Event Report on VFX GAMING ANIMATION

Category of Event	: Expert Lecture
Title	: VFX GAMING ANIMATION
Schedule	: 13/10/2023
	Time 02:00 PM to 05:00 PM
Venue	: Seminar Hall, Second Floor, 'O' Building, SOCSE
Duration	: 03 Hours
Organizing Department	: School of Computer Sciences & Engineering
Faculty Coordinators	: Dr. Prajakta Shirke, Assistant Professor, CSE, SOCSE, Sandip University, Nashik (MH), India.
Total Number of Participants	: 60 B.Tech. CSE-Semester-IV
Resource Person	: Pooja Mehta, Fractal Picture, Mumbai.

The workshop was arranged for the BTech CSE Semester-III students on the "Data Structure- A practical view. The objective of the workshop is to provide the in-depth knowledge on the concept Animation.

The outcome of the workshop includes:
1. To analysis the Pixel Theory
2. To develop the Animation using the concept of VFX Gaming

Dr. Prajakta Shirke,
Assistant Professor, CSE,
SOCSE, Sandip University,
Nashik (MH), India.

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