



FR. CONCEICAO RODRIGUES COLLEGE OF ENGINEERING
Fr. Agnel Ashram, Bandstand, Bandra (W), Mumbai – 400 050



WORKSHOP REPORT

2 Day workshop on Unity and Blender

DATE: 19/06/2022 and 20/06/2022

IIC-FrCRCE at Fr. Conceicao Rodrigues College of Engineering, Bandra, Mumbai, organized 2 day workshop to explicate unity and blender

Name of the event: **Unlock your Creativity**

Guest Speaker:

Date of event: September 19 and September 2022, 3.30 pm-5.30 pm

Location of the event: Fr.CRCE

DAY 1: Mr.Akshay Nadavade,Computer Engineer / Game Developer & Programmer at Sumo India Studio

Number of Faculty members attended: 01

Number of Students attended: 32

DAY 2: Mr.Sahil Purohit and Miss.Ritika Rumde

Number of Faculty members attended: 01

Number of Students attended: 35

The event was organized for SE and TE students

The objective of this webinar was to generate student's interest in game development along with animation skills and to motivate them to come up with innovative ideas with student teams to create full fledged game and creative animations.



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Date -19/09/2022

The GDA(Game Developers Association) – FrCRCE Faculty Incharge, Prof Heena Pendhari started the session with the introduction of the IIC-FrCRCE council, its objectives, its activities and welcomed our chief guest. Then the speaker talked about the gaming industry, its scope and career building ideas through game development. He emphasized that being creative is the first milestone in game development.

What is necessary in Game Development?

Game developers need to be proficient in hardware technology and C, C#, C++, Java, Python, Lua and other programming languages to write code that crafts everything about the game. You need mathematical skills to create equations that can direct computer systems to perform in specific ways.

Throughout the workshop using unity students were being introduced to the variety of functions and full fledged knowledge of game development was delivered by our speaker.

At the end of the seminar, the students successfully learnt game development basics and had built a mini demo game.

Then GDA(Game Developers Association) – FrCRCE Faculty Incharge, Prof Heena Pendhari thanked our speaker for his presence and productive session on game development. Student Participants interacted with the speaker after the session.

Date -20/09/2022

The host started the session by welcoming our 2 Speakers of the day. Then the first speaker of the day talked about Animation , how easy and smooth it looks but the procedure of steps behind beautiful animations is a very skillful task . He then addressed the student to start from basics and think innovatively.

How Animation works?

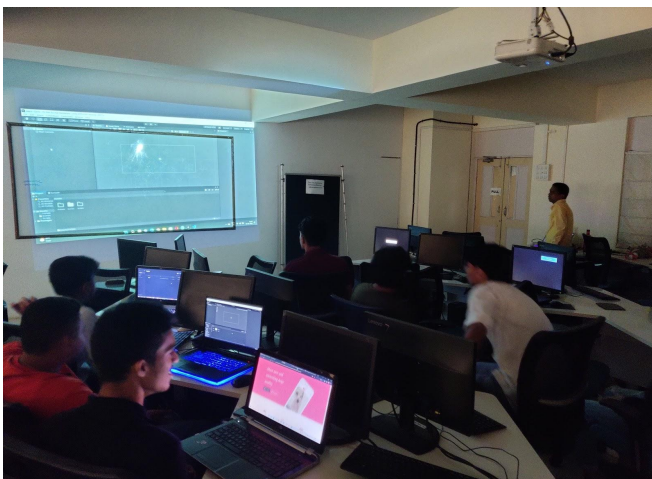
Animation works by using an optical illusion. By presenting a sequence of still images in quick enough succession, the viewer interprets them as a continuous moving image. This is the same principle that enables live action film making and projection to work.

Then the second speaker of the day took over our Animation workshop, she provided student

participants with easy hacks to make animation learning easier . She then gave a small animation task and tutored the students to successfully implement blender functionalities and complete the task.

At the end of the workshop students successfully learnt using blender and showed their creativity levels in animation.

Then GDA(Game Developers Association) – FrCRCE Faculty Incharge, Prof Heena Pendhari thanked our speakers of day 2 for wonderfully conducting the blender workshop by implanting great Animation skills into student participants.





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DAY 2:

