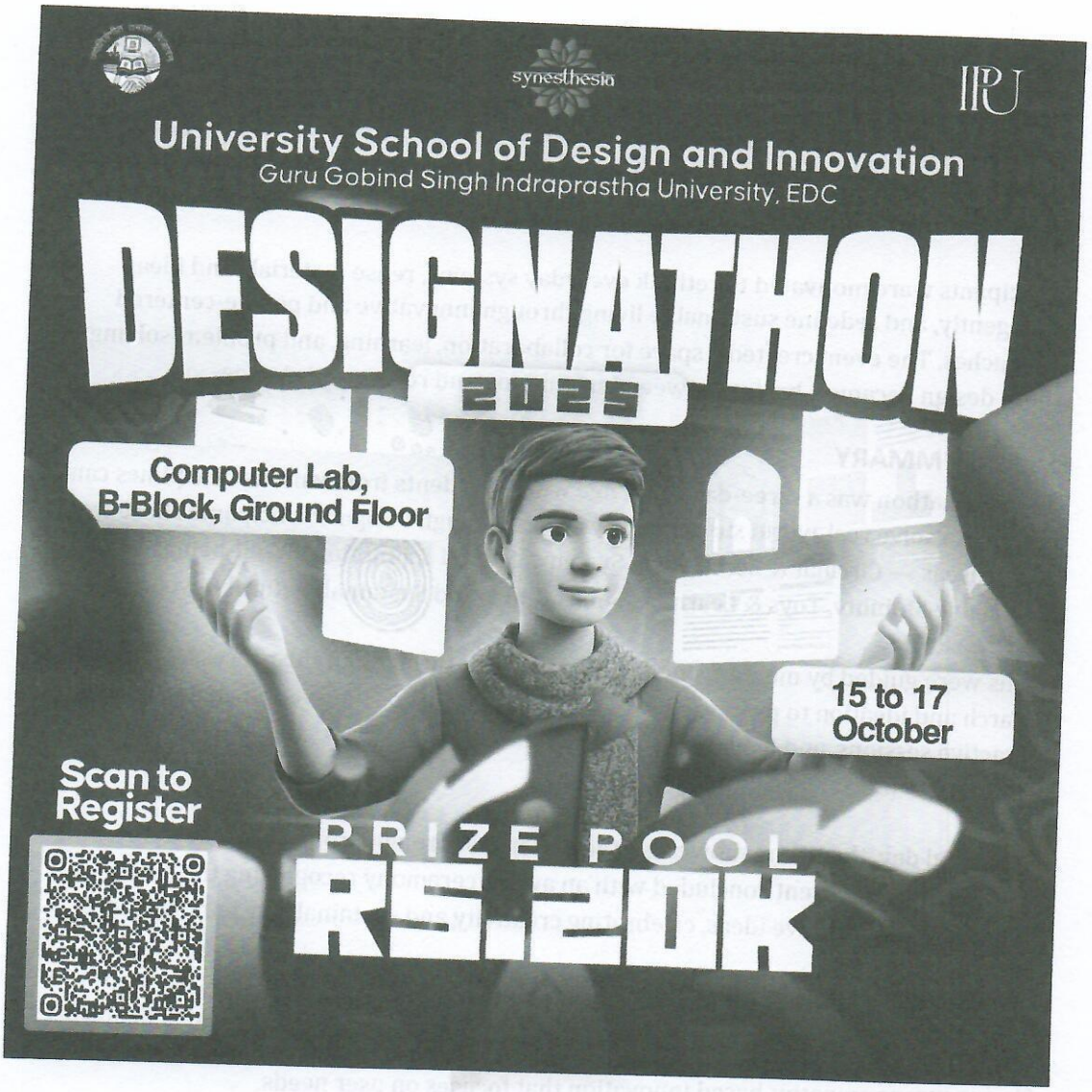
87/c



Designathon 2025: RETHINK. REUSE. REDEFINE.

Designing a Sustainable Future through Innovation, Empathy & Impact

Venue: USDI, GGSIPU East Campus

Dates: 15th, 16th, and 17th April 2025

86/C

INTRODUCTION

Designathon 2025 was organized with the aim of encouraging students to use design as a tool for sustainability and innovation. The three-day event focused on exploring how empathy, creativity, and design thinking can help build a more sustainable and responsible future.

Participants were motivated to rethink everyday systems, reuse materials and ideas intelligently, and redefine sustainable living through innovative and people-centered approaches. The event created a space for collaboration, learning, and problem-solving, where design became a bridge between imagination and real-world change.

EVENT SUMMARY

The Designathon was a three-day challenge where students from various disciplines came together to solve real-world sustainability issues through design. Participants chose from six key areas — Circular & Zero-Waste Systems, Mental & Emotional Well-being, Sustainable Mobility, Toys & Learning, Smart Cities, and Sustainable Rural Development.

Teams were guided by mentors and faculty members throughout the process — from research and ideation to prototyping and final presentation. The event included workshops, interactive sessions, and feedback rounds that helped participants refine their ideas and bring them to life.

On the final day, the teams showcased their projects through prototypes and storytelling presentations. The event concluded with an award ceremony recognizing the most impactful and innovative ideas, celebrating creativity and sustainability hand in hand.

OBJECTIVES OF THE EVENT

- To help students apply design thinking methods to real-world sustainability challenges.
- To encourage empathy-based innovation that focuses on user needs.
- To promote awareness of circular design and zero-waste principles.
- To build teamwork and collaboration among students from diverse fields.
- To develop hands-on problem-solving and communication skills.
- To connect participants with mentors and professionals from the design field.
- To assess creativity, practicality, and social impact through expert evaluation.

ORGANIZING COMMITTEE

Faculty:

Dr. Nikhlesh Sharma

Ms. Komal Verma

Coordinators:

Dhawal Chakravarty

Atif Hakim

Volunteers:

Falguni Pathak, Anjani Dhingra, Samiksha Kesharwani, Vibha, Smayra Dhiman, Utsav Singh

Specialists / Mentors:

Dr. Amit Tuteja(Chief Guest)

Prof. Bindoo Ranjan

Mr. Ahmadullah Khan

DETAILED SCHEDULE

Day 1: Orientation and Ideation

The event began with an inaugural session where the theme "Rethink. Reuse. Redefine." was introduced. Participants were briefed about the rules, problem statements, and event structure. A keynote session on "Designing for Impact and Sustainability" inspired teams to think critically about how design can drive social and environmental change.

The day continued with brainstorming sessions, empathy mapping, and concept generation. By the end of Day 1, each team had finalized a specific problem to work on and began outlining their design direction.

Day 2: Prototyping and Mentorship

Day 2 focused on turning ideas into tangible outcomes. Teams began developing their concepts through sketches, mockups, and early prototypes. Mentors interacted with each team, giving feedback on usability, storytelling, and feasibility. Participants made adjustments and refined their designs based on real-time input. The energy throughout the day was high, with participants collaborating intensely to prepare for the final presentation.

Day 3: Exhibition and Presentation

The final day of Designathon 2025 featured an exhibition where teams presented their projects and prototypes. Each group shared their design process, the problem they addressed, and the impact their solution aimed to create. Judges evaluated the entries on the basis of creativity, empathy, innovation, and sustainability. The event concluded with a felicitation ceremony where the best-performing teams were awarded.

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Designathon 2025 ended on a high note, leaving participants inspired and motivated to continue designing for change — reaffirming the belief that design, when guided by empathy and purpose, can truly shape a better future.

TEAM LIST

1.Bibblet

Head: Divyanshi Jindal

Members: Hemanya Daga, Samarth Mastal

2. Proto Three

Head: Tisya Jain

Members: Akshita Rao, Akriti Bhardwaj

3. Pantone

Head: Jaanvi Singh

Member: Mridul

4. Slavyana

Head: Suhani Jain

Member: Lavanya Jain

5.Team Mystico

Head: Ishita

Member: Varnika Vishnoi

6.Jiggle Fish

Head: Suham

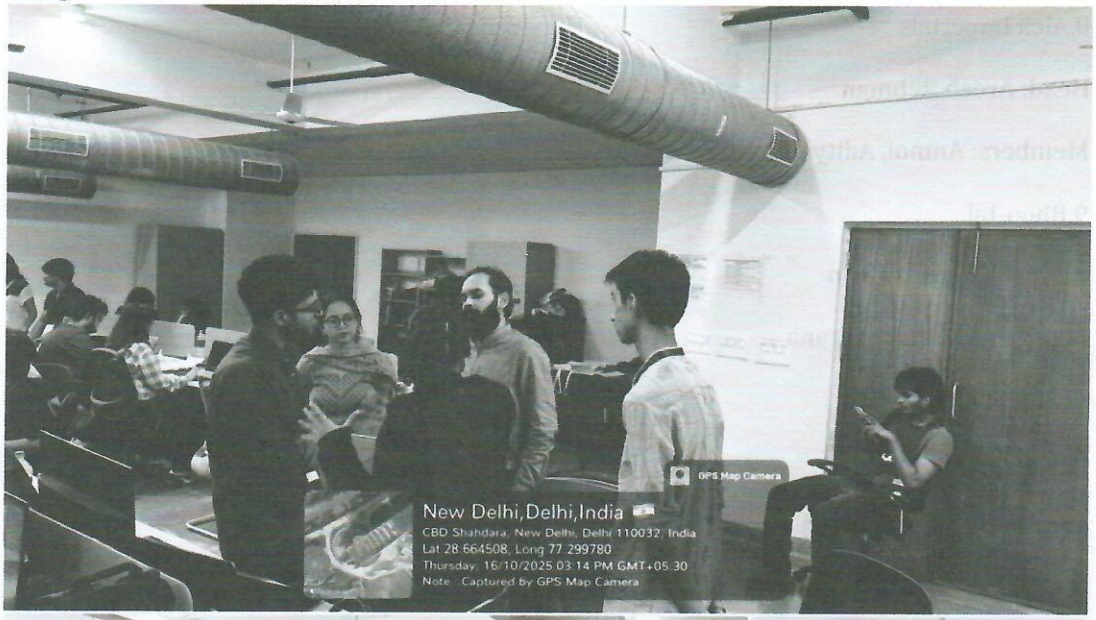
Member: Gunjan Verma

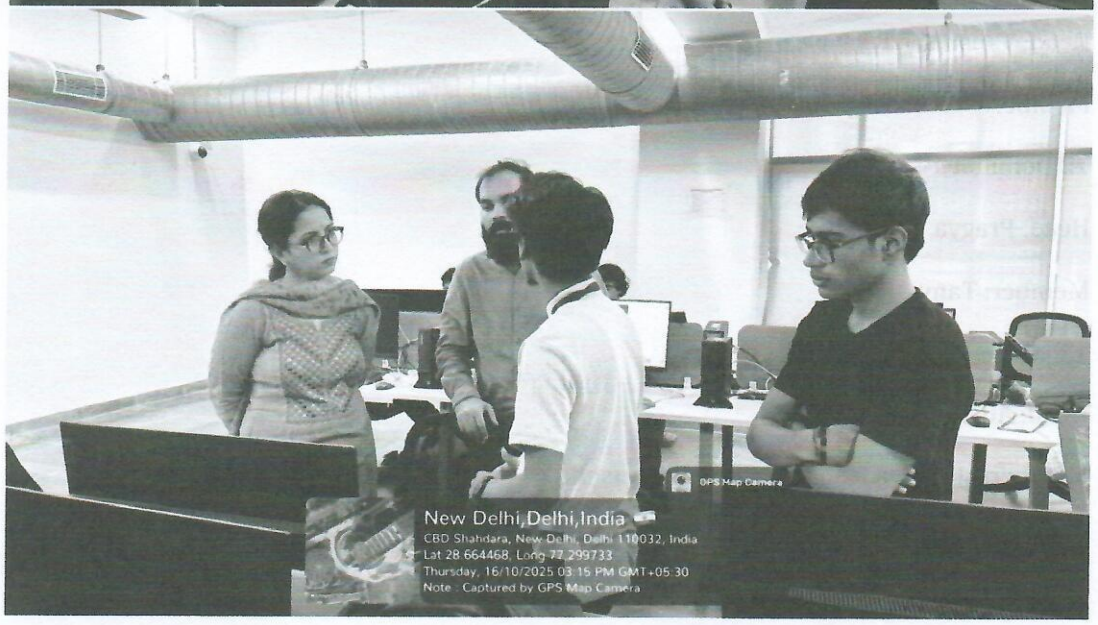
7.Fair Child Republic A10 Thunder Bolt 11

82/c

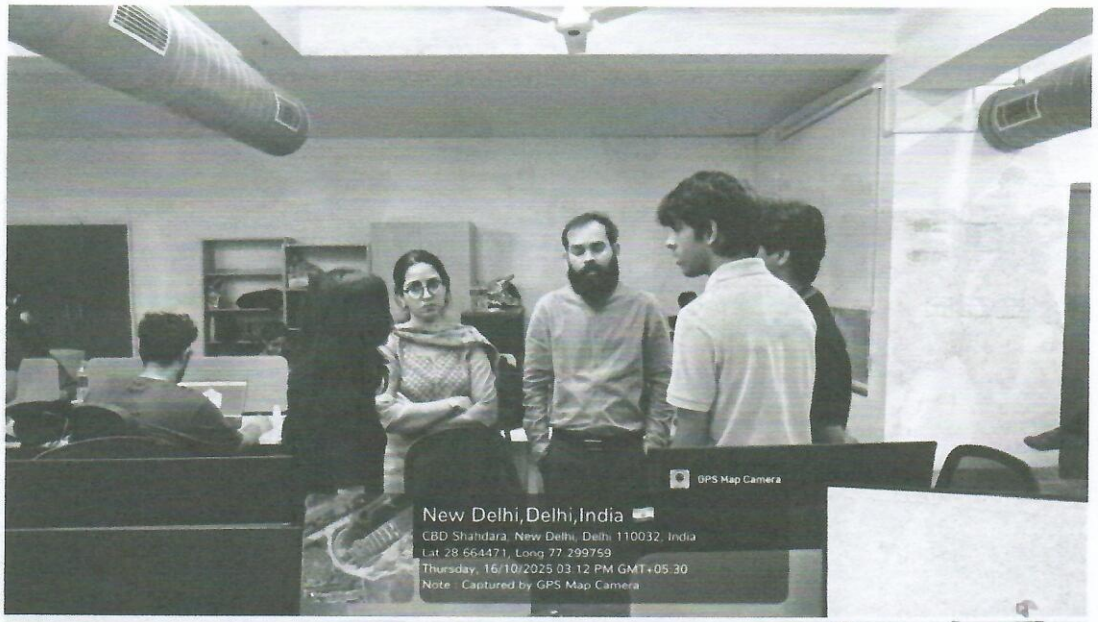
PHOTOGRAPHS

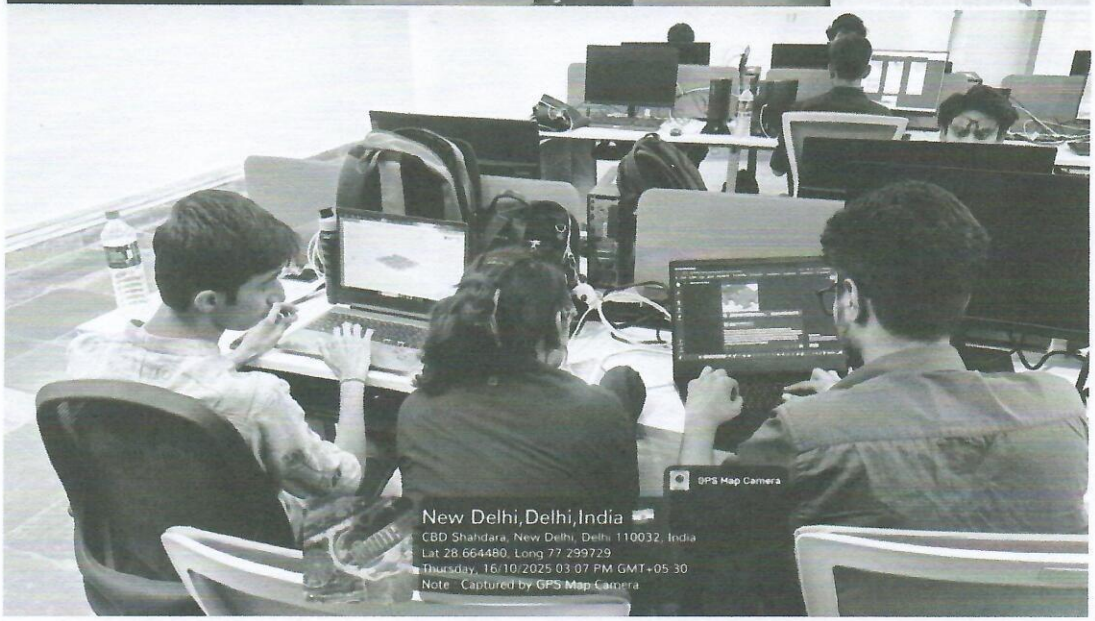
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81/c


GPS Map Camera
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GPS Map Camera
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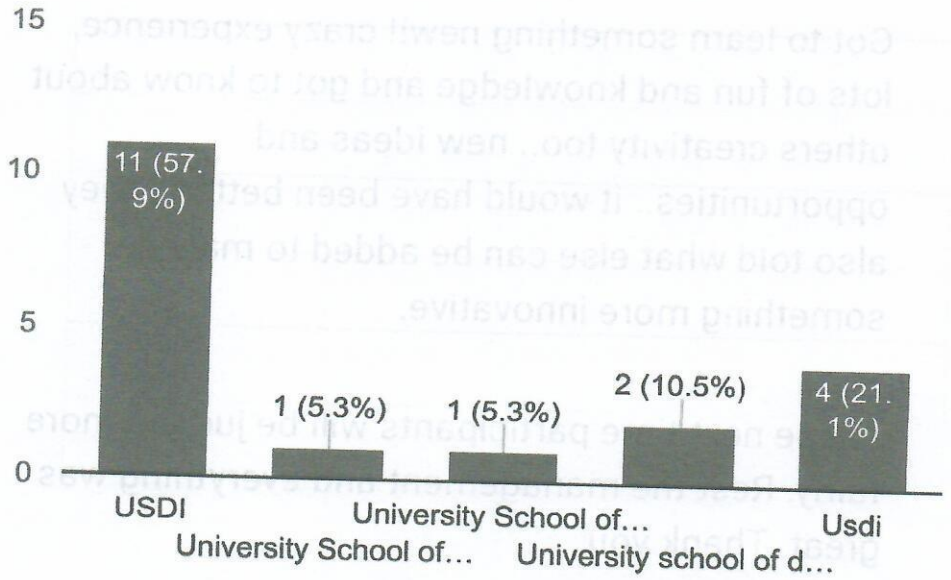

GPS Map Camera
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CBD Shahdara, New Delhi, Delhi 110032, India
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Thursday, 16/10/2025 03:07 PM GMT+05:30
Note : Captured by GPS Map Camera

FEEDBACK FORM

School

Copy chart

19 responses



78/c

Feedback

18 responses

Got to learn something new!! crazy experience, lots of fun and knowledge and got to know about others creativity too.. new ideas and opportunities.. it would have been better if they also told what else can be added to make it something more innovative.

