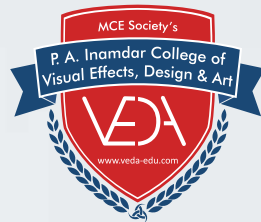MCE Society's

VEDA
CHRONICLE

Monthly NewsLetter by
MCE Society's VEDA College

www.veda-edu.com

INDEX
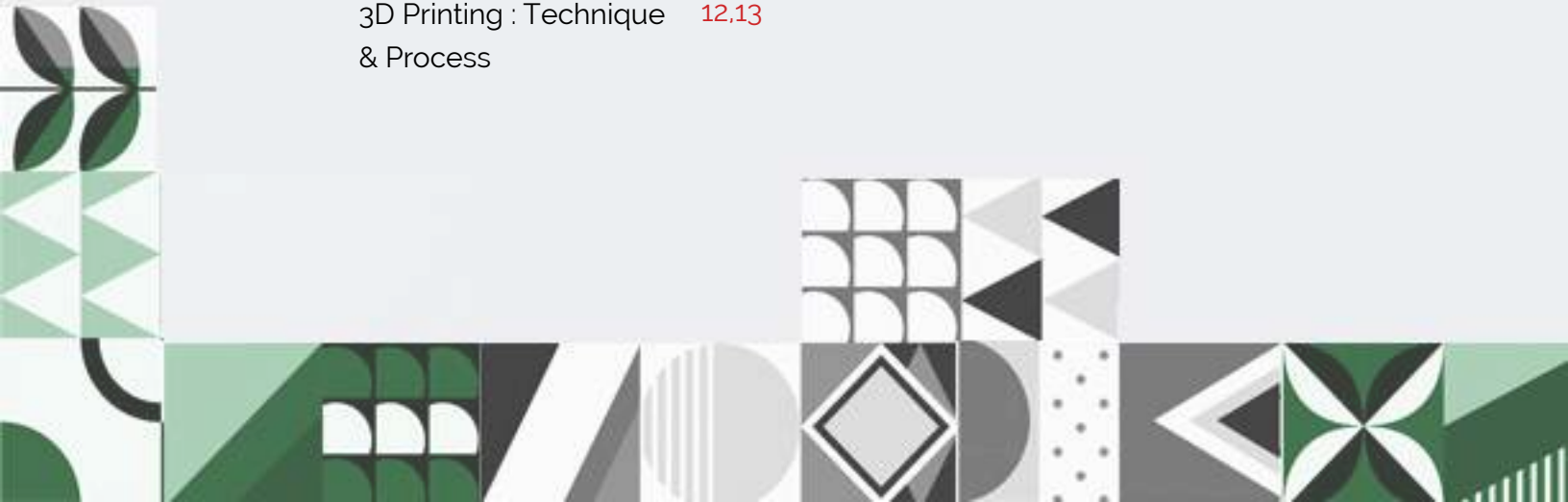## VEDA CHRONICLE
New Year Special Edition

DEAN'S DESK

Dear Readers,

Greetings from Prof. Dr. R. V. Acharya!

First of all I would like to congratulate the newsletter team of VEDA College for coming out with such a lovely newspaper last month. The month of November was a very exciting month, both nationally and internationally for the animation and media industry.Jiela E-sports, a China based internet company integrating brand chain, software development, e-sports events, game value-added and member services, announced to open

On the other side, Netflix has announced a new He-Man and the Masters of the Universe original animated adventure series for kids and families. The CG animated adventure series will reimagine the popular Reagan era toy-based franchise with a fresh take on its fantasy heroes. Keeping the demand of new tools and CG requirements Autodesk Maya also released its newest version - Maya 2020. This latest version includes new animation, rendering, effects, modeling and rigging advancements to empower artists throughout the production pipeline.

