4 WEEK
CREATIVE WORKSHOP ON
ANIMATION AND GAME DESIGN
JUNE 1-27, 2020

SCHEDULE

WEEK 1
EXPERT
NITIN DONDE
Design Educator
History of Animation, Images, Materials and Color, 2D Character Design, 2D animation

WEEK 2
EXPERT
SUMIT KUMAR
Cartoonist
Founder, BAKARMAX
Cartooning and Comics, Drawing Characters and Expressions, Sequential art, storytelling

WEEK 3
EXPERT
SU Jared NANDI
HCL, NOID A
Basics of Game Design, Game Play, Technology and Story

WEEK 4
EXPERT
YASH SHETH
Head of Design
Oakridge International School
Introduction to Unity as a Game engine to develop the game.

Student Coordinators
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Timings
Training 10:00 - 13:00
Practice 14:00 - 17:00