**A Virtual Painter Using Artificial Intelligence**

# Subhadip Roy 1, Sayantani Das2

# 1Department of Computer Science and Engineering,

*2Department of Electronics and Communication Engineering*

*Institute of Engineering and Management*

**Abstract:** “Technology is just a tool. In terms of getting the kids working together and motivating them, the teacher is most important.” says Bill Gates. This ed-tech tool helps teachers draw diagrams using their fingers without additional hardware like pen tablets, smartphones, etc. It helps us to implement mixed reality where teachers can draw diagrams for technical purposes and explanation and label individual parts of a diagram as necessary.

Teachers can interact with the students with help of such virtual objects, selecting them using two fingers and performing such transformations, for example, explanations that include scaling and rotation, like in mathematics and physics. This user-friendly tool comes in extremely handy and is helpful for explanatory and academic purposes. For example, this virtual painter can be used to describe molecular structure and cells, etc, in a more amusing and enjoyable way.

Perhaps this finds most use in a mathematics class where students at primary and high school levels can get hands-on experience on axioms of 2D and 3D geometry, calculus, and vector analysis.

This can be used as an effective platform for engineering students for

prototyping their ideas while brainstorming. This method of teaching with a virtual painter would provide an interesting and exciting experience in online and hybrid classes encouraging student interaction and academic discourse igniting the fire of curiosity in young minds.