Overall I feel that the animation and media fraternity are going with good times and doors for new opportunities will soon be open for budding artists & animators. Nov 2019 was also an exciting month for VEDA College. The college team took part in Global Warming Poster Exhibition & Interaction at RBA Junior College, Camp (Pune) on November 29th. I am pleased to inform that Pune's leading English Daily "Life 365" has published a full page interview on my journey in animation on the same date. VEDA College gives utmost importance and value to providing equal opportunity for education to both male and female students. Mahatma Phule was the first person who called the attention of the nation on this issue. Azam Campus paid homage to the great soul on his death anniversary in a big way by organising Pune's biggest student march from campus to Phule Wada. VEDA College team and students participated in this rally enthusiastically.

Azam Campus also celebrated November 26th as the Constitution Day with VEDA College staff and students taking oath publicly to remain intact with the core values of our constitution. VEDACollege always remains on the top when it comes to giving guidance to the younger students about their career. The college was invited by Shri Gurunanak Junior College Pune and St. Patrick Junior College to guide the students of standards 11th & 12th on the opportunities in Animation and Media after 12th.

1

Similarly a group of 120 students from Bhojwani Junior College paid a visit to VEDA College and inter-acted with our faculties to know about the various opportunities in media & animation after 12th. Simi-larly a group of 120 students from Bhojwani Junior College paid a visit to VEDA College and interacted with our faculties to know about the various opportunities in media & animation after 12th. They were very excited to know how VFX is done in Bollywood and Hollywood movies.

In Nov, 2 faculties of DSVV University, Haridwar visited Veda College under our faculty exchange pro-gramme and Prof Anjali Gupta (3D animation faculty at DSVV) took the workshop of Veda College students on Substance Painter. From 16 to 20 Nov Veda college professors , Prof. Ajay Popalghat and Prof Suraj Patekar were on their lecture tour to DSVV for conducting special classes on Photography and VFX. From the 18th to 20th Nov The college has also organised a Workshop on Advanced Rigging conducted by Mr. Shubh Dubey, Senior 3D Rigging and Motion Graphics Artist Webvilee Technolo-gies Indore.

The college also took part in EID Rally and celebration on 12th Nov 2019. Along with all these vibrant events college faculties and students were engaged in their studies and portfolio development. I congratulate all the members of the college and students to make Veda College one of most lively colleges of the city.
Best wishes and happy learning.

Prof. Dr. R.V. Aacharya
Dean

2020

May your cup of happiness always be filled, your path always bright, and your future always light

Happy New Year!

TECHNICAL ARTICLES

GRAPHIC STYLES
By Prof. Darshana Gosavi
Graphic Designing Faculty

Conceptual Art

Conceptual art is a sub-category of illustration, and is a metaphorical depiction of a visual idea. Consider it as the fictional section of illustration, as it doesn't necessarily feature likeness to the real object it models after.

Characteristics

1. May contain some elements of reality
2. Features designer's own interpretation of the object it models after

by MWart

by miridi

by XZEQUTEWORX ™

by Giulio Rossi

Combines well with:

All styles

Keywords

Illustration, drawing, abstract

Feminine

The opposite of masculine design, feminine style is usually characterized by details that stereotypically attract female attention such as soft color palettes, florals and cursive writing.

Characteristics

1. May employ cursive, fluid fonts
2. May incorporate pastel colors and/or shades of red (eg. pink, purple, orange)
3. May feature a woman's face, flowers and fashion components (eg. lipstick, shoes)

Combines well with

Clean and minimalist, flat, illustrated, luxurious, organic and natural, typographic

Keywords

Flower, cosmetic, pastel, fashion, love, beauty

by Katerina K.

by Katerina K.

