**Abstract**

Augmented reality (AR), is a live direct or indirect view of a physical, real-world environment whose elements are augmented by computer-generated sensory input such as sound, video, graphics or GPS data. An interactive display technique for digital data that overlays digitized information on physical places or objects, AR when combined with the location awareness capabilities of a cellular device is called Location-Based Augmented Reality. While nothing can be more vivid, immediate and real than our own sensorial experiences, emerging virtual reality technologies are playing with the possibility of being able to share someone else’s sensory reality. The Painter Project is a virtual environment where users see a video from a painter’s point of view in tandem with a tracked rendering of their own hand while they paint on a physical canvas. The end result is an experiment in superimposition of one experiential reality on top of another, hopefully opening a new window into an artist’s creative process. This explorative study tested this virtual environment on stimulating empathy and creativity. The findings indicate potential for this technology as a new expert-novice mentorship simulation.

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**Key Terms**—Embodied simulations, virtual environments, mixed reality, creativity, empathy, painting.