

KS R INSTITUTE FOR ENGINEERING AND TECHNOLOGY



Academic Year 2022-2023

Target and Activity Planner

ANIMATION AND GAMING CLUB

IMAGINATION MEETS CREATIVITY



Club Coordinator:

A.SUHANA

Assistant Professor/CSE

All over Coordinator:

Dr.P.MURUGESHANM.E.,Ph.D.

DIRECTOR III & SKILL DEVELOPMENT



K S R INSTITUTE FOR ENGINEERING AND TECHNOLOGY

ANIMATION AND GAMING CLUB

OBJECTIVES

- To create a platform for students who wish to explore the world of animation and gaming
- To provide exposure to various software's used for making of short animated and games films (both 2D and 3D)
- To organize lectures and industrial visits to motivate the young designers and players
- Educate the Current Google Technology and implement them into real life for their career

VISION

- To educate and to empower the aspiring young generation, to bring out the innate potentialities of the individual to ensure harmonious growth and development to mould an ideal animator and game developer

MISSION

- Offer high-quality Software in order to prepare our students to become best creator in their profession
- Enhance the students knowledge in the latest technologies by organizing and participating in club related program



K S R INSTITUTE FOR ENGINEERING AND TECHNOLOGY

ANIMATION AND GAMING CLUB

CLUB ACTIVITY SUMMARY ACADEMIC PLANNER 2021-2022

- A brief introduction about the importance of Animation and Gaming Club.
- Discussion about objectives and action plans.
- Briefing about the weekly activities.
- Dividing the Club Students into 5 teams.
- All divided team members are instructed to learn basic about Software's
- Created many awareness poster in Canvas, Photoshop etc
- Learned 2D and 3D software to create awareness programs
- Assign Animation Project and Gaming Project to the Students
- Students have to Complete 60% on their project in phase I Review
- Students also completed their phase II review
- Finally, discussion about practice and experience



K S R INSTITUTE FOR ENGINEERING AND TECHNOLOGY

ANIMATION AND GAMING CLUB

ACADEMIC PLANNER 2022-2023

TARGET PLANNER

TARGET	NAME OF THE ACTIVITY	REMARKS
No of projects planned	<ul style="list-style-type: none">➤ Batch1: Mechanical Department 3D View➤ Batch2: CSE & IT Department 3D View➤ Batch3: Snake Game in Python➤ Batch4: Pong Game in Python➤ Batch5: Women's Safety Awareness Video➤ Batch6: Air, Sound and Water Pollution Awareness Video	Projects to be display
No of Products Targeted	<ol style="list-style-type: none">1. 3D View of KSRIET2. Four Awareness video	End of even semester
No of Publications Planned	<ol style="list-style-type: none">1. Game Development in Python using Gesture Recognition2. Building Block Design using animation Application	End of odd semester
Funding Requirements	Resource person Remuneration-Rs.7000/ Animation Software-Rs.6000/-	



K S R INSTITUTE FOR ENGINEERING AND TECHNOLOGY

ANIMATION AND GAMING CLUB

ACTION PLANNER FOR 2022-2023 (ODD SEM)

S.NO	PROPOSED PERIOD	NAME OF THE ACTIVITY		TARGETED OUTCOME
		I YEAR	II YEAR	
1	WEEK 1	<ul style="list-style-type: none"> ➤ Motive of the Club ➤ Motivating Students ➤ How Animation and Gaming Club is trending in future? ➤ List of Apps used – Canvas, Adobe Photoshop, Macromedia Flash 8, Plotagon Story App 	<ul style="list-style-type: none"> ➤ Motive of the Club ➤ Motivating Students ➤ How Animation and Gaming Club is trending in future? ➤ List of Apps used – Canvas, Adobe Photoshop, Macromedia Flash 8, Plotagon Story App, Adobe Dreamweaver 8, Blender App 	To get knowledge about the A&G club
2	WEEK 2	<ul style="list-style-type: none"> ➤ Software Installation by Students ➤ Project Allocation to students by Industry Mentor and Coordinator ➤ Students explanation using installed software and open source platform. <ul style="list-style-type: none"> • Batch 1: Corona Awareness Social Video • Batch 2: Air, Sound and water pollution Awareness video • Batch 3: Women's Safety Awareness video • Batch 4: Snake Game in Python • Batch 5: Pong Game in Python • Batch 6: Increasing Youth Suicides Awareness video 	<ul style="list-style-type: none"> ➤ Software Installation by Students ➤ Project Allocation to students by Industry Mentor and Coordinator ➤ Students explanation using installed software and open source platform. <ul style="list-style-type: none"> • Batch 1: Snake Game • Batch 2: Helicopter Game • Batch 3: Brick Breaker • Batch 4: CSE Department 3D view of KSRIET • Batch 5: IT Department 3D view of KSRIET • Batch 6: Mechanical Department 3D view of KSRIET 	To define the role of students in the club and to develop the animation skill
3	WEEK 3	<ul style="list-style-type: none"> ➤ Each batch has to plan their project and it will be presented by them in the open forum. 	<ul style="list-style-type: none"> ➤ Each batch has to plan their project and it will be presented by them in the open forum. 	To learn about individual project papers and making new innovative ideas