by cabinet

by Giulio Rossi

Flat

This style could be considered as a subcategory of the minimalist look: it employs minimal use of colors and shading for a visually-pleasing aesthetic.
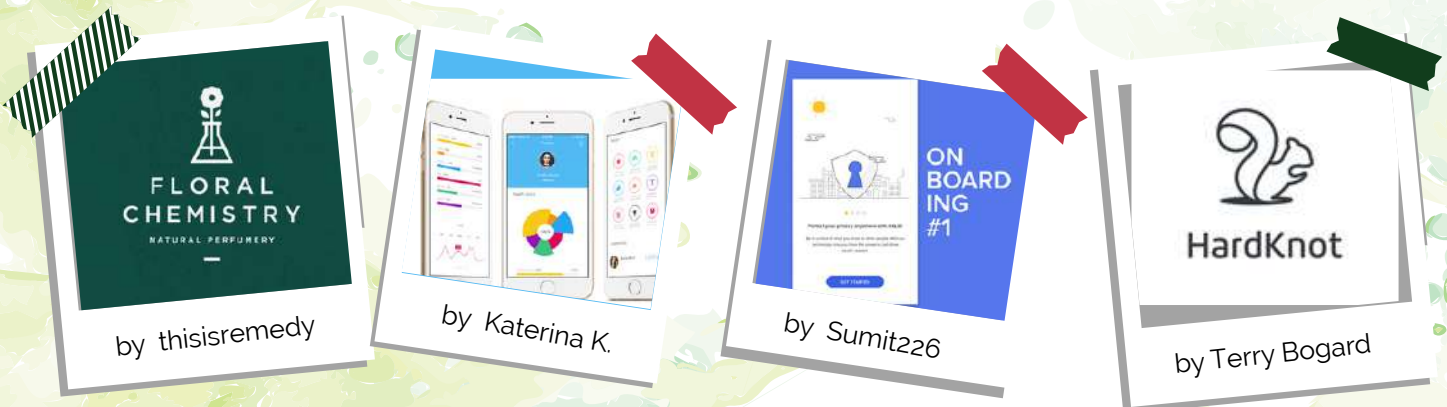
Characteristics

1 Uses small number of colors
2. No realistic shadow effect

Combines well with

Clean and minimalist, feminine, geometric, luxurious, typographic, vintage / retro

Keywords

Clean, infographic, minimalist, line art, illustration, app design

by thisisremedy

by Katerina K.

by Sumit226

by Terry Bogard

To be continued in next session......

TECHNICAL ARTICLE 2

2D ANIMATION : ALL YOU SHOULD KNOW ALL ABOUT IT
By Prof. Nitin Chavan
Preproduction Faculty

2D animation is one of the major types of animation. It's widely used for creating animated movies, cartoons, marketing videos, advertisements, educational materials, games and much more.

Two-dimensional or 2D animation is characterized by having its objects and characters created in the two-dimensional space. It means that they only have width and height.

It is considered as a traditional animation style, known from the 1800s. Initially, it was created by pulling together frames in which one drawing was followed by another one which slightly differed from it. Every second included 24 such slightly different frames.

We all remember the classic Disney animations, right? Snow White and the Seven Dwarfs, Bambi, The Little Mermaid and so on. They are some of the most popular 2D animations.

With the development of computer technologies, this process was also digitized through various animation software with the option of drawing the characters and backgrounds directly into the computer and animating them. The process consists of 3 main phases: pre-production, production, and post-production.

HAPPENINGS @ TILAK ROAD

VEDA Extension Center, Tilak Road
Ms. Priyanka Aacharya, Center Head

Animation Production Pipeline Workshop

Faculty Ms Nivedita Siddiqui conducted a Workshop on Animation Production Pipeline on Dec 11, 2019. This workshop was well received and appreciated by students.

This workshop was extended another day on Dec 12 and students were guided about Careers in the Animation Industry.

Script Writing Workshop

VEDA College's pre-production faculty Mr Rahul Bhosekar conducted a day long activity based Workshop on Script Writing for students on Dec 16, 2019. Students understood the basics and an overall picture of how effective scripts are written in the animation industry.

Christmas Celebrations @ SIMS

It was fun time at VEDA SIMS as we celebrated Christmas on Dec 23. Students acted on a few audio clips and delivered dialogues on muted video clips of Bollywood movies.

Photography Workshop

We conducted a 3 days Photography Workshop for SIMS students from Han 17 to 17, 2020. The workshop was conducted by VEDA faculty Prof Suraj Patekar at SIMS, Pune.

