Sandip University, Nashik
School of Computer Sciences and Engineering (SOCSE)
Report of Exprt Lecture

Title : Expert Lecture On "VFX GAMING ANIMATION"

Schedule : 13th October 2023

Time: 2:00 PM to 05.00 PM

Venue : Seminar Hall, 'O' Building, SOCSE

Duration : 2-3Hours

Organizing Faculty/ Convener (s) : Dr. Prajakta Shirke

Organizing Department : Department of Artificial Intelligence and Machine Learning,School of Computer Sciences & Engineering

Faculty Coordinators : Dr. Prajakta Shirke, Dr.Pushpalata Aher,

Total Number of Participants : 200+

➢ **Outline of Program:**

Department of computer Science has organized Expert Lecture at Seminar Hall of Sandip University, Nashik. Students, faculty of Sandip University from various program were present for the program.

The event was organized under the guidance of Respected program coordinator of B.Tech AIML.

➢ **Objective of Program:**

1. Student will be able to learn the appreciate art for animation, animation process, understand basics of animation, and convey their ideas through drawing.

2. The student will get the skills of a Pre Production artist with the complete technical knowledge of how of the animation pre-production process.

3. Develop their skills in 3D modelling, texturing, rigging, animation, lighting, using cameras, rendering and compositing and other technicalities.

➢ **Outcome of the program:**

1. It will impart creative and practical skills within 3DGame Art, Animation and Visual Effects (VFX) for various types of production.

2. Student gain the necessary knowledge to proceed with modern digital tools used in the industry.

3. Students get the option to specialize within different fields of Animation, VFX and Games.

Geotagged Photographs :

Nashik, Maharashtra, India
XM8C+G7R, Nashik, Maharashtra 422213, India
Lat 19.966402°
Long 73.670422°
13/10/23 03:02 PM GMT +05:30