I hope next time participants will be judged more fairly. Rest the management and everything was great. Thank you

The Designathon was an amazing experience! I genuinely enjoyed participating, collaborating with others, and exploring new ideas. It was a great learning opportunity that helped me think creatively and practically at the same time. Overall, I had a lot of fun, learned a lot, and would definitely love to be part of more such events in the future!

OUTCOMES AND ACHIEVEMENTS

1. Fostering Sustainable Design Thinking

- Over 100 participants applied design thinking to address real-world sustainability issues.
- Students learned to empathize with users and design practical, people-centered solutions.

2. Innovative and Impactful Prototypes

- More than 25 prototypes were developed across six key sustainability domains.
- Winning projects demonstrated creative use of recycled materials, circular systems, and low-cost innovation.

3. Interdisciplinary Collaboration

- Participants from diverse disciplines — design, engineering, architecture, and management — collaborated effectively.
- The event encouraged cross-disciplinary teamwork, enhancing collective creativity and problem-solving.

4. Mentorship and Professional Guidance

- Students received hands-on mentorship from industry experts and faculty members, improving their ideation and presentation skills.
- One-on-one feedback sessions helped participants refine their concepts and build stronger narratives for their projects.

5. Skill Development

- Participants gained practical exposure to research, prototyping, and storytelling in design.
- The event strengthened critical communication, leadership, and collaboration skills.

6. Promoting Awareness and Responsibility

- The Designathon raised awareness about sustainable living, zero-waste systems, and empathy-driven innovation.
- It inspired participants to view design as a tool for positive environmental and social change.

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7. Recognition and Motivation

- Top-performing teams were recognized for innovation, feasibility, and social impact.
- The awards ceremony celebrated creativity, motivating students to pursue sustainability-focused projects beyond the event.

8. Long-term Impact

- The event fostered a culture of sustainability and creative problem-solving on campus.
- Several participants expressed interest in continuing their projects or collaborating with NGOs and startups for real-world implementation.

CERTIFICATES

synesthesia

UNIVERSITY SCHOOL OF DESIGN AND INNOVATION
GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY
EAST DELHI CAMPUS

DESIGNATHON

CERTIFICATE OF PARTICIPATION

THIS IS TO CERTIFYTHAT

ISHITA

FOR PARTICIPATING AND CONTRIBUTING ENTHUSIASTICALLY IN THE DESIGNATHON, SYNESTHESIA 2.0 2025.

DR. NIKHILESH SHARMA	PROF. BINDOO RANJAN	PROF. ARVINDER KAUR	PROF. A.K. SAINI
ACTIVITY INCHARGE FACULTY	COORDINATOR SYNESTHESIA 2.0	DEAN USDI & USAR	DIRECTOR
	MS. KOMAL VERMA	MR. AHMADULLAH KHAN	
	ACTIVITY INCHARGE FACULTY	ACTIVITY INCHARGE FACULTY	

CONCLUSION

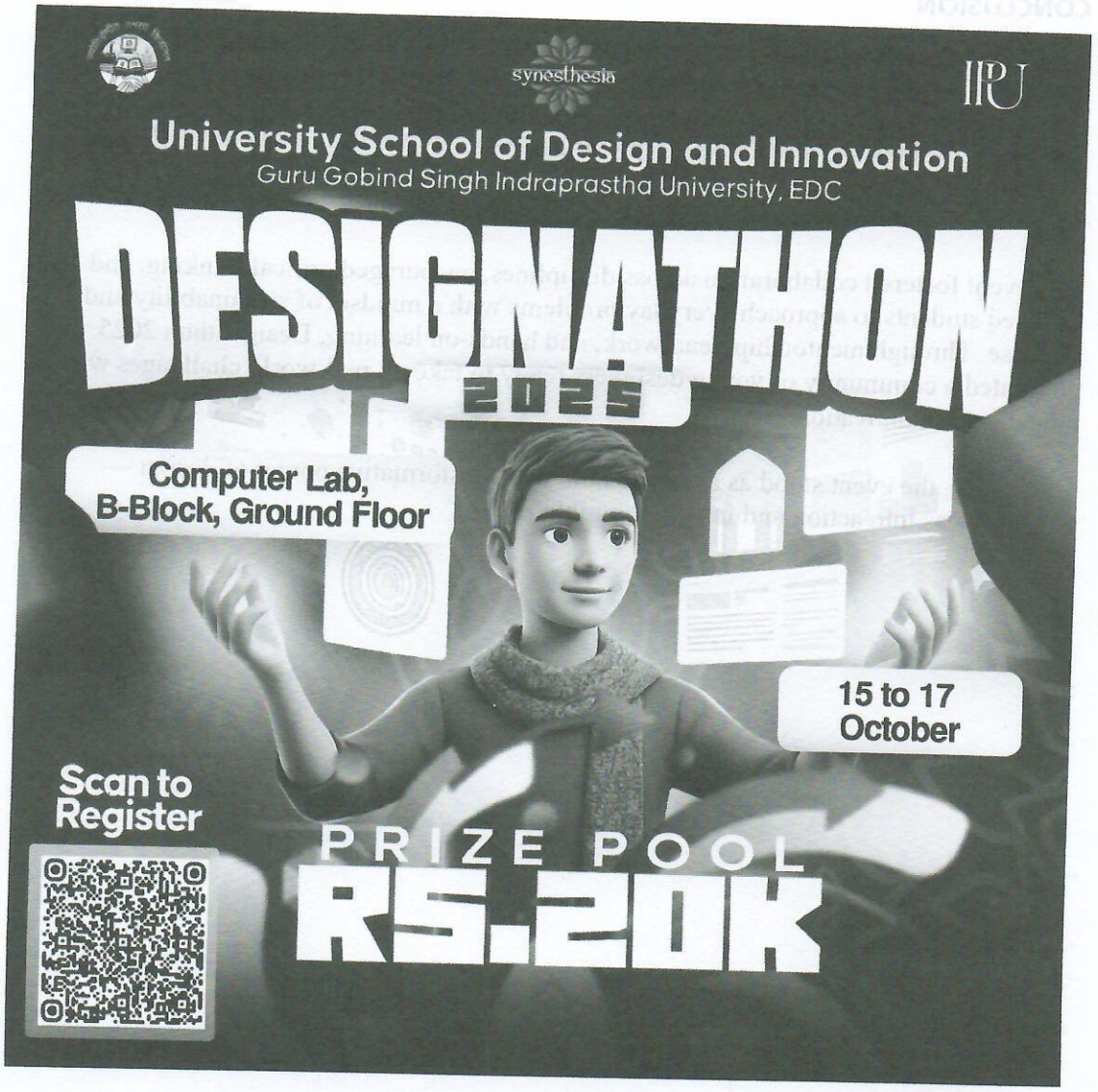
The Designathon 2025 successfully brought together creativity, empathy, and innovation under one roof, proving that design can be a powerful driver of sustainable change. Over the course of three days, participants not only developed practical solutions to pressing environmental and social challenges but also gained a deeper understanding of how human-centered design can shape a responsible future.

The event fostered collaboration across disciplines, encouraged critical thinking, and inspired students to approach everyday problems with a mindset of sustainability and purpose. Through mentorship, teamwork, and hands-on learning, Designathon 2025 cultivated a community of young designers ready to take on real-world challenges with empathy and innovation.

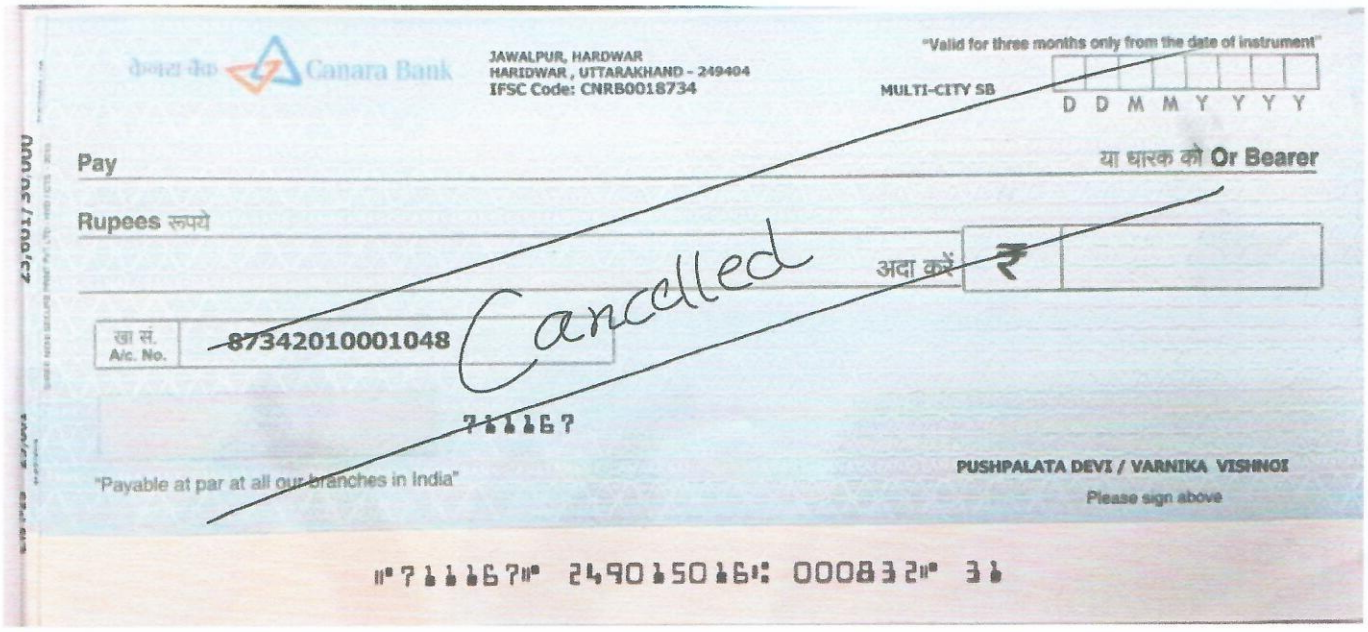
Ultimately, the event stood as a testament to the transformative power of design — turning ideas into action and imagination into impact.

7.4.1.C

EVENT POSTER




आयकर विभाग
INCOME TAX DEPARTMENT
भारत सरकार
GOVT. OF INDIA
स्थायी लेखा संख्या कार्ड
Permanent Account Number Card
CZBPV5289C
नाम / Name
VARNIKA VISHNOI
माता का नाम
जन्म की तारीख /
Date of Birth
09/05/2004
26022025
PAN Application Digitally Signed, Card Not Valid unless Physically Signed

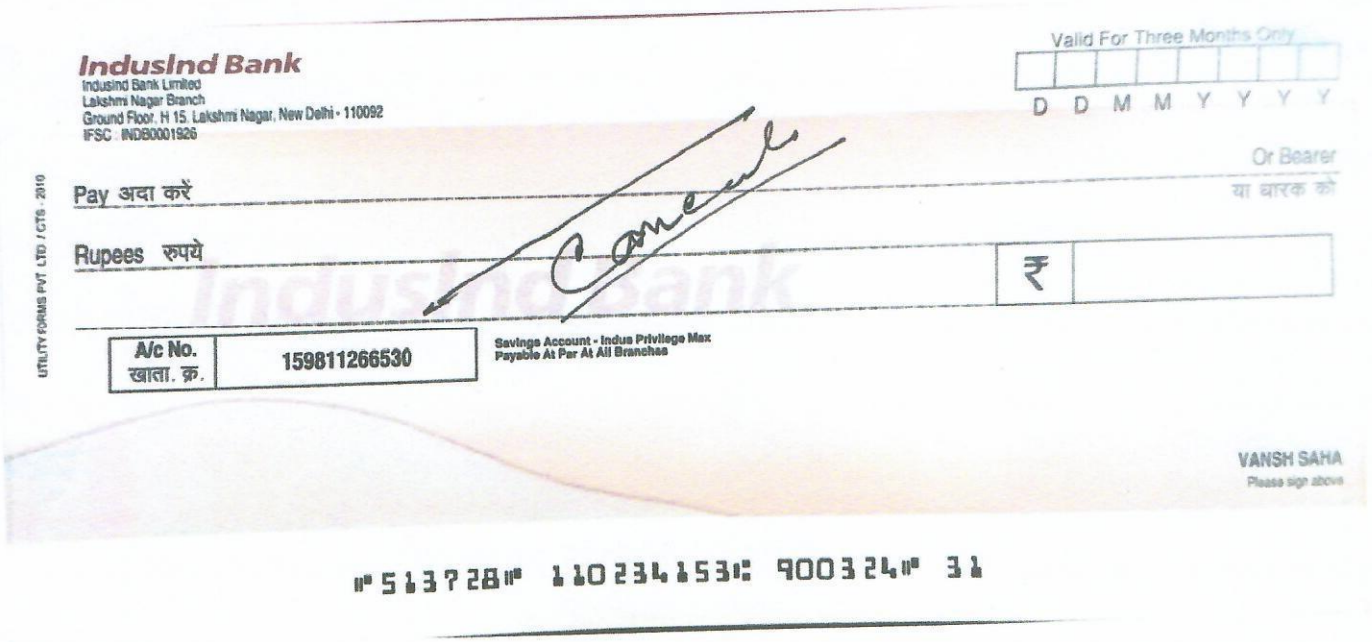

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"Valid for three months only from the date of instrument"
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Sikraul Varanasi Branch
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25/4/23
CANCELLED


आयकर विभाग
INCOME TAX DEPARTMENT
भारत सरकार
GOVT. OF INDIA
स्थायी लेखा संख्या कार्ड
Permanent Account Number Card
IFVPP7458M
नाम / Name
RUPESH PATHAK
पिता का नाम / Father's Name
RAVINDRA NATH PATHAK
जन्म की तारीख / Date of Birth
19/05/2006
Rupesh
25052024

6 9/c



IndusInd Bank
IndusInd Bank Limited
Lakshmi Nagar Branch
Ground Floor, H 15, Lakshmi Nagar, New Delhi - 110092
IFSC : INDB0001926

Valid For Three Months Only
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Or Bearer
या धारक को

Rupees रुपये

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A/c No. खाता. क्र. 159811266530

Savings Account - Indus Privilege Max
Payable At Par At All Branches

VANSH SAHA
Please sign above

UTILITY FORMS PVT LTD / CTS - 2010

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आयकर विभाग
INCOME TAX DEPARTMENT

भारत सरकार
GOVT. OF INDIA

स्थायी लेखा संख्या कार्ड
Permanent Account Number Card

TNYPS7429K

नाम / Name
VANSH SAHA

पिता का नाम / Father's Name
AMAR NATH SAHA

जन्म की तारीख / Date of Birth
01/02/2007

Vansh Saha

16022025

PAN Application Digitally Signed, Card Not Valid unless Physically Signed

DESIGNATHON 2.0

Undertaking by the Participating Teams

Undertaking by the Team Leader:

I Vansh Saha, declare that as a team leader of participating team of Designathon 2.0, I shall maintain all the codes of conduct. I shall cordially follow the college and university's guidelines for the competition and discipline. In case we win the award money, I shall be solely responsible for sharing the winning prize with my team members

Vansh Saha
28/12/25
Signature with date

Undertaking by the Team Members

I/we Sambhav Arora, declare that as a team member (s) of participating team of Designathon 2.0, i/we shall maintain all the codes of conduct and discipline. In case we win the award money, we agree to the condition of the organizers to credit the winning prize in the account of our team leader. We entrust our team leader in sharing the winning prize with us, and shall not hold the organizers responsible in case of any mistrust.