**Congratulations to
Ms. Tanushree Ghongadi &
Ms. Kajol Chougule
for getting placed as a
Graphic Designer**

Script Writing Workshop
Date
5th Dec 2019 - 20th Dec 2019
Time
11:30 Am to 1:00 Pm

Cabinet of Marketing

Congratulations
Ms. Kajol Chougule
For Getting Placed as Jr. Graphic Designer

dvio
Dvio Digital

Congratulations
Tanushree Ghongadi
For Getting Placed as Jr. Graphic Designer

India's Leading Animation & VFX Institute

Photography Workshop
3 Days
15th to 17th Jan 2020

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TECHNICAL ARTICLE 3

WHAT'S NEW IN PREMIERE PRO CC 2020
By Prof. Rahul Bhosekar
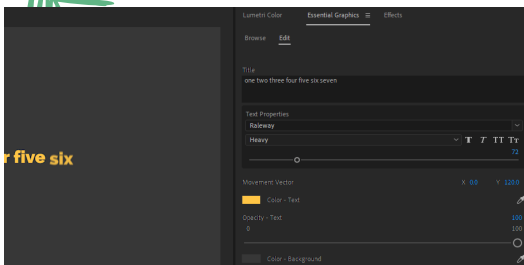Editing Faculty

4. Time remapping maximum speed

The maximum speed for time remapping has been increased to 20,000 percent. Previously it was 1,000 percent and it was really limiting.
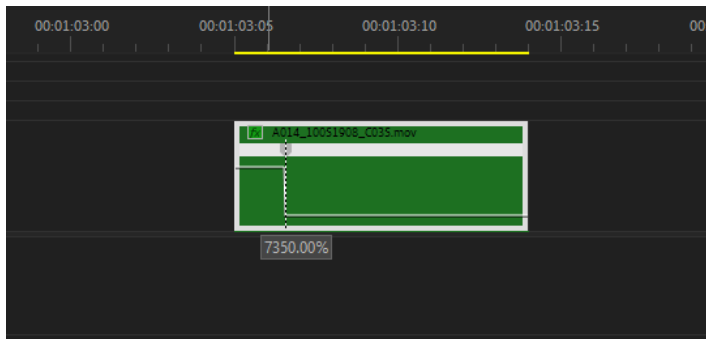
6. Dropdown Menu for MOGRTs

Dropdown Menu support has been added to Motion Graphics Templates. Previously creators were forced to use sliders for switching between some parameters in templates.

7. Multi-line edit field for MOGRTs

5. Delete media cache files from Preferences

Instead of Remove Unused option that was there before, we now have the Delete button. Once we click it another dialog box appears and here we can choose to delete all Media Cache Files on the system at the currently chosen location. But it will not delete cache files for a currently open project. If you want to delete all Media Cache Files, you need to quit Premiere Pro, relaunch it and open preferences while the Home Screen is open, before opening any Premiere Pro project.

Essential Graphics Panel will now have a multi-line edit field for text in Motion Graphics Templates. The edit field will fit 3 lines of text and if you go over that amount, it has a vertical scrollbar.
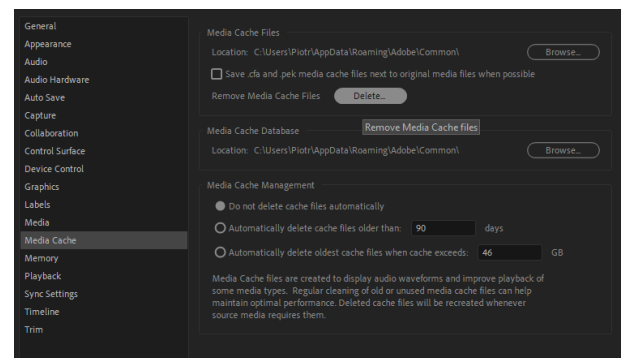
TECHNICAL ARTICLE 4

HOW TO MAKE YOUR CAREER IN WEB DESIGNING?
By Prof. Harshal Sathe
Graphic and Web Faculty

Following are some points you need to consider before planning to choose web designing as a career:

1. Time remapping maximum speed

Its a good idea to know ins and out of web design before choosing it as your career. You can use plenty of sources like, internet, blogs, social media books etc. there are thousands of websites on the internet which gives you detail information on web designing. Search what kind of skills are required to become a web designer and job opportunities in web designing. Search for good web designing companies and read about their objectives and goals, see their portfolio (you will get an idea about what kind of quality work industry expect.)

