



KONGUNADU ARTS AND SCIENCE COLLEGE
(AUTONOMOUS)
Re-accredited by NAAC with A+ Grade - 4th cycle,
College of Excellence – UGC
52nd Rank among Colleges in NIRF 2024
Coimbatore - 641 029, Tamil Nadu, India



DEPARTMENT OF COMPUTER SCIENCE (AIDED)

Supported by

DBT STAR COLLEGE SCHEME

REPORT

Name of The Event	Two Days Workshop on “Animation and Game Design”
Date	08.07.2025 to 09.07.2025
Time	10.30AM
Resoure Person	Mr.A.R.Vigneshwarar, Co-Founder, Moving frames Animation Institute,Chennai.
Venue of The Programme	Lab VI
Objectives of the Programme	• Provide participants with a foundational understanding of animation principles and game design concepts. • Equip attendees with hands-on experience using industry-standard software/tools for animation and game creation. • Foster creativity and storytelling abilities through character design, environment creation, and interactive gameplay. • Promote collaboration through group activities and mini-projects simulating real-world development workflows. • Provide insights into technologies like AR/VR, AI in games, and 3D modeling that are shaping the future of animation and gaming.
Outcome of the Programme	•Participants gained a solid grasp of the basic principles of animation, character design, storytelling, and game mechanics. •Attendees actively engaged in practical sessions using professional tools and software, resulting in the creation of basic animated scenes and interactive game elements. •The workshop fostered both creative thinking and technical proficiency, enabling participants to apply design principles in a structured development process. •Participants were introduced to current industry standards, career pathways, and future trends in animation and game design, including the use of AR/VR and AI technologies.

	• By the end of the workshop, many participants had created small projects or design prototypes that could serve as initial entries in their professional or academic portfolios.
Number of Beneficiaries with class (Both students and faculty)	II B.Sc Computer Science - 60 III B.Sc Computer Science - 52 Faculties: 4 Dr.A.Kavitha Dr.S.Radharani Mrs.S.Vishalini Mrs.Ansu Elsa Koshy Total No of Beneficiaries: 116

Report in Detail:

The primary aim of the workshop was to introduce participants to the fundamentals of animation and game design while offering them hands-on experience with industry-standard software and tools. The workshop attracted a diverse group of participants, including students, professionals, and aspiring designers, all eager to explore the exciting fields of animation and game development.

The workshop's objectives were clearly defined and focused on providing participants with a comprehensive understanding of animation principles, the mechanics of game design, and the latest technological trends in these domains.

The first day of the workshop laid the foundation by introducing core concepts such as the 12 principles of animation, storytelling techniques, and game mechanics.

- Participants learned how to create animated sequences and simple prototypes using tools like **Maya**.
- The hands-on sessions enabled them to apply these concepts in practical scenarios, where they developed basic animations and 2D game prototypes.

On the second day, the workshop took a deeper dive into creative aspects of game design. Participants were introduced to game level design, user interface (UI) considerations, and the fundamentals of game mechanics and player feedback.

- This interactive approach fostered a spirit of teamwork, critical thinking, and problem-solving, all essential skills for successful game development.

In conclusion, the workshop not only met its educational objectives but also created a platform for participants to explore their creativity and gain valuable insights into the animation and gaming industries. The positive outcomes of the workshop, combined with the enthusiastic feedback from participants, reaffirmed the importance of such initiatives in preparing individuals for careers in the ever-evolving world of digital arts and technology.



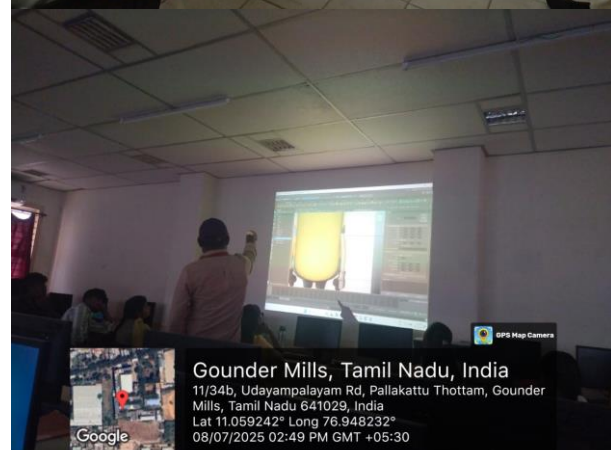
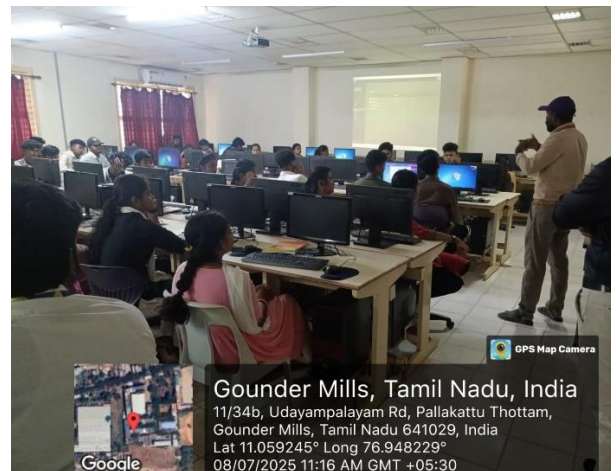
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