Sambhav
28/12/2025
Signature(s) with date

Sl. No.	Team name	Problem Understanding - 15%	Creativity & Innovation- 20%	Design Process & Research -15%	Functionality & Feasibility -15%	Aesthetics & Visual Communication -10%	Prototyping & Execution -15%	Presentation & Storytelling -10%	
1	Bibblet	10	15	10	12	7	11	5	70
2	Proto Three	7	12	9	10	7	9	6	60
3	Pantone	7	10	8	10	6	7	8	56
4	Slayvana	12	15	12	13	8	12	8	80
5	Team Mystico	13	16	13	14	8	13	9	86
6	Jiggle Fish	10	12	10	11	7	11	7	68
7	Fair Child Republic	10	13	11	11	8	12	7	72
8	Alex Imperials	11	14	14	12	8	12	9	80
9	Bhoo-tal	10	12	10	11	7	11	7	68
10	Verdant	12	14	13	12	8	10	8	77
11	Unnati	10	15	11	11	8	12	7	74
12	Dominoes	12	12	12	12	8	11	9	76
13	Jadugar Aloo	11	12	11	12	8	12	8	74
14	Mushroom	11	10	11	11	7	11	8	69

	DATE
	15-10-25
	15-10-25
	15-10-25
	15-10-25

Designathon

68/c

REGISTRATION ATTENDANCE SHEET FOR SYNESTHESIA 2.0

S NO	NAME	ENROLLMENT NO.	SCHOOL	EVENT	MORNING SIGN	EVENING SIGN	DATE
1.	Gol Gappe	Mishti Soni 01618241924	USDI	Designathon 2025	Mishti.		15.10.25
2.	Team Shampi	Suhani 01218241824	USDI	Designathon 2025	Suhani	Suhani	15/10/25
3.	Bibblet	Divyanshi Jindal ~~9758333313~~	USDI	Designathon 2025			15/10/25 (03018241924)
4.	Frame Three	Manya Mittal 03218241824	USDI	Designathon 2025	Manya.	Manya.	15.10.25
5.	Proto Three	Tisya Jain 02048241924	USDI	Designathon 2025	Tisya.	Tisya.	15.10.25
6.	Team Rocket::	Krishna Singh 03418241825	USDI	Designathon 2025			15.10.25
7.	Pantone	Jaini Singh 03218241925	USDI	Designathon 2025			15/10/25
8.	Meld	Kanishka Choudhary 02718241925	USDI	Designathon 2025	Kanishka.	Kanishka.	15/10/25
9.	~~Suhani~~ Shayana	Suhani Jain ~~1511[illegible]~~	USDI	Designathon 2025	Suhani	Jain	15/10/25 (02218241824)
10.	Team Mystica	Ishita 20618241823	USDI	Designathon 2025	Ishita	Ishita	15/10/25
11.	G Jiggle fish	Suham 01218241825	USDI	Designathon 2025			15/10/25
12.	Fairchild Republic A-10 Thunderbolt II	DAKSh 02618241824	USDI	Designathon 2025	Daksh	~~Daksh~~	15/10/25
13.	ALEX IMPERIALS	AREEB REHMAN 02618241925	USDI	Designathon 2025	AreebRehman		15/10/25
14.	BHOO-TAL	CHANDER MOHAN 05618241925	USDI	Designathon 2025	Akash.	Akash.	15/10/25.
15.	Vendant	Prachi verma 02018241925	USDI	Designathon 2025	shreyas	shreyas	15/10/25
16.	Unnati	Vansh Saha 02218241924	USDI	Designathon 2025	Vansh	Vansh	15/10/25
17.	Dominoes	Pragya 00118241622	USDI	Designathon 2025	Pragya	Pragya	15/10/25
18	Jaadugar aloo	Hinav 02918241925	USDI	Designathon 2025	Hinav	Hinav	15/10/25

2/69

REGISTRATION ATTENDANCE SHEET FOR SYNESTHESIA 2.0

S.NO	NAME	ENROLLMENT NO.	SCHOOL	DATE	MORNING SIGN	EVENING SIGN	EVENTS

Designathon

REGISTRATION ATTENDANCE SHEET FOR SYNESTHESIA 2.0

S NO	NAME	ENROLLMENT NO.	SCHOOL	DATE	MORNING SIGN	EVENING SIGN	EVENING SIGN
1.	Prachi Verma	02018241925	USDI	16-10-25			
2	Rishi Gupta	04418241925	USDI	16-10-25			
3	Shreyas Pentumanthy	02818241925	USDT	16-10-25	Shreyas		
4	Hemanya Dagar	02182419 24	USDI	16/10/25			
5	Samarth Mastal	9811821801	USDI	16/10/25			
~~6~~	~~Chander Mohan~~	~~8950502067~~	~~USDI~~	~~16/10/25~~	~~Aaliyah~~		
~~7~~	~~Harshita Surana~~	~~7890208260~~	~~USDI~~	~~16/10/25~~			
8 6	Aditya Kapoor	02318241825	USDI	16/10/25			
7	Chander Mohan	05618241025	USDI	16/10/25	Aaliyah		
8	Harshita Surana	01818241025	USDI	16/10/25			
9	Keshav chauhan	026182 41925	USDI	16/10/25			
10	Ankit Maitra	00918241925	USDI	16/10/25			
11	Mridul Parewa	03318241925	USDI	16/10/25			
12	Janvi Singh	03218241925	USDI	16/10/25			
13.	Suhani Jain	02218241824	USDI	16/10/25			
14.	Lavanya Jain	00318245125	USDI	16/10/25			
15.	Srishti Kam	04018241824	USDI	16/10/25			
16	Ridhima Arora	03718241824	USDI	16/10/25			
17.	Jaidittya Mahatha	02718241825	USDI	16/10/25			
18	Divyam Kaushik	02518241925	USDI	16/10/25			
19	Anas Malik	02918241925	USDI	16/10/25			
20	Rupesh Pathak	00518241824	USDI	16/10/25			
21	Daksh Gupta	02618241824	USDI	16/10/25			
22	Suhani Goel	01218241825	USDI	16/10/25			
23	Tisya Jain	02018241924	USDI	16/10/25			
24	Arshita Roo	01918241924	USDI	16/10/25			
25.	Suhani Jain	02218241824	USDI	16/10/25			
26	Lavanya Jain	00318245125	USDI	16/10/25			
27.	Manya Mittal	03218241824	USDI	16/10/25			
28	Bhavya	00918241924	USDI	16/10/25			
29	Varnika	09918041825	USDI	16/10/25			
30	Mishti	01618241924	USDI	16/10/25			
31	Ishita	20618241823	USDI	16/10/25			
32	Vansh Saha	02218241924	USDI	16/10/25			
33	Smayra Dhiman	02818241824	USDI	16/10/25			
34	Sambhav Arora	05919052024	USAR	16/10/25			
35	Anmol	00110241924	USDI	16/Oct/25			

Sl. No.	Team name	Problem Understanding - 15%	Creativity & Innovation- 20%	Design Process & Research -15%	Functionality & Feasibility -15%	Aesthetics & Visual Communication -10%	Prototyping & Execution -15%	Presentation & Storytelling -10%	
1	Bibblet	12	16	10	12	6	10	5	71
2	Proto Three	13	12	9	10	8	10	7	69
3	Pantone	11	16	12	11	6	8	7	71
4	Slayvana	9	14	9	10	6	10	6	64
5	Team Mystico	12	16	12	11	7	11	7	76
6	Jiggle Fish	10	12	10	12	9	7	7	66
7	Fair Child Republic	11	15	12	12	8	10	8	76
8	Alex Imperials	16	14	12	11	8	8	9	72
9	Bhoo-tal	9	12	10	10	8	12	8	69
10	Verdant	10	14	10	10	8	11	8	70
11	Unnati	14	17	12	12	8	10	7	72
12	Dominoes	10	11	13	12	9	12	9	88
13	Jadugar Aloo	10	14	9	11	7	10	6	64
14	Mushroom	10	14	10	10	7	13	7	71

(1) BOOWAI
(2) Rotcel WRAPS
KAMAAL WAALI
(3) Resona
(4) PUFFLIX
(5) ExoSuit
(6) Solo
(7) VITTA
(8) Kaleidoscope
(9) Hexclaw Prime
(10)

(11) AR 64
(12) PAISE KIK
ARTH SAHELI PATHSHALA
(13) → Sorcus Solin → CALMERA
(14) KARU

(12) (5) (7)(1) Solo | Cube

Team (12) (7)(5) - 88
(13)
(11) (8) (7) (3) (2) (3)

A Tuhz
17/10/25

Sl. No.	Team name	Problem Understanding - 15%	Creativity & Innovation- 20%	Design Process & Research -15%	Functionality & Feasibility -15%	Aesthetics & Visual Communication -10%	Prototyping & Execution -15%	Presentation & Storytelling -10%	
1	Bibblet	13	18	13	13	9	14	8	80
2	Proto Three	12	18	14	10	9	14	9	86
3	Pantone	10	12	10	8	5	8	5	58
4	Slayvana	7	7	7	7	5	7	5	45
5	Team Mystico	13	18	13	13	9	14	8	87
6	Jiggle Fish	12	15	8	10	7	10	7	89
7	Fair Child Republic SOLO	12	17	13	12	8			70
8	Alex Imperials VITTA								75
9	Bhoo-tal								80
10	Verdant manure								86
11	Unnati - eco car								65
12	Dominoes								60
13	Jadugar Aloo								
14	Mushroom								

1. - Boowak
2. - ~~Rotowrap~~ Rolled Wrap
3 - Kawach/Wall
4 - music
5 - Puffink ~~waste~~ shredder
6 - eXO pint
7 SOLO - vehicle
8 — VITTA - medical
9 - kaleidoscope puzzle
10 - ~~manure kit~~ manure kit
11 — ~~eco cube~~ manure kit eco cube.
12 — आर्द्र सेहली
13 — Calmera - calm + mental & emotional app.
14 — kaaru - jewellery

(2) (3) (4) (8) (11)

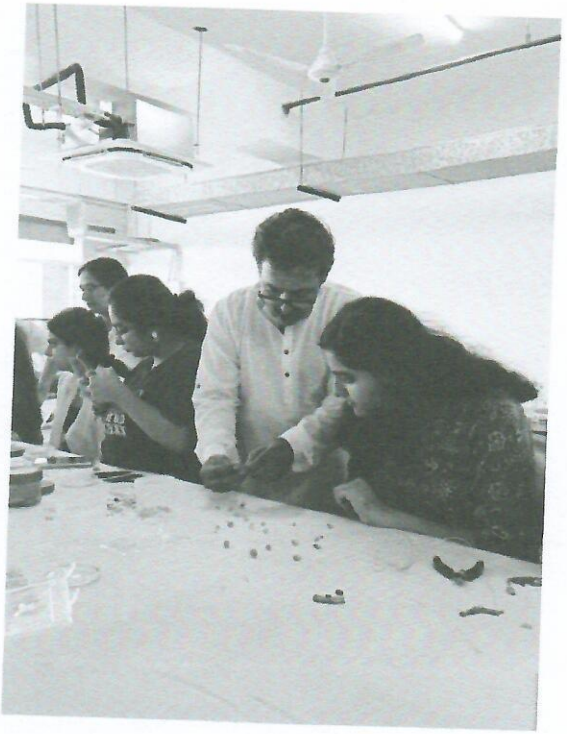
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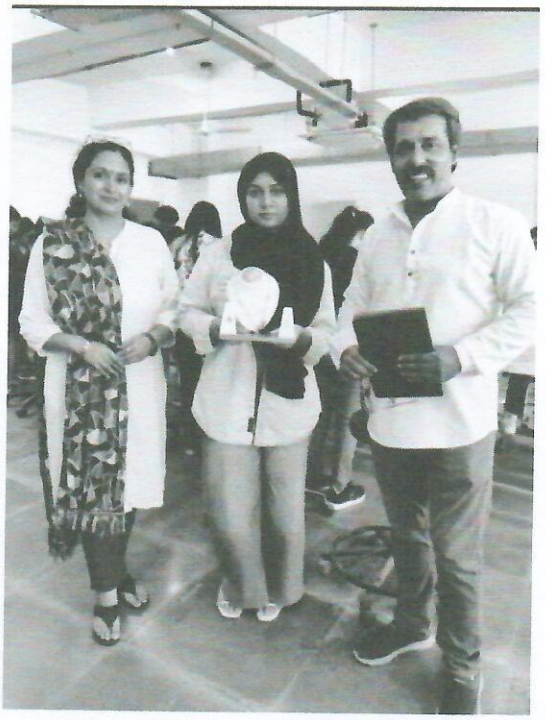
17 Oct.













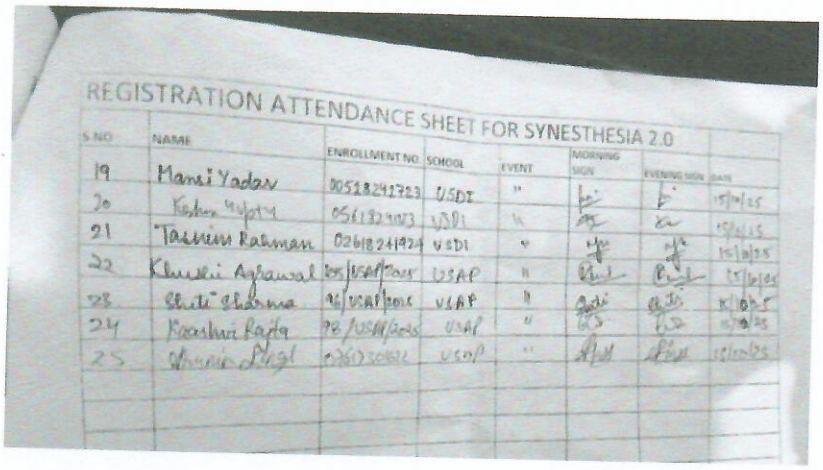


ACTIVITY REPORTS

Day	Focus / Activities	Key Outcomes
Day 1	Introduction to workshop objectives; training in Rhino software for digital jewellery design; participants created their own digital models	Understanding of digital jewellery design; successful execution of first digital creations
Day 2	Hands-on jewellery making; introduction to tools and techniques; participants worked in groups to craft jewellery	Practical skill development; teamwork and creativity enhanced; tangible handcrafted pieces created
Day 3	Exhibition of digital and handcrafted jewellery; participants shared experiences; feedback from faculties and authorities	Showcase of creativity and craftsmanship; reflection on learning; recognition of participant efforts and innovation

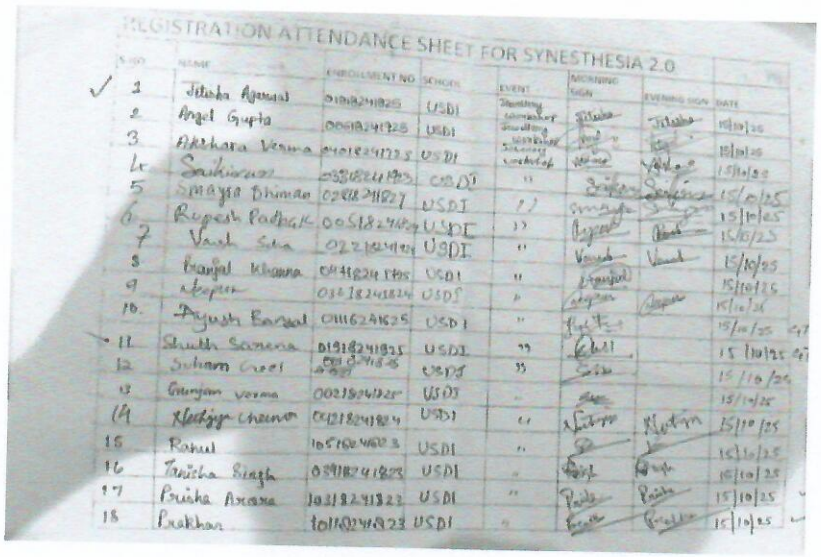
PHOTOGRAPHS

https://drive.google.com/drive/folders/1XtlBhMM6ee_-1yPyZ2IL3-oforazKibz?usp=sharing



REGISTRATION ATTENDANCE SHEET FOR SYNESTHESIA 2.0

S.NO	NAME	ENROLLMENT NO.	SCHOOL	EVENT	MORNING SIGN	EVENING SIGN	DATE
19	Mansi Yadav	05518241723	USDI	"			15/10/25
20	Keshav Gupta	05618241073	USDI	"			15/10/25
21	Tasneem Rahman	02618241924	USDI	"			15/10/25
22	Khushi Agrawal	05518241825	USAP	"			15/10/25
23	Shriti Sharma	05518241816	USAP	"			15/10/25
24	Poorvi Rajta	05518241805	USAP	"			15/10/25
25	Shania Singh	05618241814	USAP	"			15/10/25