You can also read and follow some blogs where you will able to read valuable information and discussion about career options available in web designing from web designers around the world.

If you want personal advice from some people who are already from this field then use your social media as a tool of communication. You can join and follow some web designers using facebook, tweeter, linkedin, blogger, youtube etc. Most of the designers will be happy to guide you by sharing

2. Join a good professional Institute / College

There are so many Institutes and colleges for multimedia studies. Some of them claim 100% placement assurance. You need to act smartly while joining any Institute /collage. Search the institute information over the internet. Visit their website and read the information carefully. Read the course syllabus, fees structure and other basic information of the course See their website (read reviews, course information, duration of course, placement record etc.). See their previous student work.

And if everything looks great and suites your need go and visit the institute / collage. Do not forget to meet faculties /mentors. Remember they are only one who are going to teach you. Discuss all your doubts about the course. See their infrastructure and facilities they provide (Internet,Wifi,)

To be continued in next session......

TECHNICAL ARTICLE 5

MY EXPERIENCE ON ROTOSCOPING

By Prof. Ajay Popalghat
VFX Faculty

Dear Readers,

First of all, I want to tell you that Rotoscoping is not a laborious job. As students, we used to think that Roto work is labour work but it is not true. I have worked as a roto artist for 2.5 years in a studio. Without knowing the importance of rotoscoping you cannot be understanding the paint and compositing Part. It's a very good start for fresher to enter to the VFX Industry Thousands of Artist working in this field and they are Earning well. Students start with 15k to 20k in Roto after 3years only they get 40k to 50k. Also, many artists shifted to Paint department while working in rotoscoping in good company's there are "IJP" 'internal job posting' system. So many of them get a chance to shift in another department.

There are Many Good Company like **Digital Deluxe, Legend Vfx, Anibrain, Digikore, Double Negative, NY VfxWala, Redchillies VFx, Famous Studio, Genr8, Method Vfx, MPC and Technicolor.**

In this last 10 Years, I have Placed around 70 to 100 Students in the VFX industry, so I can tell you sure that Rotoscoping is not a Labouries Job it's a lifesaving Job for everyone who is suffering from Unemployment.

Some of my Rotoscoping and Compositing work, Also you can check my portfolio on YouTube for more Information: "AJ VFX" on YouTube Link :
https://www.youtube.com/channel/UCkd3mIgtqQJg03Vz7cyeHbA?view_as=subscriber

TRACKERS /Silhouette

ALPHA MAT/ Silhouette
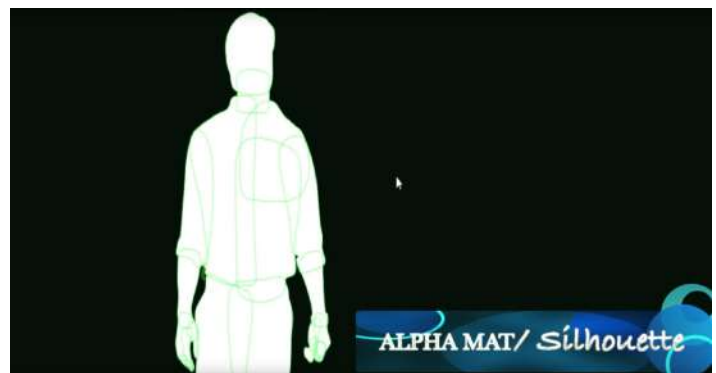
To be continued in next session......

HAPPENINGS @ MG ROAD

VEDA Extension Center, MG Road
Mr. Saleem Sarfani, Director

Cinematography Workshop

Cinematography Workshop By Prof Ajay Popalghat & Prof Suraj Patekar. Our faculties Prof Ajay Popalghat & Prof Suraj Patekar conducted a Workshop on Cinematography for CG students. The workshop included hands-on activities and sharing of industry insights.

