

# Volume of Solids and 3D Perspectives

## Visualise 3D shapes with Reality Composer

### Activity

Students use Reality Composer to create solid figures using unit cubes. Students are to find the volume of their solid figures by counting the unit cubes in their figures. Students are then to identify and label the top, front and side view of the solid figures.

### Objectives





- Students build solid figures with unit cubes
- Students find the volume of solid figures
- Students identify the 3 planes of perspectives of a solid figure

### Extensions

Students can share the augmented reality file with their peers and they can find one another's figures' volume and perspectives

## Have a go



- 1 Open Reality Composer  and tap + to create a new document and select the Horizontal anchor. By default, there will be one single unit cube shown.
- 2 To add more unit cubes, tap + > Basic > Shapes. Create a single solid figure by moving and joining the unit cubes. To move each unit cube, tap on it to select it. Then tap and drag ,  and  to move the unit cube along the 3 axis.
- 3 Count the number of cubes you have used and insert it in a text at the side of the figure. To insert a text, tap + > Basic > Text.
- 4 Label the 3 planes of perspectives (**Top** View, **Front** View and **Side** View) using text (+ > Basic > Text) and position them next to the planes on the figure.
- 5 Tap AR to cast the figure into reality. Move around the figure with the iPad and take pictures of the different perspectives.



- 6 Share the pictures on the preferred learning platform. (SLS, Edmodo, etc)

Join Our  
Community to  
gain benefits!

[www.iPadForLearning.sg](http://www.iPadForLearning.sg)