



योग: कर्मसु कोशलम्
IN PURSUIT OF PERFECTION

Vivekananda Institute of Professional Studies - Technical Campus

Affiliated to Guru Gobind Singh Indraprastha University, Delhi, Recognised by Bar Council of India and AICTE
NAAC Accredited Grade 'A' Institute, NBA Accredited for MCA Programme
Recognised under Section 2(f) by UGC, ISO 9001:2015 Certified Institution

Vivekananda School of Information Technology

Webinar on ANIMATION AND VFX

Vivekananda School of Information Technology organized a Webinar on “Animation and VFX” on 1st March 2022 under the guidance of **Ms. Kanta Malik**. The guest speaker was **Mr. Nikhil Banyal** who is a Look Development and Grooming Artist and **Mr. Aquib Hussain** who is a VFX Technical Director (Houdini) in Double Negative (DNEG).

The event was attended by a total of 165 people which included students and faculty members. The objective was to explain the work and scope of the industry to the students. Students got to know the process which is followed in making a single animated and VFX movie.

The speaker started the webinar by elaborating on the difference between the Animation industry and the VFX industry as they both have different opportunities. Then, they showed us how to design a character’s hair in Houdini software and give us an idea of how it is done. They also explained to us all about what animation is and how we can build multiple opportunities in this industry and how people working there are fulfilling their dreams, etc.

There was a Q&A session too in which students asked some of their doubts related to the working and environment of animation and the benefits of animation related jobs in India and outside India, etc.

The session ended with some wonderful feedback from all the attendees. Everyone had loved this event and got many positive and overwhelming responses.



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CREATING THE ILLUSION OF LIFE

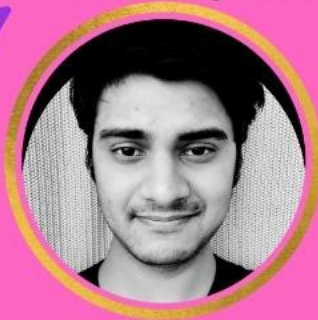
Live webinar on

ANIMATION & VFX



Nikhil Banyal

Look Development &
Grooming Artist



Aquib Hussain

Fx Technical Director

March 1, 2022

3:00 PM

Microsoft Teams

Student

Coordinators

Anjali Sorout

Lavanya Deshwal

Parul Pawar

Faculty

Coordinator

MS. KANTA MALIK



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Microsoft Teams interface showing a recording session. The main content is a slide titled "Types of Animation" with the following text:

- Traditional Animation - In traditional animation, objects are drawn on celluloid transparent paper, in order to create the animated sequence, the animator must draw every frame. It's the same mechanism as a flipbook, just on a grander scale.
- 2D Animation (Vector-based) - Vector-based animation uses mathematical values to resize images, so motion is smooth. They can re-use these creations so the animator doesn't need to keep drawing the same characters over and over again. You can move around these vectors and animate that way.
- 3D Animation - 3D animation is also unique in that, unlike 2D or other traditional methods, the character's entire body is always visible. If a character turns to the side, the animator only needs to draw the side profile in 2D animation, but in 3D, the entire body still needs to be visible. So again, even though computers are being used, with new technology comes with way more considerations.
- Motion Graphics - Motion Graphics are pieces are digital graphics that create the illusion of motion usually for ads, like sequences in films, but ultimately exist to communicate something to the viewer. They're often combined with sound for multimedia projects.
- Stop Motion - Stop motion encompasses claymation, pixilation, object-motion, cutout animation, and more. But the basic mechanics are similar to the traditional style like a flipbook. However, instead of drawings, stop motion adjusts physical objects to create the illusion of motion.

The slide also features a diagram of a hand pointing to the text. The Teams interface shows a recording notification, a search bar, and a list of participants including Nikhil Banyal, GK, AH, and LD.

Microsoft Teams interface showing a recording session. The main content is a slide titled "Software's" featuring logos for various animation software:

- Autodesk 3ds Max
- Houdini
- UNREAL ENGINE
- blender
- unity
- MAYA

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