

# Create AR Objects

## Use AR Makr To Create Objects in a Scene

### Activity

Students will use AR Makr to create objects in an environment that is right in front of them. They can create their own objects and then place it into the environment, while considering about the space utilisation. They can build upon an art piece that was already created and create it as a 3D piece. This adds an additional dimension to the art making process.

### Objectives

Students will be able to

- Explore and discover different ways to use materials and tools to make art individually and with others
- Present their own ideas and consider others' ideas in artworks and through art making




### Extensions

Students can

- Create a background in Keynote and import it into AR Makr
- Add audio recording to the scene

## Have a go



- 1 Open . Tap on Start. Tap on + to Create Your Own Scene. Tap on Start. You will need to move the iPad around for it to detect a flat surface.
- 2 Lots of white dots will appear, tap on it so that it will recognise it as the plane for the scene. You can create your own shapes to place in the scene.
- 3 Tap on New and you can choose a shape to work on. Tap on the brush  and you can change the thickness of the brush stroke and colour by dragging the slider. Paint the shape, then tap .
- 4 Select the shape on the left and tap Place to locate it on the scene. Tap on the bottom right and you can choose an animation if you want it to move.
- 5 Move around with your iPad to observe how it looks like from different angles. Tap on New to insert a new shape. You can also use a photo from your Photos library or take a new picture.
- 6 As you are creating the scene, consider how the placement of objects in AR Makr can make your art piece look different from how you would usually create it.

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