REGISTRATION ATTENDANCE SHEET FOR SYNESTHESIA 2.0

S.NO	NAME	ENROLLMENT NO	SCHOOL	EVENT	MORNING SIGN	EVENING SIGN	DATE
✓ 1	Jitisha Agarwal	01818241825	USDI				15/10/25
2	Angel Gupta	00518241828	USDI				15/10/25
3	Akshara Verma	01018241723	USDI				15/10/25
4	Sakhi [illegible]	05818241823	USDI	"			15/10/25
5	Shreyas Dhiman	02818241827	USDI	"			15/10/25
6	Rugesh Pathak	00518241829	USDI	"			15/10/25
7	Vansh Saha	02218241901	USDI	"			15/10/25
8	Ranjal Khanna	01418241805	USDI	"			15/10/25
9	[illegible]	03818241824	USDI	"			15/10/25
10	Ayush Bansal	01116241825	USDI	"			15/10/25
11	Shubh Saxena	01918241835	USDI	"			15/10/25
12	Soham Goel	[illegible]	USDI	"			15/10/25
13	Gunjan Verma	00218241825	USDI	"			15/10/25
14	Khadija Usmani	01218241824	USDI	"			15/10/25
15	Rahul	10518241803	USDI	"			15/10/25
16	Tanisha Singh	05918241822	USDI	"			15/10/25
17	Prisha Arora	10318241823	USDI	"			15/10/25
18	Prakhar	10118241823	USDI	"			15/10/25

21.Mansi Yadav

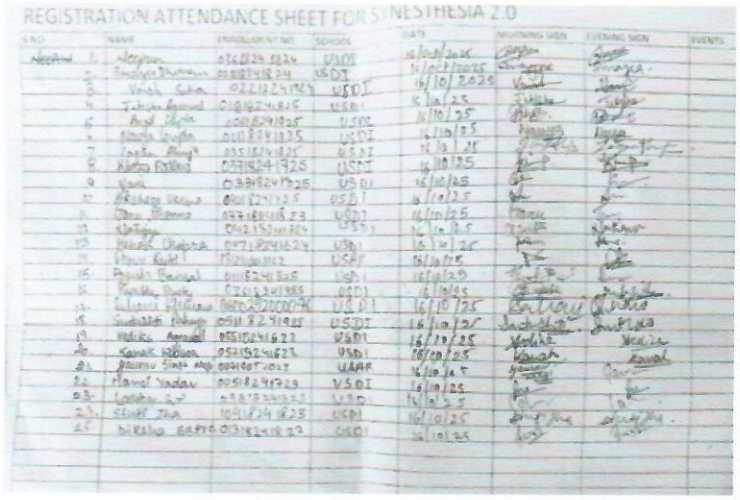
22.Santushti

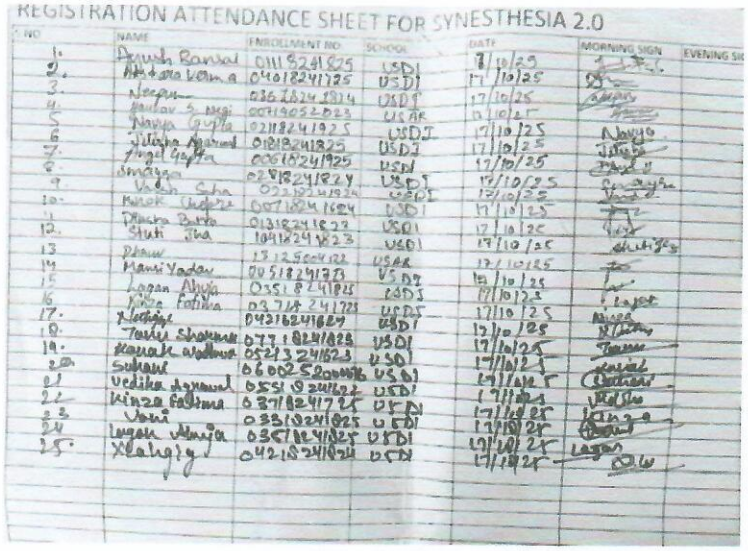
23.Vani

24.Rupshika

25.Kanak Wadwa

DAILY ATTENDANCE


REGISTRATION ATTENDANCE SHEET FOR SYNESTHESIA 2.0


REGISTRATION ATTENDANCE SHEET FOR SYNESTHESIA 2.0

PARTICIPANT LIST

1. Ayush Bansal
2. Akshara Verma
3. Neepun
4. Gaurav S. Negi
5. Navya Gupta
6. Jitisha Aggarwal
7. Angel Gupta
8. Smayra Dhiman
9. Vansh Saha
10. Mehak Chopra
11. Diksha Batra
12. Stuti Jha
13. Dhruv
14. Mansi Yadav
15. Lagan Ahuja
16. Kinza Fatima
17. Neetigya
18. Tanu Sharma
19. Suhani Khurrana
20. Vedika Agrawal

Day 2: Practical Jewellery Making

- The second day focused on the manual creation of jewellery, emphasizing craftsmanship and teamwork.

· Participants were guided **by Mr. Gopal Joshi** and **Mr. Mohan Kumar Bagh** who introduced various jewellery-making tools and materials.

- Under their supervision, participants learned how to handle tools safely and use different techniques for shaping and assembling jewellery components.
- Students were then divided into small groups to collaborate and design their own handcrafted jewellery pieces.
- The session was filled with creativity, teamwork, and hands-on learning, as participants transformed their ideas into tangible designs with expert guidance.

Day 3: Exhibition and Presentation

- The final day of the workshop was dedicated to the display and presentation of the participants' creations.
- Both digitally designed models and handcrafted jewellery pieces were exhibited for viewing.
- Participants proudly shared the stories behind their creations, reflecting on their learning journey over the three days.
- The exhibition was attended by faculties and higher authorities, who appreciated the creativity, innovation, and skill demonstrated by the participants.
- The workshop concluded with words of encouragement from the experts and mentors, acknowledging the participants' hard work and enthusiasm.

DETAILED SCHEDULE

Day 1: Introduction and Digital Jewellery Design

- The workshop commenced with a warm welcome address by **Mr. Chanchal Kumar Dev**, who introduced the participants to the objectives, structure, and learning outcomes of the three-day Jewellery Design Workshop.
- He briefed everyone about the importance of integrating creativity with modern technology in the field of jewellery design.
- Following the introduction, **Mr. Rahul Dev** conducted a comprehensive session on the digital aspect of jewellery design.
- Participants were introduced to Rhino software, where they learned the basics of 3D modeling and digital rendering techniques used in professional jewellery design.
- After the demonstration, participants were assigned a hands-on digital design task, allowing them to apply their new skills.
- By the end of the day, most participants successfully created their own digital jewellery models, showcasing great enthusiasm and adaptability.

ORGANIZING COMMITTEE

Faculty:-

Dr. Tiju T. Thomas Sir

Mr.Yogesh Bhanu sir

Mr. Saurav Sil sir

Mr.Narendra Singh Sir

Coordinator:-

Rahul Dev

Prakhar Aggarwal

Volunteer:-

Tasnim Rahman

Prisha

Lakshay Suri

Tanisha

Specialist :-

Chanchal Kumar Dev

Priya Dev

Gopal Joshi

Mohan Kumar Bagh

OBJECTIVES OF THE EVENT

- To introduce participants to the fundamentals of jewellery design through both digital and manual approaches.
- To provide hands-on experience with Rhino software, enabling participants to understand the digital modeling process in jewellery creation.
- To develop practical skills in handcrafted jewellery making, fostering creativity and attention to detail.
- To encourage participants to blend technology with traditional craftsmanship, promoting innovation in design.
- To create a platform for participants to showcase their creations and share their creative journeys.
- To enhance participants' confidence, design thinking, and appreciation for the artistry involved in jewellery making.
- To engage students in a collaborative and experiential learning environment, guided by expert faculty and mentors.
- To evaluate and appreciate the creativity, originality, and skill demonstrated by each participant.

Jewellery Design and Fabrication Workshop

Location: USDI, UB Floor, Room Number: B-UB03

Dates: 15th , 16th and 17th October

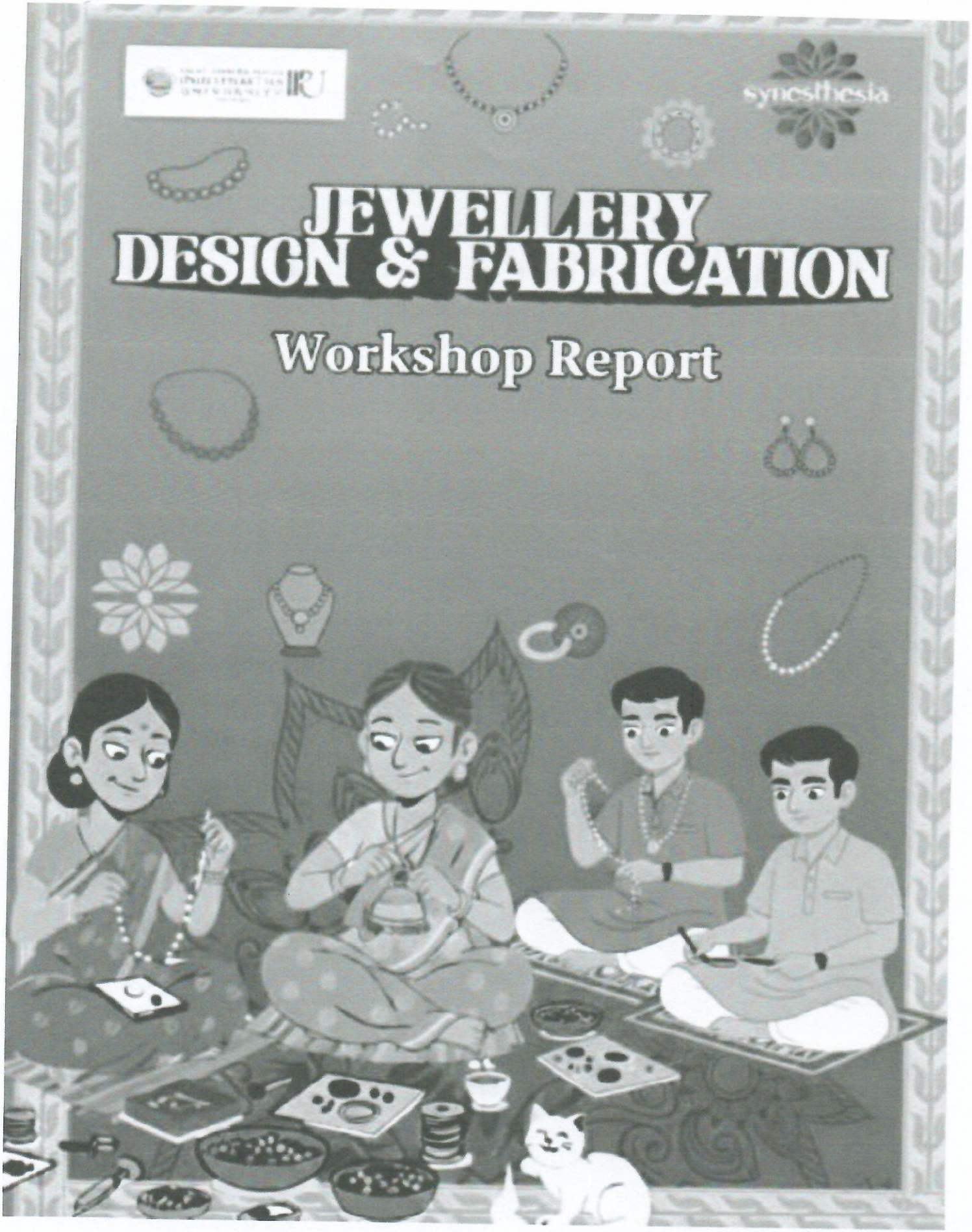
INTRODUCTION

The **Jewellery Design Workshop** aimed to enhance participants' understanding of design principles, craftsmanship, and creativity in the field of jewellery making through an interactive, hands-on approach.

EVENT SUMMARY

The Jewellery Design Workshop was a three-day creative journey blending technology, artistry, and craftsmanship. The first day introduced participants to Rhino software, where they explored the world of digital jewellery design. On the second day, creativity came to life as participants crafted their own jewellery pieces by hand. The workshop concluded on the third day with a beautiful display of their creations, as participants proudly shared their experiences and the joy of creating something truly their own.

57/c


synesthesia
JEWELLERY
DESIGN & FABRICATION
Workshop Report

5810

DESIGNATHON 2.0

Undertaking by the Participating Teams

Undertaking by the Team Leader:

I DAKSH GUPTA, declare that as a team leader of participating team of Designathon 2.0, I shall maintain all the codes of conduct. I shall cordially follow the college and university's guidelines for the competition and discipline. In case we win the award money, I shall be solely responsible for sharing the winning prize with my team members

Signature with date 25.12.25

Undertaking by the Team Members

I/we Daksh, Rupesh, declare that as a team member (s) of participating team of Designathon 2.0, i/we shall maintain all the codes of conduct and discipline. In case we win the award money, we agree to the condition of the organizers to credit the winning prize in the account of our team leader. We entrust our team leader in sharing the winning prize with us, and shall not hold the organizers responsible in case of any mistrust.

Signature(s) with date 25.12.25.

59/c

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Pragya

PRAGYA

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INCOME TAX DEPARTMENT

भारत सरकार
GOVT. OF INDIA



स्थायी लेखा संख्या कार्ड
Permanent Account Number Card

EHAPA0969K

30092021

नाम / Name
PRAGYA ANAND

पिता का नाम / Father's Name
SANDEEP ANAND

जन्म की तारीख /
Date of Birth
26/09/2003

Pragya

हस्ताक्षर / Signature

60/c

DESIGNATHON 2.0

Undertaking by the Participating Teams

Undertaking by the Team Leader:

I Varnika Vishnoi, declare that as a team leader of participating team of Designathon 2.0, I shall maintain all the codes of conduct. I shall cordially follow the college and university's guidelines for the competition and discipline. In case we win the award money, I shall be solely responsible for sharing the winning prize with my team members

Varnika
26/12/2025

Signature with date

Undertaking by the Team Members

I/we Ishita, declare that as a team member (s) of participating team of Designathon 2.0, i/we shall maintain all the codes of conduct and discipline. In case we win the award money, we agree to the condition of the organizers to credit the winning prize in the account of our team leader. We entrust our team leader in sharing the winning prize with us, and shall not hold the organizers responsible in case of any mistrust.

Ishita
26/12/25

Signature(s) with date

611C

DESIGNATHON 2.0

Undertaking by the Participating Teams

Undertaking by the Team Leader:

I PRAGYA, declare that as a team leader of participating team of Designathon 2.0, I shall maintain all the codes of conduct. I shall cordially follow the college and university's guidelines for the competition and discipline. In case we win the award money, I shall be solely responsible for sharing the winning prize with my team members

Pragya 24/12/25

Signature with date

Undertaking by the Team Members

I/we TANVI UPPAL, declare that as a team member (s) of participating team of Designathon 2.0, i/we shall maintain all the codes of conduct and discipline. In case we win the award money, we agree to the condition of the organizers to credit the winning prize in the account of our team leader. We entrust our team leader in sharing the winning prize with us, and shall not hold the organizers responsible in case of any mistrust.

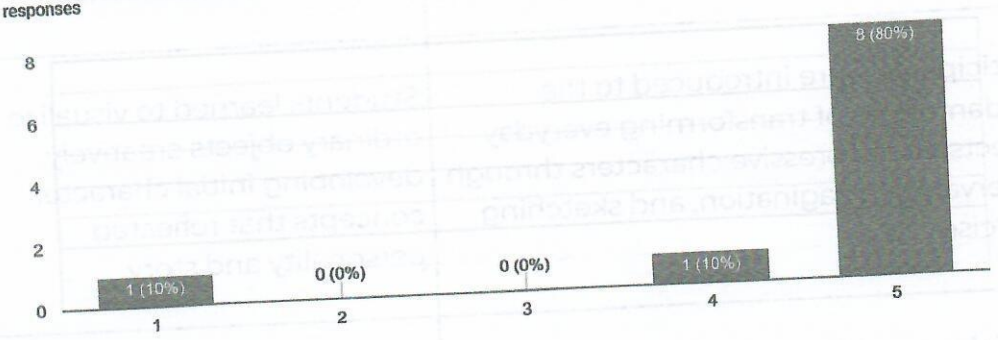
Tanvi 25/12/25

Signature(s) with date

45/c

How engaging did you find the demonstration ?

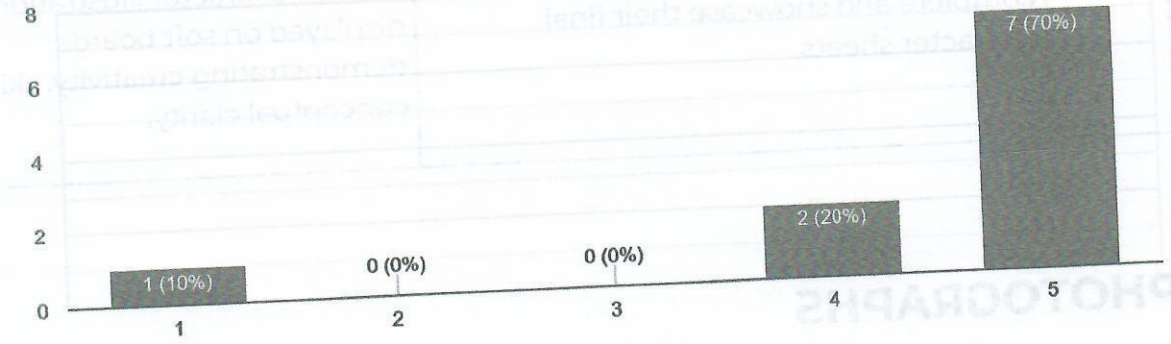
10 responses



The feedback chart shows an overall average rating of 4.5, indicating a high level of satisfaction among participants.