Clay Modeling Workshop

Our pre-production faculty Mr Nayan Gaikwad conducted a day long Clay Modeling Workshop. Students thoroughly enjoyed this lively workshop.

Trip to Pawna Lake

The students and staff of VEDA CG went for a 2 days outing to Pawna Lake in the month of December.

Stop Motion Movie Prepration

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TECHNICAL ARTICLE 6

EVOLUTION OF 3D INDUSTRY

By Prof. Kamran Siddiqui
3D Department Faculty

The idea of a three dimensional virtual space has several benefits to various industries worldwide. It was originally used to replace making of prototypes that needed too much time and resources to make but now it is widely accepted through a spectrum of industries.

The most commonly known industry is the **ANIMATION INDUSTRY** that uses 3D to create imaginary characters and environments to make films more interesting. It also allows the introduction of impossible scenarios to be included such as talking animals and galaxies and outer space. Some live-action movies also included 3D objects or characters to include things that are not physically possible to make such as making of an actual transformer robot that can talk and walk. It is also used to show things that are possible but practically infeasible in terms of time and resources available. Hence, those characters were made in 3D and included in films.

Another industry is the **GAMING INDUSTRY** that uses 3D environments and characters that can be controlled by the user to move around and perform tasks. This works by making the characters controllable by the use of certain keys on the keyboard for computer games and the joystick for playstations. An advancement in this field is the introduction of virtual reality where the player has the experience of physically being into that imaginary world that is created in 3D.

The architectural field has also gained an abundance of benefits by introducing virtual 3D in their work. This helps both clients and providers to be able to see the final product before building even begins. This greatly helps to check if a certain idea is going to work or not without having the need to spend extensive time and money to physically make example models using craft materials such as cardboard, paint and so on. Hence, budget can be utilized fully in making final buildings rather than making models that take longer to make and amend if any changes were to be made. 3D also offers the scope of making changes in design much more quickly and with no additional expenses. Physical models are also very difficult to transport but 3D files can be sent via email and also carried in a pen drive which makes work a lot easier and much more efficient.

To be continued in next session......

TECHNICAL ARTICLE 7

3D PRINTING: TECHNIQUE & PROCESS

By Prof. Suheena Gupta
3D Department Faculty

What is 3D Printing?

3D printing or additive manufacturing is a process of making three dimensional solid objects from a digital file.

The creation of a 3D printed object is achieved using additive processes. In an additive process an object is created by laying down successive layers of material until the object is created. Each these layers can be seen as a thinly sliced horizontal cross-section of the eventual object.

3D printing is the opposite of subtractive manufacturing which is cutting out or hollowing out a piece of metal or plastic with for instance a milling machine.

3D printing enables us to produce complex shapes using less material than traditional manufactu--ring methods.

How Does 3D Printing Work?

It all starts with a 3D model. You create one yourself or download it from a 3D repository. While creating it yourself, you can choose to use a 3D scanner, app, haptic device, code or 3D modeling software.

3D Modeling Software

There are many 3D modeling software tools available. Industrial grade software can easily cost thousands a year per license, but there are also many open source software that you can get for free. We often recommend beginners to start with Blender, which is free, Autodesk 3ds Max or Autodesk Maya. Student versions of these softwares are free and work the same as licensed ones. Now that you have a 3D model, the next step is to prepare the file for your 3D printer. **This is called slicing.**

Slicing: From 3D Model to 3D Printer

Slicing is dividing a 3D model into hundreds or thousands of horizontal layers and is done with a slicing software.

Some 3D printers have a built-in slicer and let you feed the raw .stl, .obj or even a CAD file. Once your file is sliced, it's ready to be fed to a 3D printer. This can be done via USB, SD or internet. Your sliced 3D model is now ready to be 3D printed layer by layer.

Materials Used for 3D Printing

Six types of materials can be used in additive manufacturing: plastics, metals, concrete, ceramics, paper and certain edibles (e.g. chocolate). Materials are often produced in wire feedstock aka a 3D printer filament, powder form or liquid resin. All seven previously described 3D printing techniques, cover the use of these materials, although polymers are most commonly used and some additive techniques lend themselves towards the use of certain materials over others.

