GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY
NEW DELHI

Name of the Activity:	Workshop on Visual Effects		
Theme of the Activity:	**VFX and how Industry works**		
Activity Date(s):	25 March 2025	**No. of Participants:** **Total Event Participants:**	**40**
Brief Description of the Activity:			

1. Introduction

The University School of Design & Innovation (USDI), Guru Gobind Singh Indraprastha University, successfully organised a full-day hands-on Workshop on Visual Effects on 25 March 2025.

The workshop was designed to provide students of Design and allied disciplines with practical exposure to professional visual effects techniques, tools, and workflows used in film, television, animation, and digital content creation. All relevant products and tools were made available to the students for hands-on experience throughout the session.

The workshop witnessed focused participation from 40 students and faculty members, enabling a more intensive and interactive learning environment.

2. Objectives of the Workshop

The primary objectives of the workshop were:

- To provide students with hands-on experience of professional visual effects tools and techniques.
- To familiarise participants with the complete workflow of creating and compositing visual effects.
- To bridge the gap between theoretical knowledge of VFX and practical execution.
- To encourage creative exploration in visual storytelling and digital effects among design students.
- To strengthen practical skill development through industry-oriented training.

3. Resource Person

The workshop was conducted by Mr. Dheeraj Kumar Tiwari, who served as the Resource Person. He guided the participants through various aspects of visual effects, including compositing, motion graphics, particle systems, tracking, and practical application of VFX tools. His sessions were highly interactive and focused on live demonstrations followed by hands-on practice.

4. Coordination

The workshop was coordinated by Dr. Nikhilesh Sharma, Faculty Coordinator, University School of Design & Innovation. The event reflected the school's commitment to providing students with industry-relevant practical exposure and enhancing their technical and creative competencies in visual effects.

All products and tools required for the workshop were made available to the students, ensuring every participant received comprehensive hands-on experience.

nikhilesh sharma

5. Workshop Activities and Hands-on Experience

The full-day workshop was structured around extensive hands-on sessions. All relevant products and software tools were made available to the students for practical experimentation. Key areas covered included:

- Introduction to visual effects pipeline and industry workflows.
- Compositing techniques and layer-based effects creation.
- Motion tracking, keying, and rotoscoping fundamentals.
- Particle systems, simulations, and dynamic effects.
- Colour correction, grading, and integration of effects with live-action footage.
- Practical exercises where students worked on individual or group projects under the guidance of the resource person.

The emphasis throughout the workshop remained on experiential learning. Students were given full access to the tools and products, enabling them to understand both the technical workflows and creative applications of visual effects in design and media projects.

6. Participation

The workshop witnessed active participation from 40 students.

7. Outcomes and Learning

The workshop successfully achieved its intended outcomes:

- Students gained practical competence in handling visual effects tools and workflows.
- Enhanced understanding of compositing, tracking, and effects integration techniques.
- Exposure to professional-grade products and software used in the VFX industry.
- Improved ability to apply visual effects creatively in design and media projects.
- Creation of a conducive environment for future skill-development programmes in visual effects and digital media.

The workshop stands as a strong example of the school's commitment to practical skill development and industry-oriented training in visual effects and digital design.

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