Two days Skill Development Program on

Modelling in 3D Studio Max



Date: 28th and 29th January 2020

Venue: KCDC Hall

Organized by

Department of Civil Engineering



In association with



About the University & Department:

Karunya Institute of Technology and Sciences (Deemed to be University) was founded in the year of 1986 with the noble vision to raise professionals and leaders of high academic caliber and unblemished character, nurtured with a strong motivation and commitment to serve humanity.

The Department of Civil Engineering has been in existence since the inception of Karunya Institute of Technology and Sciences in 1986. The department offers a full time B.Tech degree Program in Civil Engineering and M. Tech in 'Structural Engineering' and in 'Environment and Water Resource' Engineering. Apart from conducting academic programs, value added courses, seminars, workshops and skill based training programs are also being conducted for the benefit of students as well as the faculty to be well equipped for the Industry demand. Many Research projects as well as consultancy works are also being carried out.

Objective of the Workshop:

The objective of this skill development program is to make the aspiring engineers with conceptual as well as practical knowledge on the Software being used in the Industry. This program gives an exposure and hands on training on 3D modelling and rendering using software for design visualisation, games and animation. This hands-on training inculcates the basic fundamentals of modelling and rendering among the students and provides them with a platform to work on in the near future.

Resource Person:

S.Thiyagarajan - Image -Institute of Multimedia Arts & Graphic Effects, Coimbatore



Registration Form

Name:

E-mail:

Contact No.:

Academic Institution:

Address:

Scan QR code for registration:



https://forms.gle/7WoYcHS7A1HxpPF4A

CONTACT DETAILS:

Dr. C.Freeda Christy freeda@karunya.edu Mr. D. Samuel Abraham samuelabraham@karunya.edu

The Workshop will address

- Importance of Interior Design
- ❖ Interface of Autodesk 3Ds Max
- Tools and Techniques of the software
- Modelling
- Camera & Lighting
- Creating Objects and Props
- Render Final Output

Minimum System requirement: Laptop with:

Ram: 2 GB

Harddisk space:: 4.5 GB

REGISTRATION:

Interested participants should confirm their registration by online before 24th January, 2020 and get installed in the Laptop.

Online Registration: Rs. 500

scan the QR Code for registration **Limited to 70 seats Only.**

eduserve/students/online-Add on fees payment



Program Schedule

28th January 2020

9.15 am - Registration

9.45 am – Inauguration

10.00 am - Session I

11.00 am – Tea Break

11.15 am – Tools and Techniques

12.45 pm – Lunch

2.00 pm – Modelling session

3.15 pm – Tea Break

3.30 pm - Hands on Training

29th January 2020

9.15 am - Session I

10.45 am - Tea Break

11.00 am - Camera & Lighting

12.45 pm – Lunch

2.00 pm - Rendering session

3.15 pm - Tea Break

3.30 pm - Hands on Training

4.15 pm - Certificate Distribution



ORGANIZING COMMITTEES

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