In the end we can say that 3D printing is a revolutionary force in manufacturing, whether positive or negative. The opportunities for technology and engineering are clearly huge, however, the creative possibilities in product design and printing material formulation are nearly endless.

Source: www.3dprinting.com

Ho-Ho-Ho!

HAPPENINGS @ LUCKNOW

VEDA Extension Center, Lucknow
Mr. Kalbe Mehedi, Director

Khadija Trade Fair

Unity VEDA Animation College, Lucknow participated in Lucknow Khadija Trade Fair which is a youth festival of Muslims. There Unity VEDA demonstrated how Virtual Reality works to the youngsters. Also arranged for Games and prize distributions for kids.

Unity Inter Trade Cricket Tournament

Unity Veda Animation College's Cricket Team participated in the Cricket tournament and was the runner up of the tournament.

Soft Skills & Personality Development Workshop

Unity VEDA Animation College organised a workshop on Soft Skills and Personality Development by Prof. Saif Abbas and Professor of Babu Banarasi Das University.

Outdoor Photography

Forced Perspective photography with fun and masti… Unity VEDA Animation College B.Sc. Second Year Students.

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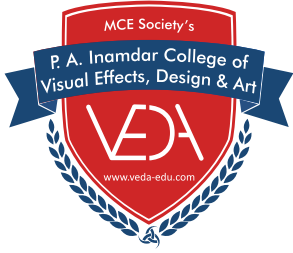
Maharashtra Cosmopolitan Education Society, Pune

IT OLYMPIAD 2019
India's Most Popular Online IT Championship

The awards ceremony of IT Olympiad 2019 was organized on Dec 19. 2019 at Azam Campus. The award was organised to recognize and felicitate top ranking students and educational institutes for their excellence in IT education. Shri. Rahul Bakshi, CEO of Phoebus Creations Media Pvt. Ltd was the chief guest at the event.

More than 15000 students from 271 schools across India participated in this competition, which was in 2 categories, viz. Cubs & Lions. Ms. Maryam Shaikh of std 9 from Al Ummat English Medium School, Bhiwandi topped in Cubs Category, while Master Abus Anwar Khan of std 11 from Anglo Urdu High & Junior College, Nandurbar topped in Lions Category.

IT Olympiad national winners were given a Helicopter Joy Ride over Pune City by the organizers.

CONGRATULATIONS TO ALL ITO WINNERS 2019

P. A. Inamdar College of Visual Effects, Design & Art

VEDA ETHNIC WEAR WEEK
Jan 20 to 26, 2020

Tribute to INDIA on the occasion of Republic Day

We are Indians, Firstly & Lastly

P. A. Inamdar College of Visual Effects, Design & Art

VEDA STUDENTS CORNER

Map Design by Sakshi Shetty- FY

Digital Artwork by Akash Yenare- FY
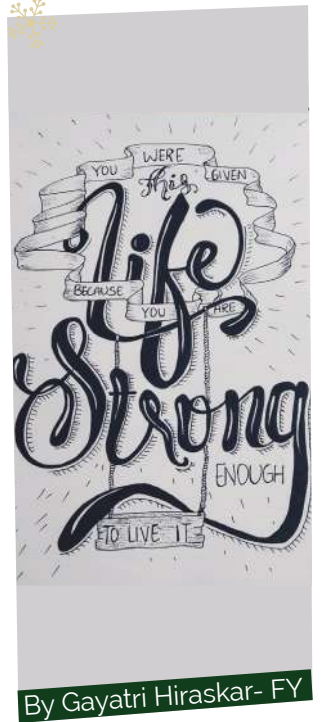
By Gayatri Hiraskar- FY

