

# Computing: We are VR designers Y6 T6

## Learning link

Earlier this year as ‘We are architects’ you learned 3D modelling work using SketchUp.

In this unit, we will build on these skills in a virtual location.

### Key learning

Virtual reality (VR) represents the real world in other media. VR content is immersive, meaning it makes users feel as if they are surrounded by VR images, sound or other content. For the full effect, VR content is best viewed using special hardware, such as Google Cardboard headsets.



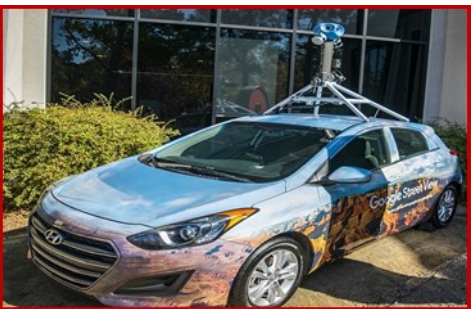
**QR codes** are 2-D images made up of light and dark squares that, together, can store URLs (website addresses) or other information.



### Did you know?

Tools such as Google Maps makes use of VR in its Street View images, which are made up of stitched photographs that provide a panoramic or **photosphere** view .

Google creates Street View images using 360° cameras mounted on cars, tricycles (for going off-road) and backpacks.



## Vocabulary

|                                 |                                                                                                                                           |
|---------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| <b>accelerometer</b>            | A hardware component that provides data based on changes in motion, for example when a device is tilted or moved in a certain direction . |
| <b>augmented reality (AR)</b>   | A digital layer, which is laid on a view of the real world.                                                                               |
| <b>photosphere</b>              | A spherical collection of photographs that, stitched together, allows for an image to be viewed from different directions .               |
| <b>quick response (QR) code</b> | A 2-D array of light and dark squares used to encode text in a way that can be read using a smartphone or tablet camera.                  |
| <b>virtual reality (VR)</b>     | A simulated, immersive 3-D representation of a real or imagined scene.                                                                    |

## Keeping safe