How clear were the workshop objectives and instructions ?

10 responses



The feedback chart shows an overall average rating of 4.40, showing a positive reception to the workshop/event.

44/c.

Day	Focus / Activities	Key Outcomes
Day 1	Participants were introduced to the fundamentals of transforming everyday objects into expressive characters through observation, imagination, and sketching exercises.	Students learned to visualize ordinary objects creatively, developing initial character concepts that reflected personality and story.
Day 2	Participants refined their sketches by focusing on form, emotion, and defining traits of their chosen objects to enhance individuality and narrative depth.	Students gained an understanding of character expression, proportion and how design elements communicate mood and identity.
Day 3	Participants explored coloring techniques, detailing, and presentation methods to complete and showcase their final character sheets.	Students produced polished, colored character illustrations displayed on soft boards demonstrating creativity, skill, and conceptual clarity.

PHOTOGRAPHS

https://drive.google.com/drive/u/0/folders/1R_-_TwabFUTihsR6DhgcbyzKntjx-T9n

FEEDBACK FORM

PARTICIPANT LIST

1. Darsh Aggarwal
2. Shivani Sinah
3. Jiya Singh
4. Ramneek Kaur
5. Era Gupta
6. Meenakshi
7. Khushi dhingra
8. Riya Sharmau
9. Diya bhardwaj
10. Harsh
11. Neha yadav
12. Sanyam
13. Kajal Bhati

DAILY ATTENDANCE

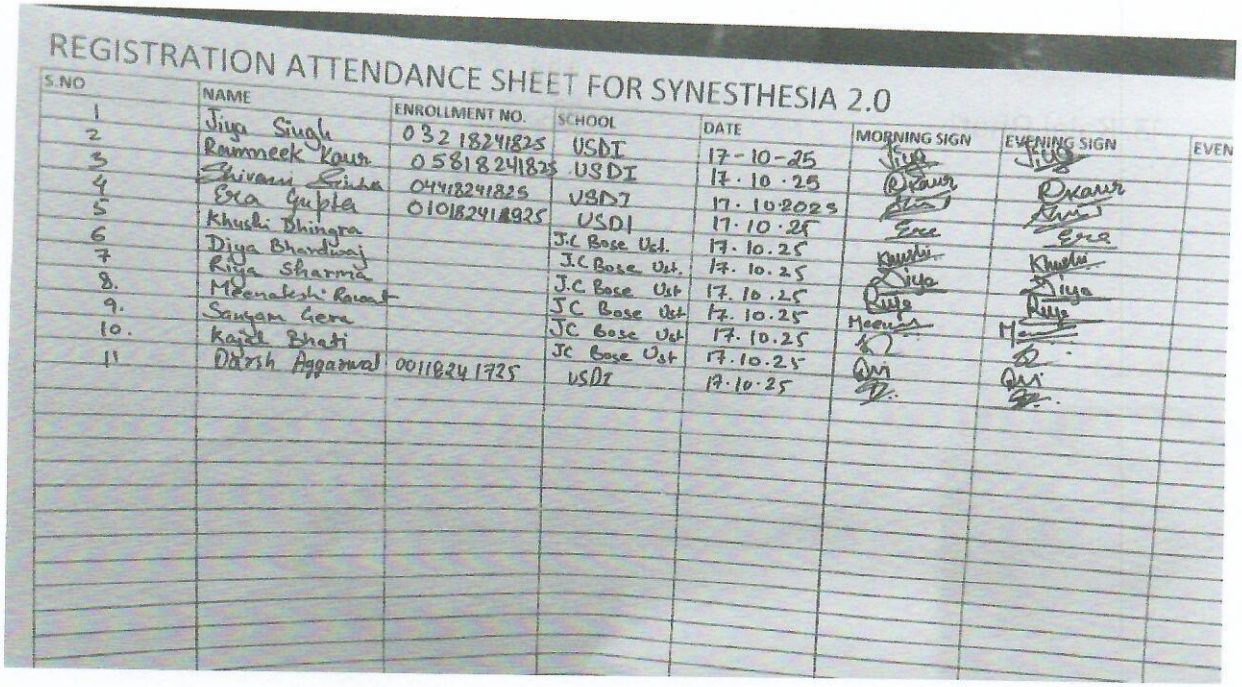
GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY
UNIVERSITY SCHOOL OF DESIGN AND INNOVATION (USDI)

synesthesia

Attendance Sheet of Character Design for Storytelling Workshop

Faculty Coordinators : Dr. Nanki Nath, Mr. Narendra Singh, Mr. Yogesh Kumar Bhanu

S No.	NAME	USS	DAY 01	DAY 02	DAY 03
			(15.10.25)	(16.10.25)	(17.10.25)
1	Darsh Aggarwal	USDI	Present	Present	Present
2	Shivani Sinah	USDI	Present	Present	Present
3	Era Gupta (Volunteer)	USDI	Present	Present	Present
4	Ramneek Kaur (Volunteer)	USDI	Present	Present	Present
5	Jiya Singh (Volunteer)	USDI	Present	Present	Present
6	Meenakshi	J C Bose University (Faridabad)	Present	Present	Present
7	Khushi dhingra	J C Bose University (Faridabad)	Present	Present	Present
8	Riya Sharmau	J C Bose University (Faridabad)	Present	Present	Present
9	Diya bhardwaj	J C Bose University (Faridabad)	Present	Present	Present
10	Harsh	J C Bose University (Faridabad)	Present	Present	Present
11	Neha yadav	J C Bose University (Faridabad)	Present		
12	Sanyam	J C Bose University (Faridabad)	Present		
13	Kajal Bhati	J C Bose University (Faridabad)			Present
					Present



REGISTRATION ATTENDANCE SHEET FOR SYNESTHESIA 2.0

S.NO	NAME	ENROLLMENT NO.	SCHOOL	DATE	MORNING SIGN	EVENING SIGN	EVEN
1	Jiya Singh	03218241825	USDI	17-10-25			
2	Ramneek Kaur	05818241825	USDI	17.10.25			
3	Shivani Sinha	04418241825	USDI	17.10.2025			
4	Era Gupta	01018241825	USDI	17.10.25			
5	Khushi Bhingra		J.C Bose Uni.	17.10.25			
6	Diya Bhardwaj		J.C Bose Uni.	17.10.25			
7	Riya Sharma		J.C Bose Uni	17.10.25			
8.	Meenakshi Rawat		JC Bose Uni	17.10.25			
9.	Sanyam Gera		JC Bose Uni	17.10.25			
10.	Kajal Bhati		JC Bose Uni	17.10.25			
11	Darsh Aggarwal	00118241725	USDI	17.10.25			

ACTIVITY REPORTS

DETAILED SCHEDULE

Day 1: Introduction

- The workshop commenced with a warm welcome address by **Mr. Akash Rajput**, who introduced the participants to the objectives, structure, and learning outcomes of the two-day **Character Design Workshop**.
- He emphasized the importance of observation and imagination in transforming everyday objects into expressive characters that tell a story.
- Following the introduction, **Mr. Akash Rajput** delivered an engaging **PPT presentation** on the fundamentals of character creation, focusing on shape exploration, exaggeration, and personality development.
- Participants were then guided through a series of hands-on sketching exercises that encouraged them to reinterpret common objects into unique character concepts.
- During the session, students explored different drawing techniques and discussed how form, proportion, and emotion contribute to character identity.
- By the end of the day, participants had created initial sketches of their object-inspired characters, showcasing creativity, curiosity, and enthusiasm for the process.

Day 2: Developing Character Expression and Identity

Participants were mentored by Mr. Akash Rajput, who guided them in identifying the defining characteristics of their chosen objects and translating those traits into distinct visual personalities.

- The second day of the Character Design Workshop centered on advancing the characters conceptualized on the first day, with a focus on observation, expression, and narrative development.
- Under his guidance, students **refined their sketches** by enhancing posture, proportion, and emotion to give their characters greater depth and individuality.

- The session emphasized how subtle design decisions—through lines, forms, and gestures—can **effectively communicate mood, attitude, and identity.**

- The atmosphere was filled with creativity and thoughtful exploration, as participants transformed simple concepts into fully developed character illustrations.
- By the end of the day, students presented their completed artworks, reflecting originality, imagination, and a strong understanding of how to turn everyday objects into expressive characters.

Day 3: Adding Color and Final Presentation

- The third and final day of the **Character Design Workshop** focused on adding color, detail, and personality to the completed character sketches, leading up to the final presentation of participants' work.
- Participants refined their final character sheets, experimenting with tones, textures, and highlights to bring their illustrations to life.
- The session encouraged a balance of creativity and precision as students prepared their artworks for display.
- By the end of the day, all final character sheets were proudly exhibited on the **soft boards**, showcasing a vibrant collection of imaginative creations that reflected each participant's unique style and artistic growth.
- The workshop concluded with a presentation and discussion session, where students shared their creative process and received valuable feedback from **Mr. Akash Rajput**.

OBJECTIVES OF THE EVENT

- To develop participants' skills in live character sketching and illustration, enabling them to translate creative ideas into expressive visual forms.
- To understand and apply the principles of exaggeration, facial expressions, and dynamic posing in character design for more engaging artwork.
- To explore various digital cartoon art styles and storytelling techniques that enhance narrative-driven visual design.
- To provide mentorship and guidance from professional artists and designers, allowing participants to gain industry insights and refine their artistic approach.
- To build an understanding of proportion, gesture, and movement for creating lively and believable characters.
- To cultivate collaboration and peer learning through group activities, critiques, and shared creative discussions.
- To equip participants with the skills needed to conceptualize and develop original characters from idea to final illustration.

38/c

ORGANIZING COMMITTEE

Faculty Coordinator

1. Mr. Yogesh Kumar Bhanu
2. Mr. Narendra Singh
3. Dr. Nanki Nath

Specialist / Expert

Mr. Akash Rajput

Event Coordinator

1. Ayachi Singh Rathor

   (B.des INTERACTION)
   06818241622

2. Nandika Jain

   (B.des INTERACTION)
   05118241622

Volunteers

1. Vanshika Malhotra
2. Jiya Singh
3. Dhriti Moondhra
4. Ramneek Kaur
5. Era Gupta

GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY

synesthesia

CHARACTER DESIGN

for STORY TELLING

15-17 OCT 2025

10:00 am onwards

REGISTER HERE

VENUE: 1st Floor Drafting Studio



EVENT HIGHLIGHT

- Live Character Sketching & Illustration
- Learning Exaggeration, Expressions & Posing
- Exploring Digital Cartoon Styles & Storytelling
- Guidance From Professional Artists & Designers

CONTACT:-
Student Coordinators – Ayachi Singh | Nandika Jain
+91 96500 58122 +91 96673 54674
Faculty Coordinators – Dr. Nanki Nath | Narender Singh
Dean USDI – Dr. (Prof.) Arvinder Kaur

36/c

Character design for storytelling

Location: USDI, First Floor, Room Number: B102

Dates: 15th , 16th and 17th October

INTRODUCTION

The **Character Design with Storytelling Workshop** aimed to help participants understand the fundamentals of character creation, visual storytelling, and stylisation. Through a mix of demonstrations and hands-on activities, the workshop encouraged students to explore how stories influence character design and how expressive, humanistic elements bring characters to life.

EVENT SUMMARY

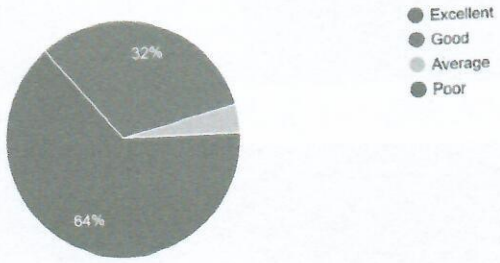
The Character Design with Storytelling Workshop encouraged students to explore creativity through the imaginative transformation of everyday objects into characters. ***Over three days, participants learned to observe their surroundings differently—seeing stories and personalities hidden within ordinary items.*** The first day focused on understanding the fundamentals of character design and the relationship between form, expression, and narrative. On the second day, students applied these learnings through guided exercises, reimagining objects with unique traits and emotions.

The expert provided valuable insights into stylisation, exaggeration, and the storytelling potential of design. Students enjoyed experimenting with forms, translating mundane objects into expressive characters, and gaining a deeper appreciation for the creative process. The workshop successfully strengthened their conceptual thinking and illustration skills, leaving them with a practical toolkit to infuse originality and storytelling into future design projects.

FEEDBACK FORM

How useful was this workshop for your learning and skill development?

25 responses



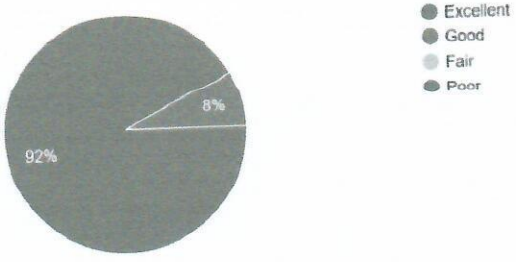
Which part did you find most valuable?

25 responses



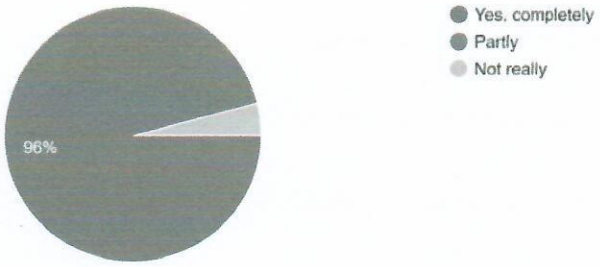
How was the guidance and support from instructors?

25 responses



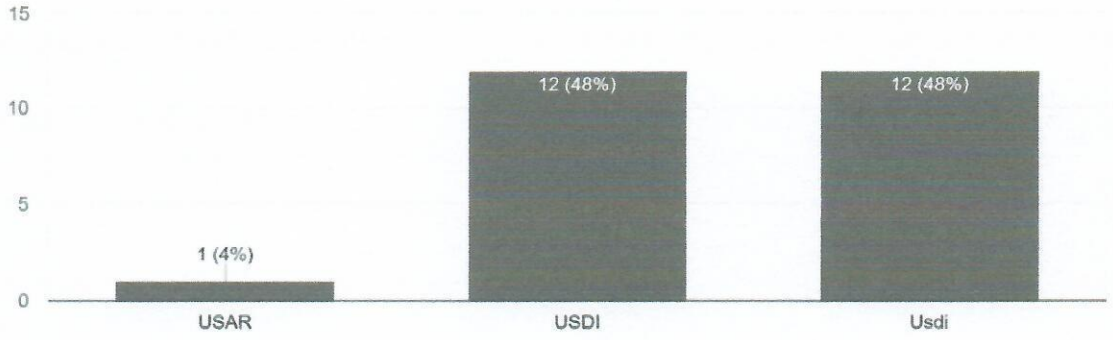
Did the workshop meet your expectations?

25 responses



University

25 responses



OUTCOMES AND ACHIEVEMENTS

1. **Enhanced Digital Skills**
   - Participants learned to use Rhino software for designing jewellery.
   - Successfully created their own digital 3D jewellery models.
2. **Hands-on Craftsmanship**
   - Developed practical skills in jewellery making using professional tools and techniques.
   - Created tangible handcrafted jewellery pieces in groups, promoting teamwork.
3. **Creative Expression**
   - Participants explored their creativity and design thinking through both digital and manual methods.
   - Encouraged innovation by blending digital design with traditional **craftsmanship.**
4. **Teamwork and Collaboration**
   - Group activities fostered collaboration, communication, and problem-solving skills.
5. **Confidence and Skill Development**
   - Boosted confidence in applying technical skills to produce professional-quality work.
   - Gained a sense of accomplishment through completing both digital and handcrafted jewellery pieces.

6. **Exhibition and Recognition**
    - Participants displayed their creations in a final exhibition, receiving appreciation from faculties and higher authorities.
    - Demonstrated originality, dedication, and skill, earning recognition for their efforts.
7. **Holistic Learning Experience**
    - Bridged the gap between digital design and traditional jewellery-making techniques.
    - Provided a wholesome learning journey combining technical knowledge, creativity, and practical application

SPONSORSHIP AND COLLABORATION

Collaboration with **DevCreation**

CERTIFICATE



UNIVERSITY SCHOOL OF DESIGN AND INNOVATION
GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY
EAST DELHI CAMPUS

JEWELLERY DESIGN

CERTIFICATE OF APPRECIATION

THIS CERTIFICATE IS PROUDLY AWARDED TO

Keshav Verma

PROVIDED VALUABLE GUIDANCE AND SUPPORT AS A **FACULTY COORDINATOR** IN THE JEWELLERY DESIGN, **SYNESTHESIA 2.0 2025**.

