

LENDING LIBRARY KIT

TOP VR APPS FOR SUSTAINABILITY



SculptrVR

SculptrVR allows you to create digital sculptures in a virtual world by using actions like pushing, pulling, carving, pinching, building up, shaping and grabbing, just as if you were handling clay, except with digital software. Digital sculpting in VR adds an immersive element, so you can immerse yourself in the experience of crafting objects as if you were in an art studio and using your hands.

In the classroom

Students can explore eco-friendly materials like clay or recycled materials and their potential for sustainable alternatives. They can design eco friendly objects to replace problematic items in homes or schools, incorporating colours and textures to represent these materials.

Tilt Brush by Google



Tilt Brush and **Open Brush** are virtual reality painting applications that allow you to create 3D artwork using VR headsets and motion controllers. When you enter the virtual canvas, you can manipulate brushes and tools with your motion controllers, each representing different brush types and effects. You have the freedom to paint and sculpt in all directions within the 3D space, choosing from various brushes and colors available in a palette.

In the classroom

Engage your students by having them: Create virtual data visualisations by translating climate change data (e.g carbon emissions, temperature trends, sea levels) into a 3D form or representation; Create virtual prototypes of sustainable solutions like eco-friendly buildings, transport or other novel creations; and Create powerful artwork or stories about sustainability issues and have viewers walk through them.



CoSpaces Edu is a platform that allows students to build 3D worlds, animate them through coding, and explore them with Augmented Reality. The software offers different entry points for users of varying experience levels, featuring drag-and-drop functionality, visual programming blocks, and Python integration for interactive elements. With diverse environments and objects, students can create projects ranging from simple designs to complex interactive worlds.

In the classroom

CoSpaces Edu can be applied to educational projects, such as designing sustainable cities, creating VR education campaigns on climate change, and promoting awareness of sustainability issues and actions.



Use the following apps to explore and interact with nature in virtual worlds.

Nature VR experiences provide vivid and compelling visual representations of ecosystems, wildlife and environmental processes. This visual content helps students to connect theoretical concepts with real-world examples, fostering a deeper understanding of sustainability issues.

Ecosphere is a virtual reality documentary series that highlights the places WWF works, and the people working to protect those places.



Ocean Rift is a VR aquatic safari park. Explore an underwater world full of life including dolphins, sharks, turtles, prehistoric animals and more!



National Geographic Explore VR allows users to set off as an explorer to capture photographs for the magazine in two iconic locations: Antarctica and Machu Picchu.