


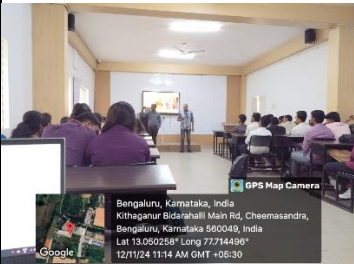


Event Report

Institution	East Point College of Engineering and Technology				
Department	Computer Science & Engineering				
Event Type / Theme Please Tick appropriate one	SEMINAR				
Event Title	Arena Animation, Visual Effects, Gaming, and Comics - A Creative Career Seminar				
Date	12.11.2024	Time		10.00 am to 12.00pm	
Venue	CSE Seminar Hall				
Duration	2 hrs	From:	10.00 AM	To:	12.00 PM
Program Objective	To help Students to explore career options and guide them on the right paths toward creative careers				
<p>Seminar on " Arena Animation, Visual Effects, Gaming, and Comics - A Creative Career Seminar " conducted by the department of Computer Science and Engineering at East Point College of Engineering & Technology at 10.00am. The speaker gave informative and illuminating lecture with very good content. Srikant started the session by giving introduction about Graphics.</p> <p>Graphics are visual representations of data, information, or ideas, often used to communicate messages effectively and efficiently. They play a crucial role in various fields such as design, art, marketing, and education. Here are some key aspects of graphics:</p> <ol style="list-style-type: none"> 1. Types of Graphics: <ul style="list-style-type: none"> ○ Vector Graphics: Made up of paths defined by mathematical equations. They are scalable without losing quality. Common formats include SVG, AI, and EPS. ○ Raster Graphics: Composed of a grid of pixels. They can lose quality when resized. Common formats include JPEG, PNG, GIF, and BMP. 2. Applications: <ul style="list-style-type: none"> ○ Web and Mobile Design: Enhancing user interfaces and user experiences. ○ Advertising and Marketing: Creating visually appealing ads, banners, and social media posts. ○ Education and Training: Developing instructional materials, infographics, and presentations. ○ Entertainment: Producing animations, video games, and movies. 3. Gaming: <p>Graphics play a pivotal role in gaming, influencing both the visual appeal and the overall experience of the game. graphics are a crucial component of what makes games captivating and enjoyable. They transform game ideas into vivid, interactive experiences that can transport players to entirely new worlds.</p> 					

4. Animation for movies: Arena Animation students have gone on to work with leading companies like TCS, E&Y, Cognizant, PWC DNEG, Redchillies VFX, NY VFX and Yash Raj Studios to name a few.

The participants were benefitted immensely from this Seminar. The Seminar motivated the aspiring students to take up their career in Animation Field. The CSE department looks forward to conduct multiple informative Seminar like this in the near future

1. Names of the Resource Persons / Chief Guests / Guests of Honors / Other’s Mention	Srikanth R	
2. Designation/s	Associate Professor, Department of CSE	
3. Company’s Name / Associations	Area Sales head-Asst.Manager-Aptech Ltd- Arena Animation Aptech Bangalore Urban, Karnataka, India	
Total Number of Participants	92	
Total number of Participants in <i>Google</i> Meet	NA	
Total number of feedbacks received through Google forms from both Google meet and YouTube	88	
Total Number of Views (First Day) in YouTube		
Photos		
		
Video Recording Link / YouTube Link	NA	