

Virtual Reality Tilt Brush for Creativity: An Experimental Study among Architecture Students

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Abstract : This study intends to comprehend the effect of the Tilt Brush (TB) Virtual Reality 3D Painting application on creativity among final year architecture students. The research was done over the course of 30 hours and evaluated the performance of a group of 20 university students. Using a Structured Observation Form (SOF), the researcher assessed the research's progress. Four recently graduated artists, educators, and researchers used a Rubric to assess student designs. During the training, the study group was instructed in the fundamentals of virtual Reality, design principles, and TB. The design process, which began with the construction of a 3D design, progressed with the addition of texture, color, and script to items and culminated in the creation of a finished project. The group in the design process is rated as "Good" by the researcher based on feedback from SOF. The creativity evaluation rubric used by the experts rates their work as "Accomplished." According to the researcher's assessment, the group received a "Good" rating. Based on these findings, it can be said that including virtual reality 3D painting in the curriculum for art and design classes will help students improve their imagination and creativity as well as their 21st-century skills in education.

Keywords : creativity, virtual reality, 3D painting, tilt brush, education

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