

Effectiveness of virtual reality and its impact on modern sculpture**Assist. prof. Dr. Manal Helal Ayoup**Assistant professor at the department of sculpture Architecture formation & restoration,
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restoration, Damietta university, EgyptDoaafarrag5@gmail.com**Abstract:**

The current developments that have emerged recently in the artistic have arena influenced strongly the creative intellect of the sculptor, made it able to create works of art able to keep pace with this development, Today Virtual reality is one of the most important design techniques, and has become an integral part of everyday life, from this point came the idea of research to identify the problem of the relationship between virtual reality and the art of sculpture and its suitability to develop applied frameworks, and this study deals with shedding light on the effectiveness of reality And methods of integration in the field of sculpture in the framework of this intellect on the scene of art recently. It also includes an analytical study of a group of works of some virtual sculptors, and how each artist handled his work according to this new medium and how it organizes the elements of the work of art.

The research recommends that sculptor must make the most of modern digital technology and integrate it into its artistic production in line with the spirit of modern ages.

The problem of the research is to show the philosophical dimension of virtual reality technology and its impact on the intellectual and creative visions of the sculptor in the face of the age of technology.

The research aims to:

- To recognize the effect of virtual reality on the acquisition of imagination and creativity.
- Identify the realities and concepts of virtual reality technology.

The research in solving the problem was based on the evolution of the idea of virtual reality and its effectiveness in the creative visions of contemporary sculptor through the presentation of some works of virtual sculpture.

The research in solving the problem was based on the following axes:

1. Historical development of the idea of virtual reality.
2. Classification of Virtual Reality systems.
3. From reality to virtuality (Some concepts associated with virtual reality)
4. Effectiveness of virtual reality in sculpture.
5. Virtual Sculpture Tools.
6. Conclusions and recommendations.

Keywords: virtual reality, modern sculpture, augmented reality, mixed reality.