AN ORIENTATION SESSION ON CRAFTING DIGITAL REALITIES: A JOURNEY INTO ANIMATION AND VFX

Event No	CS001
Organizing Department	Computer Science and Engineering
Date	26/04/2024
Time	09:01 AM to 12:31 PM
Event Type	Orientation
Event Level	Dept. Level
Venue	MAAC
Total Participants	210
Students - Internal	210

Related SDG

Resource Persons

Sl	Type	Name	Designation	Company	Email	Phone
1	Resource Person	Dhandapani R S	Centre Head	MAAC	kamaraj@kpriet.ac.in	xxxxxxxxxx

Involved Staffs

Sl	Name	Role
1	Primya T	Coordinator
2	Vishnupriya B	Coordinator
3	Suguna R K	Coordinator

Outcome

The outcome of the orientation session on 'Crafting Digital Realities: A Journey into Animation and VFX' is, the students can able to understand the concepts of basic of animation an vfx,
to understand the basic building blocks of creating an animation
to explore the opportunities in the field of animation and vfx.

Event Summary

Dept. of Computer Science and Technology in association with Maya Academy of Advanced Creativity is organizing an orientation session on 'CRAFTING DIGITAL REALITIES: A JOURNEY INTO ANIMATION AND VFX' on 26.04.2024 between 09.00 am to 12.00 noon at MAAC, KPRIET, Coimbatore for the students of II year CSE. The main objective of the session is to have an awareness on the opportunity in the field of animation and vfx. Mr. Dandapani, Centre head, MAAC, KPRIET, Coimbatore was the resource person.
Topics Covered:**Introduction to Animation and VFX**: An overview of the animation and VFX industry, including its history, evolution, and current trends.**Creative Process**: Insights into the creative process involved in crafting digital realities, from conceptualization to execution.**Techniques and Tools**: A detailed exploration of the techniques and tools used in animation and VFX production, including software applications and hardware technologies.**Case Studies**: Analysis of notable animation and VFX projects, showcasing successful implementation of techniques and creative problem-solving.**Career Opportunities**: Information on career paths within the animation and VFX industry, including roles such as animator, VFX artist, storyboard artist, and more.**Industry Insights**: Discussions on the current state of the animation and VFX industry, emerging trends, challenges, and opportunities.

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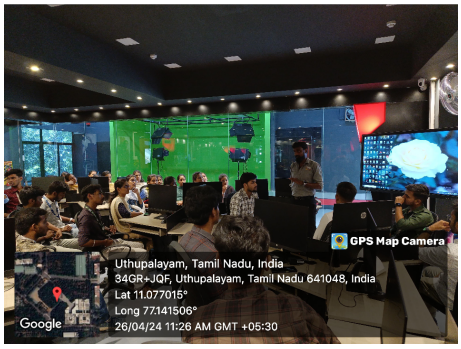

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