WORKSHOP ON GAME DESIGN AND DEVELOPMENT

The two day workshop on Game Design and Development conducted by the Department on 5th and 6th December 2018. Students belonging to second year B.Voc Animation immensely benefited from the hands experience provided by Mr.Manick from Grape Motion, a gaming company. Students were explained about the procedures of getting started with the visual windows (UNITY software), scene window, inspector window, asset store etc. Students were made to work on the packages available like terrain, characters, assets like trees, certain shapes and much more. Students were enthusiastic and explored with the active guidance of Mr.Manick.

Mr.Manick from Grape Motion training the students