Map Design by Anushka Pethkar - FY
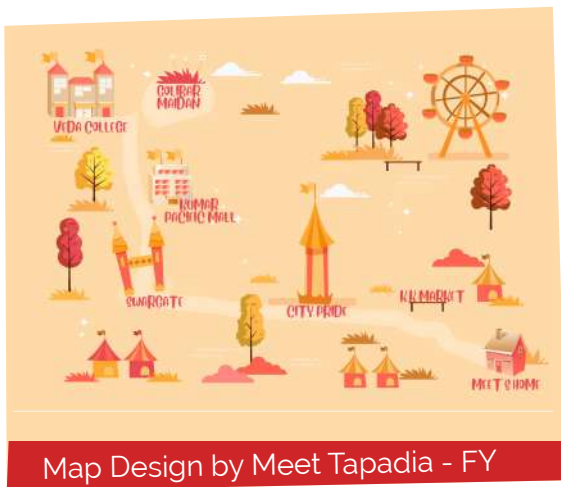
Map Design by Meet Tapadia - FY
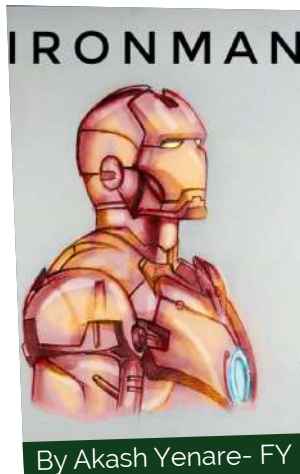
By Akash Yenare- FY

Zankar Parandkar- FY

Nadeem Maniyar - FY

Do something Creative EVERYDAY

INDUSTRY SPARKS

INDUSTRY SPARKS

P. A. Inamdar College of Visual Effects, Design & Art

AZAM CAMPUS NEWS

Inauguration of MCE Society's E-Seva Kendra

Hon'ble President of MCE Society Dr P A Inamdar, along with other dignitaries and management members inaugurated our own E-Seva Kendra.

This E-Seva Kendra is a firm step to transform our school students as budding entrepreneurs. This setup will be completely driven by students so that they can learn business skills, management and accounting skills.

Under this training cum service unit anyone can avail all government and private sector related services like passport application, driver's licenses, aadhar card and so on.

The incharge of this unit is Mr. Shamsher Sayyed and can be contacted on 7276102920

VEDA TESTIMONIAL
Dec 2019 & Jan 2020

My interaction with VEDA students was amazing. As a studio Ka Kha Gaa we always try to find new talent for animation script writers. When I came to VEDA and found out that all these students are related to animation, I was like wow, now we have over hundreds of students who are learning animation and script writing. So my search for good script writers and storytellers as founder of Ka Kha Gaa studio, I will not say has ended, but it has certainly taken a launchpad from here. After reading the scripts of students I was really impressed by the curiosity of students. They still need a little bit of polishing but on the whole students of VEDA college are very intelligent.

Mr. Vivek Shukla
**Co-founder of KA Kha Gaa Creative Content Studio**

Mr Vivek Shukla conducted a workshop on Script Writing For Animation for the 1st year students of VEDA college. Mr Vivek Shukla is a renowned writer who has some of the most well known shows under his belt like Chhota Bheem for Green Gold Animation (Pogo), New Adventures of Bal Hanuman for Percept Pictures Co. (Pogo), Chimpoo Aur Simpoo for Zeeq, Akbar Birbal for Discovery Kids, Bunty Aur Billi for Toonz Animations (Hungama TV - Disney) and many more.

VEDA ANNOUNCEMENT

Get ready for some exciting events at Kalotsav 2020, VEDA College's annual gathering and student artwork showcase. Kalotsav 2020 will be held in the 1st week of March. Watch out for the following events -

- ❄ Golden Pixel Awards
- ❄ Pune Film Festival
- ❄ Kala Gaurav Samman Puraskar
- ❄ Coffee with College
- ❄ Students Art Work Exhibition
- ❄ Cultural Events
- ❄ Sports Events
- ❄ Prize Distribution Function

KALOTSAV
2020-21

P. A. Inamdar College of Visual Effects, Design & Art
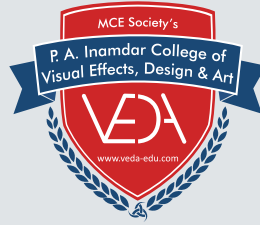
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Ground Floor, Hotel Management Building,
Azam Campus, Camp,
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