PROF. BINDOO RANJAN
COORDINATOR SYNESTHESIA 2.0

PROF. ARVINDER KAUR
DEAN USDI & USAR

PROF. A.K. SAINI
DIRECTOR



UNIVERSITY SCHOOL OF DESIGN AND INNOVATION
GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY
EAST DELHI CAMPUS

JEWELLERY DESIGN

CERTIFICATE OF PARTICIPATION

THIS CERTIFICATE IS PROUDLY AWARDED TO

Keshav Verma

FOR PARTICIPATING AND CONTRIBUTING ENTHUSIASTICALLY IN THE JEWELLERY DESIGN WORKSHOP, **SYNESTHESIA 2.0 2025**.

MR. SOURAV SIL
ACTIVITY INCHARGE
FACULTY

DR. TIJU T. THOMAS
ACTIVITY INCHARGE
FACULTY

PROF. BINDOO RANJAN
COORDINATOR SYNESTHESIA 2.0

PROF. ARVINDER KAUR
DEAN USDI & USAR

PROF. A.K. SAINI
DIRECTOR

EVENT POSTER



CONCLUSION

The Jewellery Design Workshop successfully achieved its objectives of blending digital learning with hands-on craftsmanship. Participants gained valuable knowledge in design software, developed practical jewellery-making skills, and showcased creativity through their final displays. The workshop provided a meaningful platform for experiential learning, teamwork, and innovation. Overall, it was a highly enriching experience that inspired participants to explore new dimensions of design and creativity.

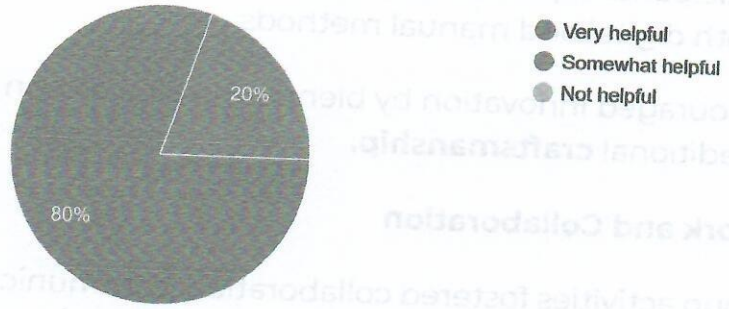
Was the pace of the workshop -

10 responses



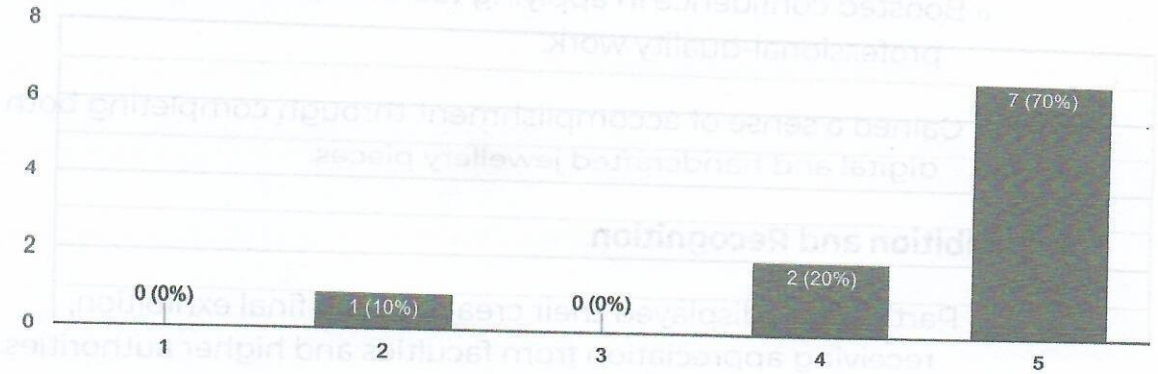
How helpful was the session in understanding character design basics (shape, form, personality) etc ?

10 responses



Rate the overall experience please

10 responses



The feedback chart shows an overall average rating of 4.5, highlighting participants' overall satisfaction and engagement

OUTCOMES AND ACHIEVEMENTS

261C

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SPONSORSHIP AND COLLABORATION

Collaboration with **DevCreation**

CERTIFICATE



GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY
EAST DELHI CAMPUS , SURAJMAL VIHAR
UNIVERSITY SCHOOL OF DESIGN AND INNOVATION

CHARACTER DESIGN

CERTIFICATE OF PARTICIPATION

THIS CERTIFICATE IS PROUDLY AWARDED TO

Keshav Verma

PARTICIPATED ENTHUSIASTICALLY AND CONTRIBUTED IN THE CHARACTER DESIGN WORKSHOP.

DR. NANKI NATH
ACTIVITY INCHARGE
FACULTY

MS. MANISHA
ACTIVITY INCHARGE
FACULTY

PROF. BINDOO RANJAN
COORDINATOR SYNESTHESIA 2.0

PROF. (DR.) ARVINDER KAUR
DEAN USDI & USAR

PROF. (DR.) A.K. SAINI
DIRECTOR

24/c

EVENT POSTER

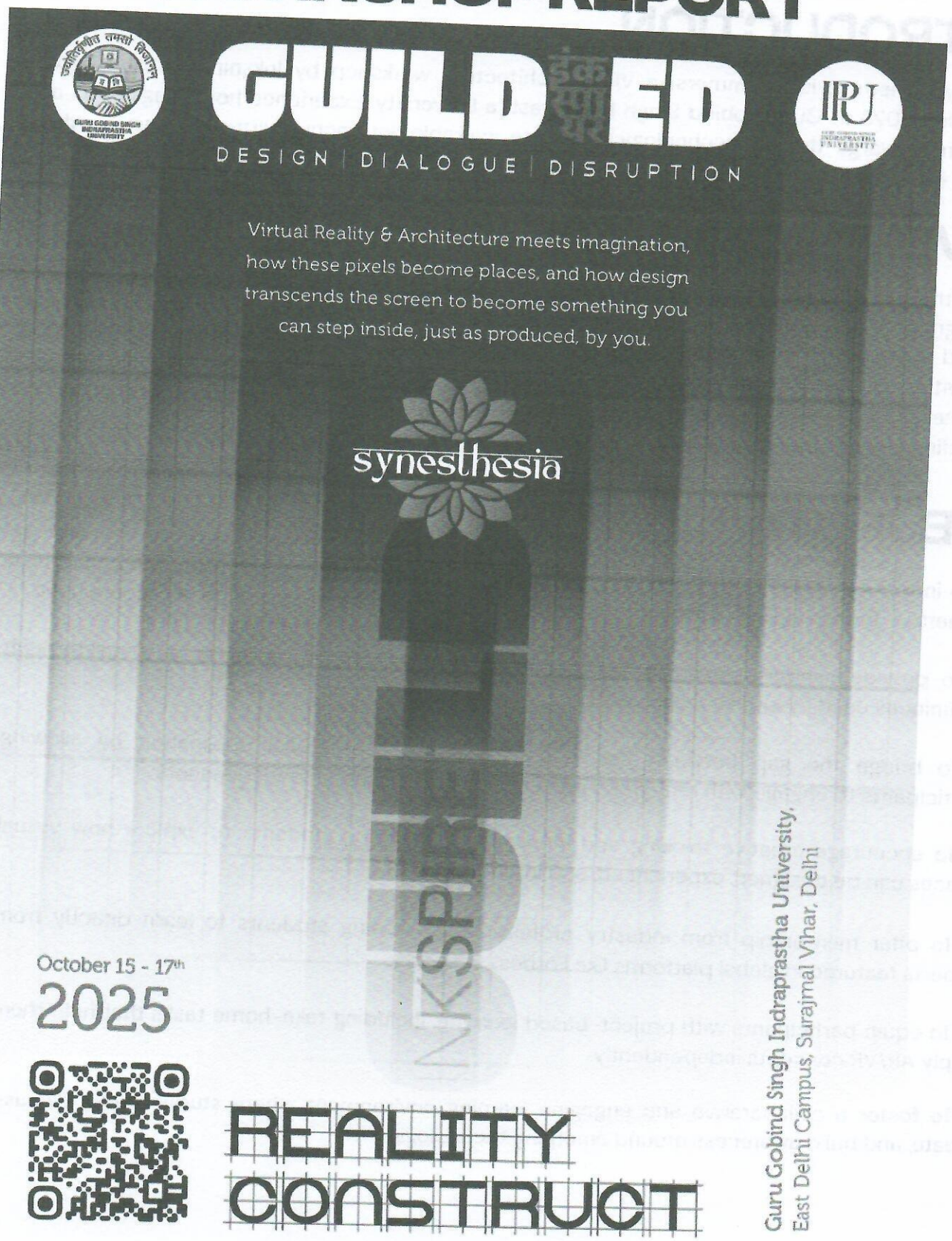


CONCLUSION

The Character Design with Storytelling Workshop proved to be an inspiring and insightful experience for the participants. It not only enhanced their technical drawing and visualisation skills but also broadened their creative outlook. By learning to see personality and narrative potential in everyday objects, students developed a stronger sense of observation and imagination—key traits for any designer.

The workshop successfully met its objective of nurturing originality and storytelling in design practice, leaving students motivated to continue exploring character-driven creativity in their future work.

WORKSHOP REPORT



Delivered by seasoned professionals from **Inkspire™**, this immersive workshop blends design thinking with real-world technology, led by experts who've engineered **Forbes-featured ArchViz VR projects** and are among the first in India to deliver interactive, walkable virtual experiences.

AR/VR WORKSHOP

Location: USDI, Ground Floor, Room Number B-003

Dates : 15th , 16th and 17th October

21/c

INTRODUCTION

Reality Construct is an immersive VR + Architecture workshop by Inkspire™, hosted under GUILDed 2025 at Guru Gobind Singh Indraprastha University. Experience how imagination and design converge through technology to create walkable, interactive virtual spaces — where ideas transcend the screen and become reality.

EVENT SUMMARY

The three-day Reality Construct workshop by Inkspire™ explored the fusion of architecture, design, and immersive technology. Day one introduced AR/VR concepts and showcased real-world projects. Day two engaged students in interactive VR experiences and collaborative team activities. On the final day, participants presented their projects, reflecting on their creative journeys and newfound understanding of virtual design. The workshop inspired innovation and redefined how students perceive digital spaces.

OBJECTIVES OF THE EVENT

1.)To introduce students to the fundamentals of AR and VR, enabling them to understand how immersive technologies are shaping the future of design, architecture, and digital experiences.

2.)To provide hands-on exposure to professional AR/VR workflows, tools, and walkthrough techniques used by industry experts.

3.)To bridge the gap between theoretical learning and practical application by allowing participants to engage with real-world immersive environments and VR headsets.

4.)To encourage creative thinking and innovation by guiding students to explore how virtual spaces can be designed, experienced, and interacted with.

5.)To offer mentorship from industry professionals, allowing students to learn directly from experts featured in global platforms like Forbes.

6.)To equip participants with project-based learning, including take-home tasks that help them apply AR/VR concepts independently.

7.)To foster a collaborative and engaging learning environment where students can discuss, ideate, and build awareness around emerging technologies.

DETAILED EVENT SCHEDULE (3 DAYS)

Conducted by Team Inkspire (Sahil Sir & Aaditya)

Day 1 – Introduction & Deep Exploration of AR/VR

Time: 11:00 AM – 3:00 PM

- Team Inkspire, led by Sahil Sir and Aaditya, introduced the participants to the workshop.
- Overview of Augmented Reality and Virtual Reality fundamentals.
- Deep exploration of immersive technologies and their evolution.
- Demonstrations of global AR/VR use cases in design and architecture.
- Open discussion and Q&A led by Team Inkspire to build conceptual clarity.

Day 2 – Technical Walkthroughs & Hands-On Learning

Time: 11:00 AM – 4:00 PM

- Team Inkspire (Sahil Sir & Aaditya) conducted an expert session on AR/VR walkthrough design.
- Live demonstration of professional project workflows and their creation process.
- Hands-on experience with VR and AR headsets, allowing students to interact with immersive spaces.
- Explanation of tools, software, and pipeline structure used in the industry.
- Participants received a home assignment to practice and apply the concepts taught.

Day 3 – Review, Jury Evaluation & Feedback

Time: 11:00 AM – 4:00 PM

- Participants submitted their assignments for evaluation by Sahil Sir and Aaditya from Team Inkspire.
- Detailed review and individual feedback were given to each student.
- Students refined their work based on suggestions from the experts.
- Final work was prepared and presented to the Dean Ma'am and other jury members for academic assessment.
- The session concluded with acknowledgments and appreciation from Team Inkspire.

ORGANIZING COMMITTEE

Faculty:-

1. Yogesh Sir
2. Karthik Sir

Coordinator:-

1. Ayushman Advitya Singh
2. Rukshant Vyas
3. Priyansh Tyagi
4. Kalpit
5. Simran
6. Tanu
7. Yash
8. Prateek

Volunteer:-

1. Kalpit
2. Simran
3. Tanu
4. Yash
5. Prateek

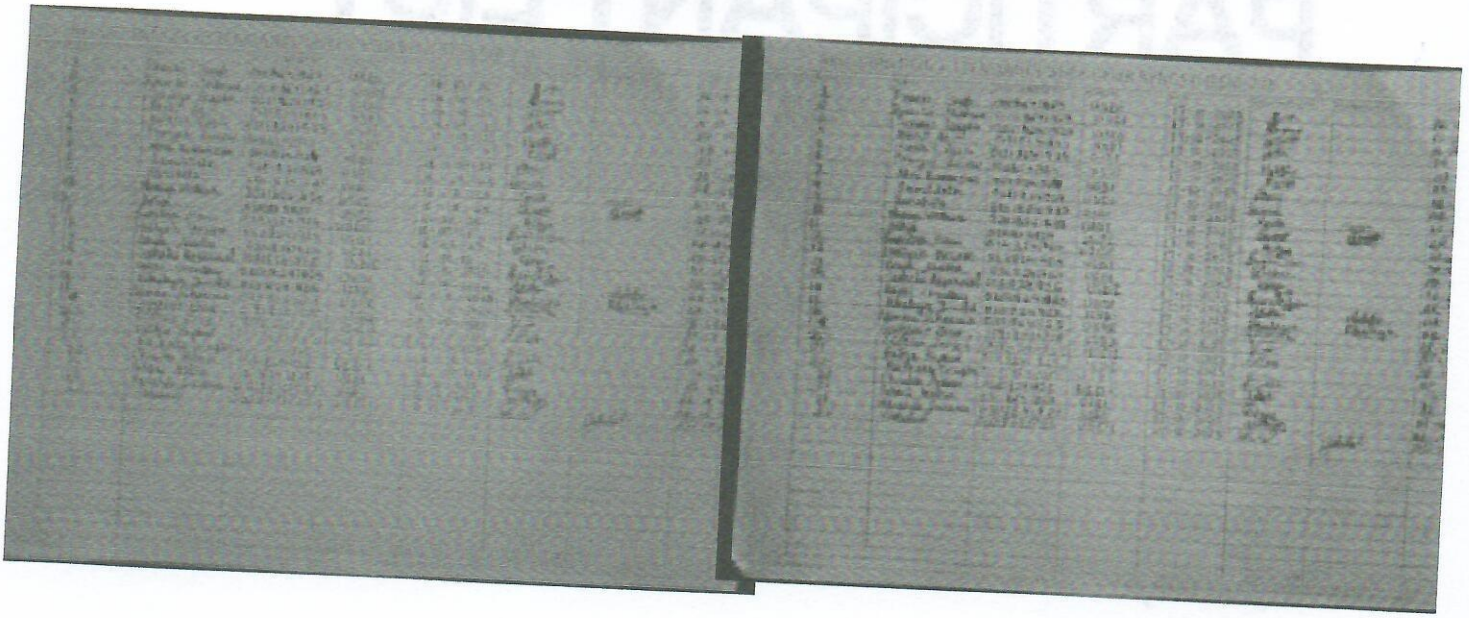
Specialist :-

Team inkspire

1. Sahil Bansal Sir
2. Aaditya Kumar

DAILY ATTENDANCE

18/c



ACTIVITY REPORTS

Day Focus / Activities / Key Outcomes

Day 1
Focus / Activities:
Introduction to workshop objectives; overview of AR/VR fundamentals; Team Inkspire (Sahil Sir & Aaditya) conducted a deep exploration of immersive technologies; demonstration of global AR/VR applications; interactive Q&A.

Key Outcomes:
Foundational understanding of AR/VR concepts; increased awareness of immersive design possibilities; participants gained conceptual clarity and exposure to real-world applications.

Day 2
Focus / Activities:
Hands-on learning session led by Team Inkspire; technical walkthroughs of professional AR/VR projects; live demo of VR/AR headsets; discussion on tools, pipeline, and workflow; home assignment given for practice.

Key Outcomes:
Practical insight into AR/VR workflows; enhanced technical understanding; hands-on exposure to VR environments; development of applied skills through guided tasks.

Day 3
Focus / Activities:
Submission and review of participant assignments; Team Inkspire (Sahil Sir & Aaditya) evaluated work and provided detailed feedback; refinement session; final work showcased to Dean Ma'am and jury members for academic review.

Key Outcomes:
Constructive expert feedback; improved project quality through revisions; recognition by faculty and jury; increased confidence and professional exposure for participants.

