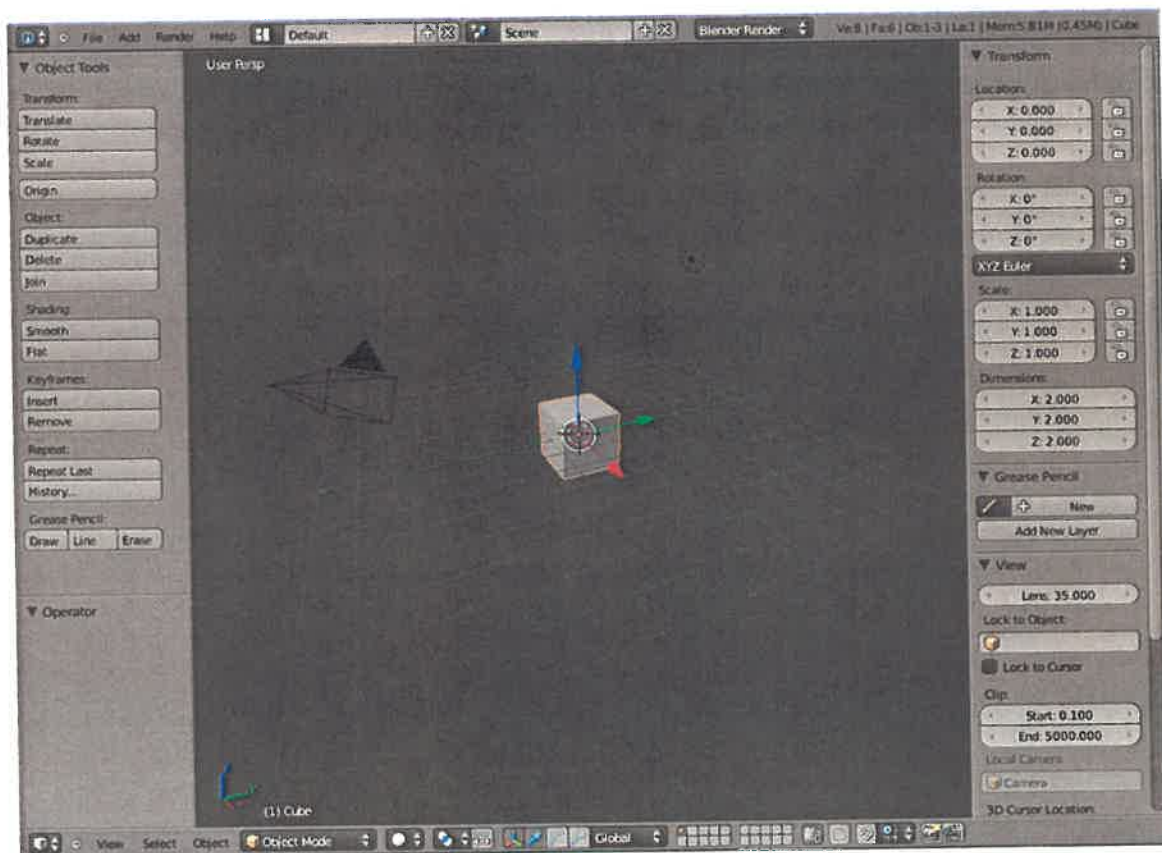
Dyslexia, ADHD, ASD and Learning

Educators need to begin thinking creatively about teaching and engaging students who have learning differences. All people have strengths and areas of challenges. Unfortunately, education tends to focus on a limited set of skills—reading, writing, and math—that are often areas of challenge for students who learn differently. Also, little attention given to other skills and talents that may be areas of strength for students with LDs. means of communication.

Spill is a collaborative project between two people with different skill sets. We worked together to identify where our individual strengths and weakness were so that our combined efforts counteracted the weaknesses. Because of our excitement and interest in the project along with the support of our partner, we were more resilient when faced by areas of challenge. We were also willing to engage in more independent learning.

Invitation to Today's Demonstration

I invite you to step into our virtual world and become part of *Spill*! Please ask us any questions about painting, computer science, virtual reality, and the experience of collaborating on the project. Like I've said, we each brought our own skills and talents to the project, so I encourage you to talk with both of us!