K S R INSTITUTE FOR ENGINEERING AND TECHNOLOGY

ANIMATION AND GAMING CLUB

4	WEEK 4	<ul style="list-style-type: none"> ➤ Collecting different ideas among different batches to improve the virtualization in their project 	<ul style="list-style-type: none"> ➤ Collecting different ideas among different batches to improve the virtualization in their project ➤ Conducting 0th Review with department facilities 	To analysis and implement the project paper interview
5	WEEK 5	<ul style="list-style-type: none"> ➤ Pre Demo will be conduct to verify their quality and completion of their work ➤ Module verification by the Industry ➤ Mentor Content verification for journal publication ➤ Video will project among different batches for their project and it can be execute and verify by Industry Mentor 	<ul style="list-style-type: none"> ➤ Pre Demo will be conduct to verify their quality and completion of their work ➤ Module verification by the Industry ➤ Mentor Content verification for journal publication 	To publish conference /journal paper
6	WEEK 6	<ul style="list-style-type: none"> ➤ 50% Demo and conference Publication will be verified by the Coordinator for their allocated project. 	<ul style="list-style-type: none"> ➤ 60% Demo and conference/Journal Publication will be verified by the Coordinator for their allocated project. 	Complete the Publication



K S R INSTITUTE FOR ENGINEERING AND TECHNOLOGY

ANIMATION AND GAMING CLUB

ACTION PLANNER FOR 2022-2023 (EVEN SEM)

S.NO	PROPOSED PERIOD	NAME OF THE ACTIVITY		TARGETED OUT COME
		I YEAR	II YEAR	
1.	Week1	<ul style="list-style-type: none"> ➤ Recollecting the modules in their specific project ➤ Completed Module has been executed and verified by the resource person 	<ul style="list-style-type: none"> ➤ Recollecting the modules in their specific project ➤ Completed Module has been executed and verified by the resource person 	To implement the modules of the project
2.	Week2	<ul style="list-style-type: none"> ➤ Remaining module has been completed and verified by the resource person 	<ul style="list-style-type: none"> ➤ Remaining module has been completed and verified by the resource person 	Projecting the video and gaming and correct the error
3.	Week3	<ul style="list-style-type: none"> ➤ Project Review with Industry mentor to fine tune the projects. 	<ul style="list-style-type: none"> ➤ Project Review with Industry mentor to fine tune the projects. 	Recovering the ideas to finish videos and games in quality
4.	Week4	<ul style="list-style-type: none"> ➤ 90% of the project and product will be completed. 	<ul style="list-style-type: none"> ➤ 90% of the project and product will be completed. 	Demo of the output
5.	Week5	<ul style="list-style-type: none"> ➤ Product conversion will be explained by the students to Industry mentor. ➤ Based On the suggestions from Industry mentor, students will correct their Respective projects 	<ul style="list-style-type: none"> ➤ Product conversion will be explained by the students to Industry mentor. ➤ Based On the suggestions from Industry mentor, students will correct their Respective projects 	Final review with industry mentor and department facilities
6.	Week6	<ul style="list-style-type: none"> ➤ 100% product and conference/ Journal Publication will be verified by the Coordinator for their Allocated project. 	<ul style="list-style-type: none"> ➤ 100% product and conference/ Journal Publication will be verified by the Coordinator for their Allocated project. 	To display the project



K S R INSTITUTE FOR ENGINEERING AND TECHNOLOGY

ANIMATION AND GAMING CLUB

PROFILE OF INDUSTRY MENTOR

1.Name of the Resource Person: Dr.B.Ezhilavan

2. Company Name : VEI Technologies Pvt. Ltd

3. Designation : Managing Director

**4.Contact details : VEI Technologies Pvt.Ltd
Chennai.
Mail.id: ezhilavanb@gmail.com
Mobile No: +91 90037 85766**

Club Coordinator

TechnicalClubCoordinator



K S R INSTITUTE FOR ENGINEERING AND TECHNOLOGY

ANIMATION AND GAMING CLUB