PARTICIPANT LIST

1.)Harshit
2.)Prabhleen kaur
3.)Prachi sharma
4.)Prachi singh
5.)Huziyah hesam
6.)Aashi
7.)Pranjal Jindal
8.)Samya
9.)Atul
10.)Sanvi
11.)Gurchit
12.)Divya
13.)Sanchita
14.)Akshay
15.)Aditi
16.)Ananya Wadhwa
17.)Yakshad
18.)Stavak
19.)Keshav Gupta
20.)Utsav Singh
21.)Aditya Kapoor
22.)Rishabh Gupta
23.)Chadar Mohan
24)Suhani Kalra
25.)Harshita Surana
26.)Yakshita

SPONSORSHIP AND COLLABORATION

Collaboration with Inkspire™ And Tap India



REALITY CONSTRUCT

Virtual Reality & Architecture meets imagination, how pixels become places, and how design transcends the screen to become something you can step inside.

INKSPIRE™

synesthesia

Certificate of Participation

This certificate is proudly presented to

for participating in "Reality Construct 2025: Virtual Reality in Design & Interactive Development", conducted by Guild INKSPIRE, a workshop on advanced convergence of design and virtual reality mechanics, led by Aaditya Kumar & Sahil Bansal from 15th - 17th October 2025.

GUILD ED

DESIGN | DIALOGUE | DISRUPTION

Sahil Bansal, Founder, Inkspire
Aaditya Kumar, Creative Tech, Inkspire
Mrs. Manisha, Associate Professor
Ms. Bindoo Ranjan, Associate Professor
Prof. Arvinder Kaur, Dean, USDI
Prof. A.K. Saini, Director



synesthesia

UNIVERSITY SCHOOL OF DESIGN AND INNOVATION
GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY
EAST DELHI CAMPUS

VIRTUAL SCAPE

CERTIFICATE OF PARTICIPATION

THIS CERTIFICATE IS PROUDLY AWARDED TO

FOR PARTICIPATING AND CONTRIBUTING ENTHUSIASTICALLY IN THE VIRTUAL SCAPE, SYNESTHESIA 2.0 2025.

MR. SAHIL BANSAL, FOUNDER, INKSPIRE
MR. AADITYA KUMAR, CREATIVE TECH, INKSPIRE
MR. KARTIKEYA CHANDRA, ACTIVITY INCHARGE FACULTY
MS. YOGESH K. BHANU, ACTIVITY INCHARGE FACULTY
PROF. BINDOO RANJAN, COORDINATOR SYNESTHESIA 2.0
PROF. ARVINDER KAUR, DEAN USDI & USAH
PROF. A.K. SAINI, DIRECTOR

PHOTOGRAPHS

https://drive.google.com/drive/folders/1L3-ZA3cJho8OceNnoUCsrmu4tVrjJsMB?usp=drive_link

Scan it

Our pictures in
Day-2 -> AR/VR folder
Day-3 -> Dean ma'am visit folder

OUTCOMES AND ACHIEVEMENTS

1.) Enhanced Understanding of AR/VR Technologies
Participants gained a strong conceptual foundation in augmented and virtual reality, including their applications in design, architecture, and interactive environments.

2.)Hands-On Exposure to Professional Tools
Students experienced industry-level AR/VR workflows, interacted with VR headsets, and observed expert-led demonstrations by Team Inkspire.

3.)Practical Skill Development
Through guided assignments and walkthrough exercises, participants developed skills in spatial design, immersive environment creation, and visualization techniques.

4.)Expert Feedback for Improvement
Personalized evaluation by Sahil Sir and Aaditya helped students refine their work, understand industry standards, and improve their project output.

5.)Increased Creativity and Innovation
The workshop encouraged students to think beyond traditional design, inspiring them to experiment with immersive mediums and virtual spaces.

6.)Professional Exposure and Recognition
Participants showcased their final work to the Dean Ma'am and jury members, receiving appreciation and recognition for their efforts.

7.)Strengthened Collaboration and Engagement
The event fostered teamwork, active participation, and meaningful interaction between students and experts from Team Inkspire.

8.)Successful Completion of a Three-Day Immersive Program
The workshop achieved its objectives, offering a complete learning cycle—from introduction to practice, review, and professional presentation.

14/c

synesthesia

UNIVERSITY SCHOOL OF DESIGN AND INNOVATION
GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY
EAST DELHI CAMPUS

VIRTUAL SCAPE

CERTIFICATE OF APPRECIATION

THIS CERTIFICATE IS PROUDLY AWARDED TO

PROVIDED VALUABLE GUIDANCE AND SUPPORT AS A **FACULTY COORDINATOR** IN THE VIRTUAL SCAPE, **SYNESTHESIA 2.0 2025.**

MR. SAHIL BANSAL
FOUNDER, INKSPIRE

MR. AADITYA KUMAR
CREATIVE TECH, INKSPIRE

PROF. BINDOO RANJAN
COORDINATOR SYNESTHESIA 2.0

PROF. ARVINDER KAUR
DEAN USDI & UEAH

PROF. A.K. SAINI
DIRECTOR

synesthesia

UNIVERSITY SCHOOL OF DESIGN AND INNOVATION
GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY
EAST DELHI CAMPUS

VIRTUAL SCAPE

CERTIFICATE OF APPRECIATION

THIS CERTIFICATE IS PROUDLY AWARDED TO

SERVED EFFICIENTLY AS A **STUDENT COORDINATOR**, ENSURING SMOOTH EVENT MANAGEMENT IN THE VIRTUAL SCAPE, **SYNESTHESIA 2.0 2025.**

MR. SAHIL BANSAL
FOUNDER, INKSPIRE

MR. AADITYA KUMAR
CREATIVE TECH, INKSPIRE

MR. KARTIKEYA CHANDRA
ACTIVITY INCHARGE FACULTY

MS. YOGESH K. BHANU
ACTIVITY INCHARGE FACULTY

PROF. BINDOO RANJAN
COORDINATOR SYNESTHESIA 2.0

PROF. ARVINDER KAUR
DEAN USDI & UEAH

PROF. A.K. SAINI
DIRECTOR

13/C



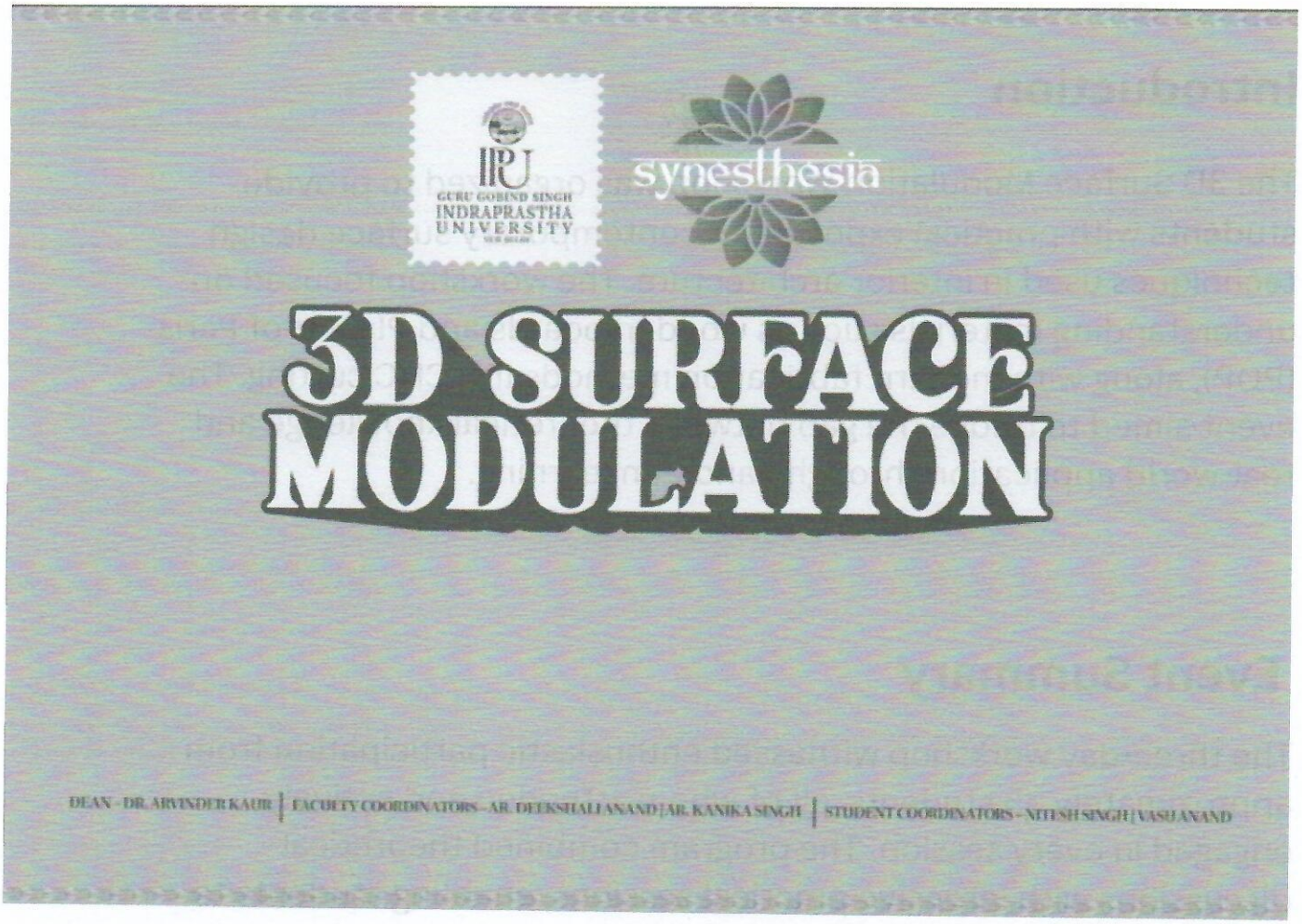
CONCLUSION

The three-day AR/VR workshop conducted by Team Inkspire, led by Sahil Sir and Aaditya, successfully provided students with a comprehensive and immersive learning experience. From understanding the foundational principles of augmented and virtual reality to engaging in hands-on demonstrations and project-based activities, participants gained valuable insights into the growing world of immersive design.

The expert-led sessions not only enhanced technical knowledge but also encouraged creativity, critical thinking, and experimentation. The review and feedback process on the final day enabled students to refine their work to meet professional standards, culminating in a confident presentation before the Dean Ma'am and jury members.

Overall, the workshop achieved its intended objectives—bridging theory and practice, introducing industry-relevant skills, and inspiring students to explore the dynamic possibilities of AR/VR in their academic and creative journeys. The event stands as a successful collaboration between the university and Team Inkspire, marking a meaningful step toward integrating emerging technologies into design education.

12/c



WORKSHOP REPORT

3D SURFACE MODULATION

LOCATION : USDI , Room No. 402 , 4TH Floor , B Block

DATE : 14TH , 15TH , 16TH October

111c

Introduction

The 3D Surface Modulation Workshop was organized to provide students with practical exposure to contemporary surface design techniques used in interior architecture. The workshop focused on understanding materials such as wooden boards and Plaster of Paris (POP), along with modern fabrication methods like CNC cutting. The event aimed to bridge the gap between theoretical knowledge and real-world application through hands-on learning.

Event Summary

The three-day workshop witnessed enthusiastic participation from approximately 35 students, all of whom attended and actively engaged in every session. The program combined theoretical discussions with intensive practical sessions, enabling students to explore surface modulation techniques, texture creation, lighting integration, and final installations. Expert guidance ensured a structured and enriching learning experience throughout the event.

Objective of the Event

The primary objectives of the workshop were:

- To introduce students to 3D surface modulation concepts in interior design
- To provide hands-on experience with POP application and finishing techniques
- To familiarize students with materials, tools, and CNC processes
- To encourage creative exploration of textures, forms, and lighting
- To enhance teamwork and collaborative design skills

DETAILED SCHEDULE

Day 1: Introduction & Material Understanding

- Introduction to the concept of 3D surface modulation
- Overview of wooden boards, their types, and applications
- Explanation of CNC cutting techniques and their role in surface design
- Introduction to POP (Plaster of Paris) and its usage in interior surfaces
- Familiarization with raw materials and tools used in surface modulation

Day 2: Practical Application & Texture Development

- Hands-on POP application on wall surfaces
- Demonstration of techniques to create various textures and finishes
- Experimentation with depth, patterns, and surface detailing
- Discussion on lighting integration and wall décor to enhance visual appeal
- Interactive sessions encouraging student participation and creativity

Day 3: Finishing, Lighting & Installation

- Painting and finishing of textured surfaces
- Application and positioning of lighting elements
- Final installation of POP boards
- Group-based collaboration to create individual wall panels
- Presentation and review of completed surface designs

9/c

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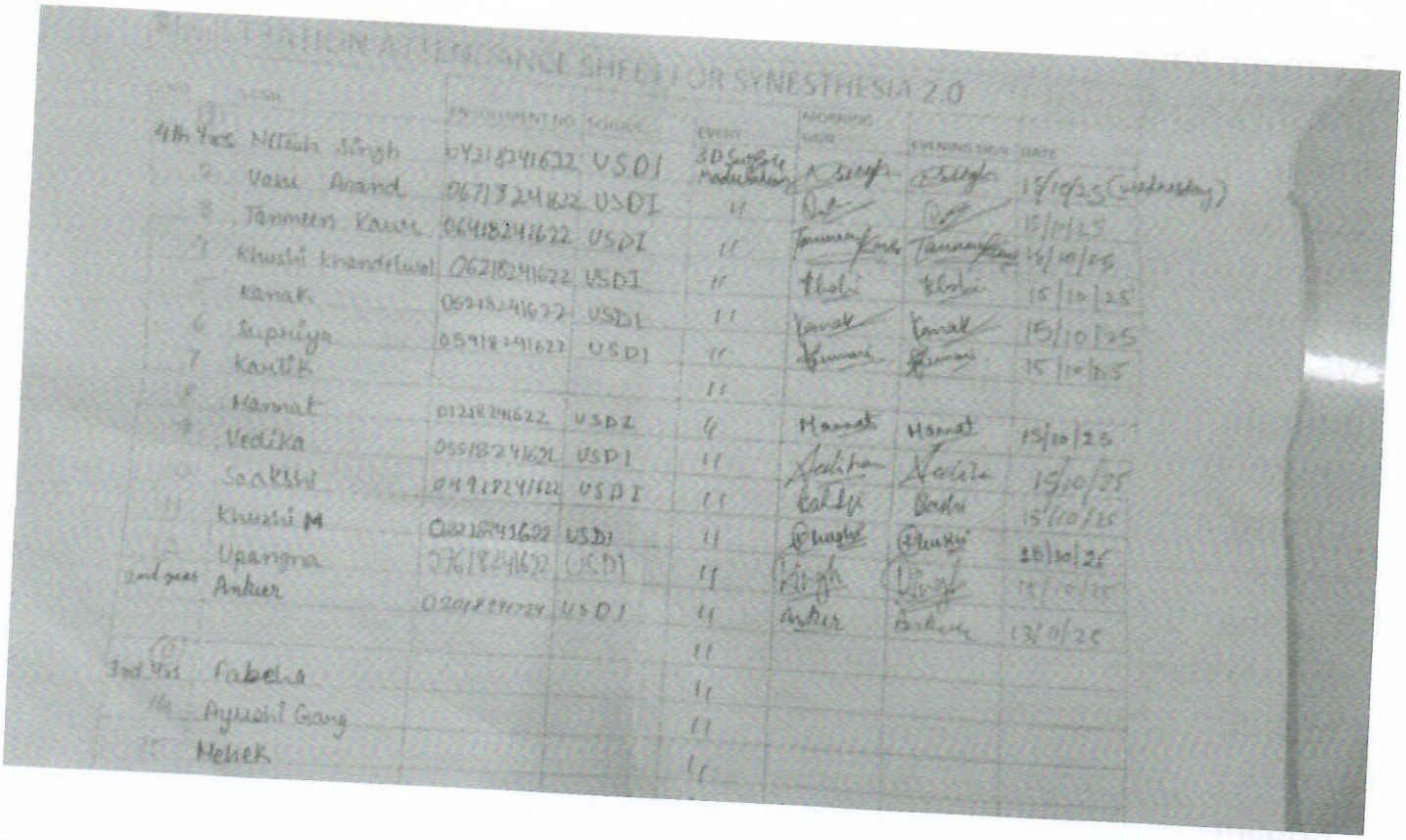
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PARTICIPANT LIST

