

# Empire State Building3D

Teaching Global Landmarks, Architecture and New York City through 3D simulation

## Lesson

Teaching Global Landmarks, Architecture and New York City through 3D simulation

## Objectives

Students will gain a basic understanding of the Empire State Building through 3D simulation and visualization.

## Activity

Students travel through the Empire State Building in real-time 3D, helping them to visualize and understand its structure, function, and symbolic importance.

## Materials

### Empire State Building 3D Homepage

(cut and paste URL into browser, or Ctrl+click on picture above)

<http://www.sunrisevr.com/empirestatebuilding3d>



## 3D Simulation and Investigation

3D simulations are designed to make subject matter more engaging to today's technology-savvy kids, and help them bridge the gap between the "concrete" world and the abstract world of concepts. When students experience complex subject matter in real-time 3D it becomes clearer. Students learn best when they are actively immersed in subject matter from a variety of different viewpoints; 3D simulation is designed to help students visualize difficult ideas and objects through investigation at any scale (atomic, cellular, planetary, conceptual, etc), and doing things that would normally be impossible.

## Required Technology

- PC/Tablet

## Optional Technology

- Projector
- Multiple Computers
- Internet Connection

## Grouping

- Large Group Instruction
- Small Group Instruction

## Staging

Check computer/Tablet for Internet access if needed

## Procedure

1. Access program
  2. Pick a lead student navigator to control movement through the 3D environment
  3. Pick a lead student reader to read information about the Empire State Building as it appears on-screen
  4. Begin the lesson by asking students what they already know about the Empire State Building; write responses on the board
  5. Review basic facts about the Empire State Building including:
    - The Empire State Building is one of the most recognizable structures in the world.
    - The Empire State Building is an iconic skyscraper located in New York City
  6. Start traveling through the program, facilitate discussion by asking students where the class should go.
  7. Use the 3D simulation as a visual aid; explain information as needed
  8. Have students pay special attention to:
    - The size of the building
    - The Art Deco style of the building
  9. Have a final wrap-up with students with a question and answer period about the Empire State Building. Ask them where it is located, how tall it is, and why the building is important.
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## Optional Activity: 3D Scavenger Hunt + Discussion

Have students find a particular part of the Empire State Building, such as the spire. If students are on multiple computers, have them “race” to the part of the Empire State Building the teacher wishes to highlight. Once students find/arrive at the location, the teacher may commence discussion. Repeat in other areas of the simulation as desired to build understanding.

## Homework/Review

Students may also access the program outside the classroom to supplement textbook questions

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## Functional Notes

1. The program is available on multiple platforms
2. If using the program online, please ensure the Unity3D Player is installed on the computer; through the Internet Explorer Browser; download the latest at <https://unity3d.com/webplayer>.
3. If you see something in **red** you can probably click on it
4. For ease of use you can go through most 3D objects, and even the ground
5. The school library can request and access programs (free) at [www.sunrisevr.com](http://www.sunrisevr.com) for off-line use via PC and Mac if there is no internet connection