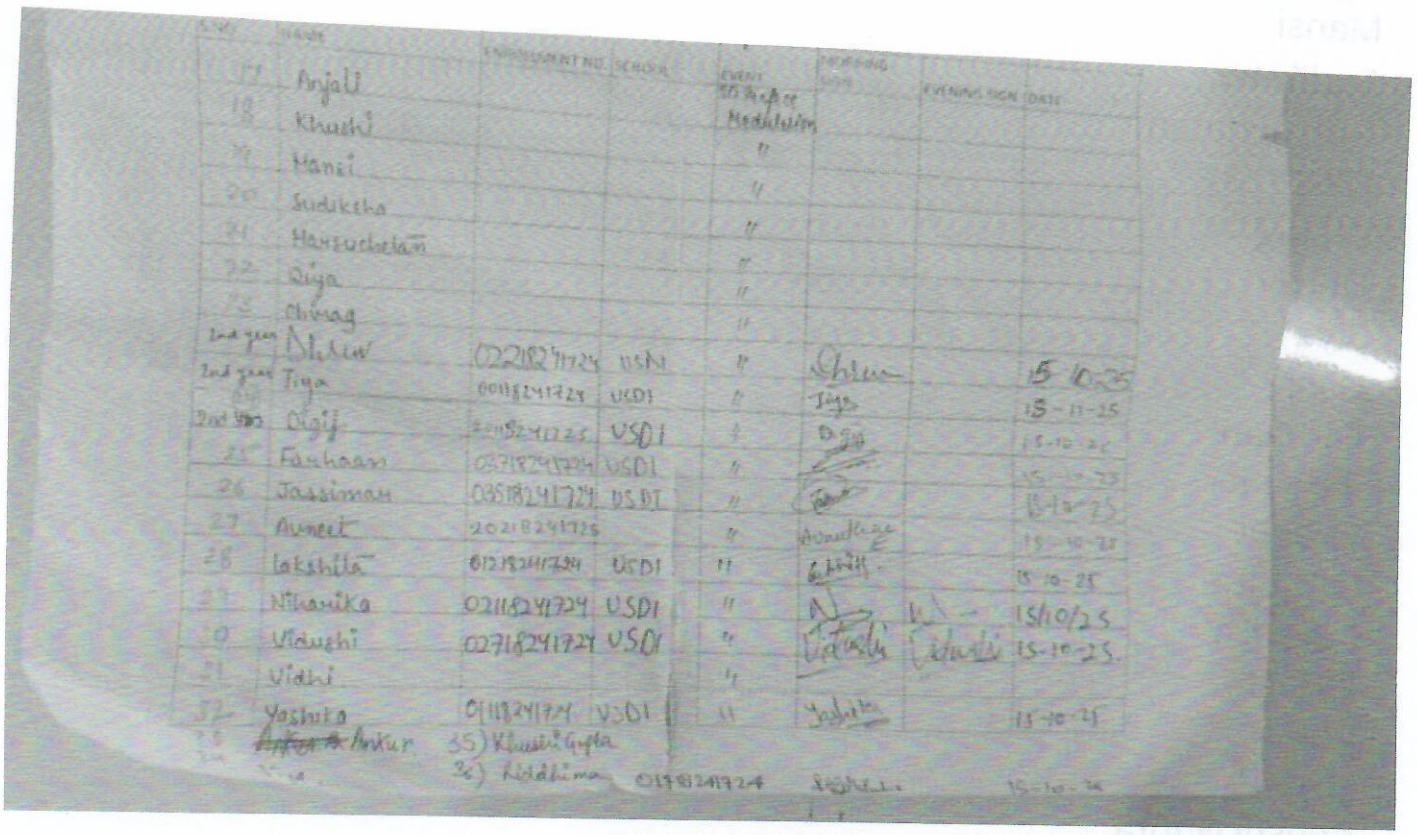
Tanmeen kaur
Khushi Khandelwal
Kanak
Supriya
Kartik
Mannat
Vedika
Saakshi
Khushi M
Upangna
Ankur
Fabeha
Ayushi Garg
Mehek
Anjali
Khushi
Mansi
Sudiksha
Harsuchetan
Diya
Chirag
Dhruv
Jiya
Digij
Farhaan
Jassimar
Avneet
Lakshita
Niharika
Vidushi
Vidhi
Yashika
Khushi Gupta
Riddhima

7/C

DAILY ATTENDANCE


ATTENDANCE SHEET FOR SYNESTHESIA 2.0

	NAME	ENROLLMENT NO	SCHOOL	EVENT	MORNING SIGN	EVENING SIGN	DATE
4th Yes	Nitish Singh	0421824622	USDI	3D Surface Modelling			15/10/25 (Wednesday)
2	Vasu Anand	06718241622	USDI	"			15/10/25
3	Tanveen Kaur	06418241622	USDI	"			15/10/25
4	Khushi Khandelwal	06218241622	USDI	"			15/10/25
5	Kanak	06248241622	USDI	"			15/10/25
6	Supriya	05918241622	USDI	"			15/10/25
7	Kautik			"			15/10/25
8	Hannat	01218241622	USDI	"			15/10/25
9	Vedika	05518241621	USDI	"			15/10/25
10	Sanksh	04918241622	USDI	"			15/10/25
11	Khushi M	02218241622	USDI	"			15/10/25
12	Upangna	07618241622	USDI	"			28/10/25
2nd year	Ankur	02018241724	USDJ	"			15/10/25
				"			
3rd Yes	Fabeha			"			
14	Ayushi Garg			"			
15	Mehek			"			



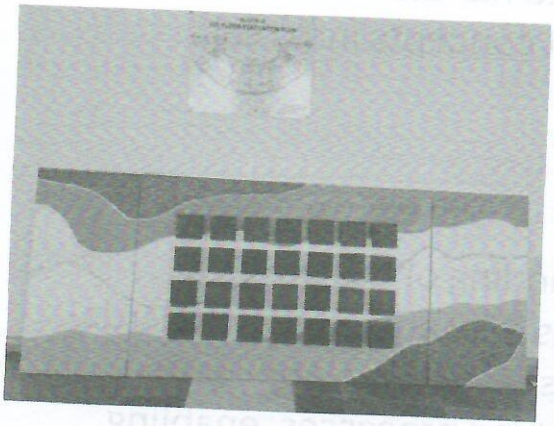
	NAME	ENROLLMENT NO	SCHOOL	EVENT	MORNING SIGN	EVENING SIGN	DATE
17	Anjali			3D Surface Modelling			
18	Khushi			"			
19	Mansi			"			
20	Sudiksha			"			
21	Hanzuchelan			"			
22	Diya			"			
23	Chirag			"			
2nd year	Dhruv	02218241724	USN	"			15/10/25
2nd year	Tiya	0011824172	USDI	"			15-11-25
2nd Yes	Digij	2218241725	VSDI	"			15-10-25
25	Fauhaan	0371824172	USDI	"			15-10-25
26	Jassiman	0351824172	USDI	"			15-10-25
27	Avneet	2021824172		"			15-10-25
28	Lakshita	0121824172	USDI	"			15-10-25
29	Nihanika	0211824172	USDI	"			15/10/25
30	Vidushi	0271824172	USDI	"			15-10-25
31	Vidhi			"			
32	Yashika	0111824172	USDI	"			15-10-25
33	~~Ankur~~ Ankur	35) Khushi Gupta					
		36) Riddima	0178241724				15-10-25

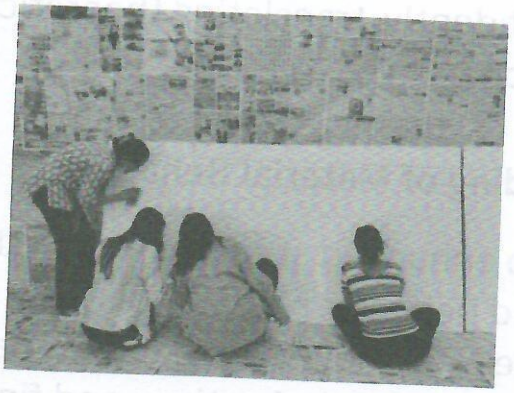
PHOTOGRAPHS

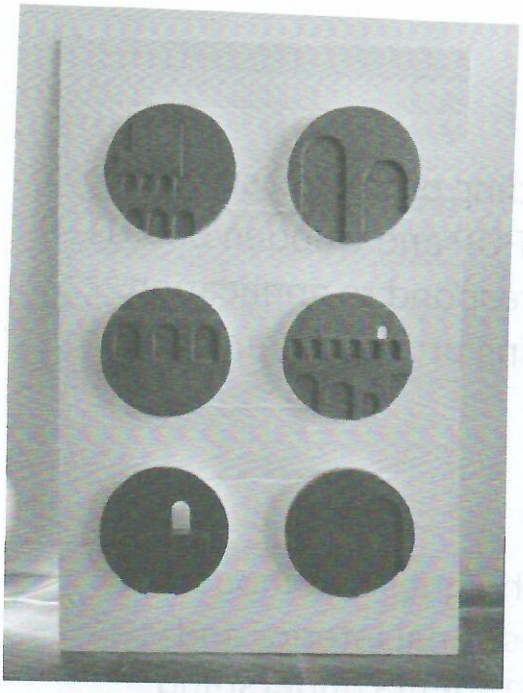
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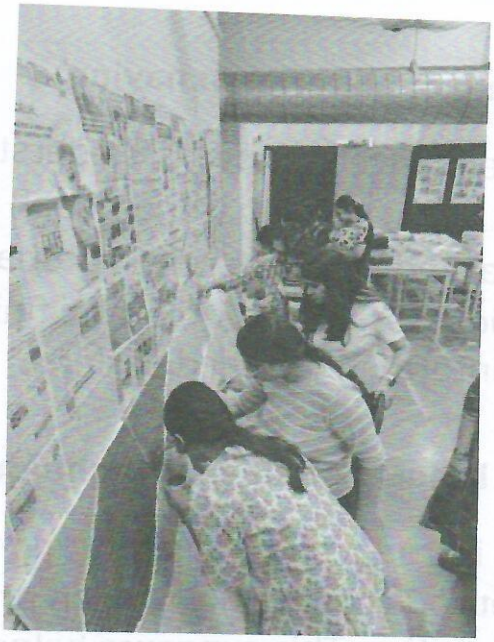












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OUTCOMES AND ACHIEVEMENTS

The 3D Surface Modulation Workshop successfully achieved its intended academic and practical goals, resulting in significant learning and skill development among the participants. The key outcomes and achievements of the workshop are outlined below:

1. Development of Practical Skills

Participants gained hands-on experience in Plaster of Paris (POP) application, including surface preparation, layering, texturing, and finishing techniques. Students learned how to handle tools and materials confidently, translating theoretical concepts into real, tangible outcomes.

2. Understanding of Material Behavior

The workshop enhanced students' understanding of the physical properties and behavior of materials such as POP and wooden boards. Participants learned how different materials respond to application techniques, thickness, drying time, and finishing processes, enabling them to make informed design decisions.

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3. Exposure to Industry-Relevant Techniques

Students were introduced to CNC cutting techniques and modern fabrication methods commonly used in professional interior and architectural practice. This exposure helped students understand current industry standards and the practical feasibility of complex surface designs.

4. Creative Exploration and Design Thinking

The workshop encouraged experimentation with forms, textures, patterns, and depth, allowing students to explore creative approaches to surface modulation. Participants developed original wall panel designs, strengthening their conceptual thinking and visual creativity.

5. Integration of Lighting and Surface Design

A key achievement of the workshop was students' ability to understand and apply lighting as a design element. Participants learned how lighting enhances textures, highlights depth, and transforms the overall aesthetic of a surface, resulting in more dynamic and visually engaging wall panels.

6. Teamwork and Collaborative Learning

By working in small groups, students developed collaboration, coordination, and communication skills. The team-based approach simulated professional work environments, teaching participants how to divide responsibilities, share ideas, and collectively execute a design.

7. Completion of Physical Design Outputs

Each group successfully completed a 3D textured wall panel, demonstrating their ability to conceptualize, execute, and finish a design within a limited timeframe. These panels served as tangible evidence of skill acquisition and creative achievement.

8. Confidence Building and Professional Exposure

The hands-on nature of the workshop helped boost students' confidence in working with materials and tools. Interaction with experienced architects provided valuable professional insights, motivating students and preparing them for real-world design challenges.

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SPONSORSHIP AND COLLABORATION

CERTIFICATE



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GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY
EAST DELHI CAMPUS

3D SURFACE MODULATION IN INTERIOR

CERTIFICATE OF PARTICIPATION

THIS CERTIFICATE IS PROUDLY AWARDED TO

FOR PARTICIPATING AND CONTRIBUTING ENTHUSIASTICALLY IN THE "3D SURFACE MODULATION IN INTERIORS" WORKSHOP, IN COLLABORATION WITH DESIGN STYLIO ARCHITECHTS AND INTERIORS ON 15TH-16TH OCTOBER, SYNESTHESIA 2.0 2025.

AR. AMAN KATOCH
DESIGN STYLIO ARCHITECTS AND INTERIORS

AR. KANIKA SINGH
DESIGN STYLIO ARCHITECTS AND INTERIORS

MS. SHUBHANGI SAXENA
ACTIVITY INCHARGE FACULTY

MS. DEEKSHALI ANAND
ACTIVITY INCHARGE FACULTY

PROF. BINDOO RANJAN
COORDINATOR SYNESTHESIA 2.0

PROF. ARVINDER KAUR
DEAN USDI & USAR

PROF. A.K. SAINI
DIRECTOR



synesthesia

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UNIVERSITY SCHOOL OF DESIGN AND INNOVATION
GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY
EAST DELHI CAMPUS

3D SURFACE MODULATION IN INTERIOR

CERTIFICATE OF APPRECIATION

THIS CERTIFICATE IS PROUDLY AWARDED TO

PROVIDED VALUABLE GUIDANCE AND SUPPORT AS A FACULTY COORDINATOR IN THE 3D SURFACE AND MODULATION, SYNESTHESIA 2.0 2025.

AR. AMAN KATOCH
DESIGN STYLIO ARCHITECTS AND INTERIORS

AR. KANIKA SINGH
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COORDINATOR SYNESTHESIA 2.0

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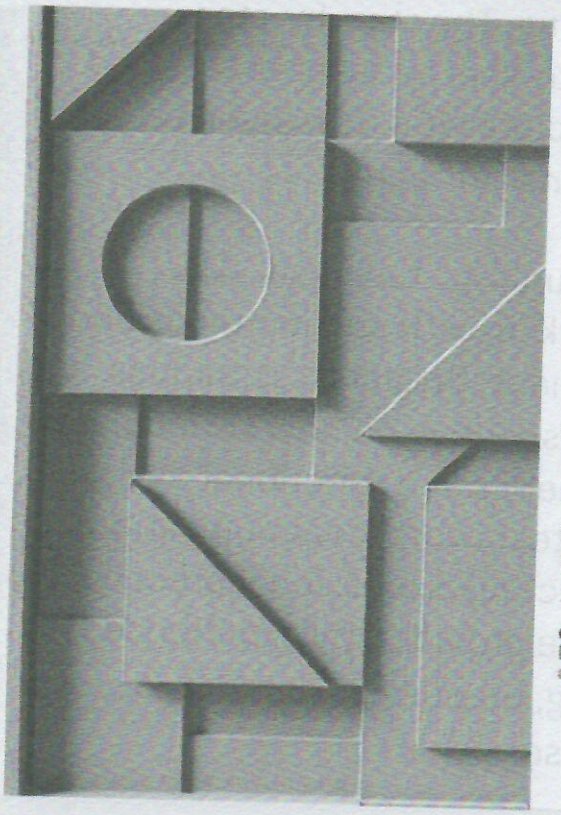
PROF. A.K. SAINI
DIRECTOR

EVENT POSTER

USDI
UNIVERSITY SCHOOL OF DESIGN AND INNOVATION

WALL FINISHING WORKSHOP

INTERIOR DESIGN



"TEXTURE" is an exclusive hands-on workshop focused on Plaster of Paris (POP) wall finishing techniques.

EVENT HIGHLIGHTS

- Live Demonstration of POP Wall Finishes
- Learning Surface Preparation & Layering
- Exploring Decorative Textures & Finishing Techniques
- Guidance from Faculty & Expert Instructors

CONDUCTED BY:
Design stylio architects and interiors





AR. AMAN KATOCH AR. KANIKA SINGH

DATE	VENUE	TIME
15-16 OCT 2025	ROOM NO. 402 4TH FLOOR B BLOCK, USDI	10:00AM ONWARDS

Dean- Dr. Arvinder Kaur
Synesthesia Coordinator- Prof. Bindoo Ranjan
Faculty Coordinators- Ar. Deekshali Anand | Ar. Shubhangi Saxena
Student Coordinators- Nitesh Singh | Vasu Anand

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CONCLUSION

The 3D Surface Modulation Workshop was a highly successful academic and practical initiative that provided students with an in-depth understanding of contemporary surface design techniques used in interior architecture. Through a well-structured three-day program, participants were able to seamlessly integrate theoretical knowledge with hands-on application, gaining direct exposure to materials such as Plaster of Paris, wooden boards, and modern fabrication methods including CNC cutting. The step-by-step progression from material introduction to final installation allowed students to clearly understand the complete workflow involved in designing and executing three-dimensional surfaces.

The workshop significantly enhanced students' technical skills, creative thinking, and confidence in working with real materials and tools. The inclusion of texture development, finishing techniques, and lighting integration broadened their perspective on how surface modulation contributes to spatial aesthetics and functional design. Collaborative group activities fostered teamwork, communication, and problem-solving skills, closely reflecting professional practice in the design industry. The expert guidance provided by experienced architects ensured high-quality learning, practical insights, and continuous motivation throughout the sessions.

Overall, the workshop proved to be a valuable learning experience that strengthened students' academic foundation while preparing them for real-world design challenges. The outcomes not only enriched their practical skill set but also contributed to their professional growth and portfolio development. The success of the event highlights the importance of experiential learning in architectural education and sets a strong precedent for conducting similar skill-based workshops in the future.