

# MONARK UNIVERSITY

## RUDRA GOSWAMI COLLEGE OF COMPUTER APPLICATION

### WORKSHOP REPORT

<b>Name of Activity/Event:</b>	Workshop on Immersive Multimedia and Audio-Visual Technologies				
<b>Name of Organizing Body (Institute/Department):</b>	SSIP/IIC & Monark University				
<b>Sponsoring Agency:</b>	SSIP			<b>Amount in Rs. (if any):</b>	4000/-
<b>Academic Year:</b>	2024-25			<b>Date of Event:</b>	06/08/2024 & 07/08/2024
<b>Total No. of Participants (Students):</b>	64	<b>Male:</b>	31	<b>Female:</b>	33
<b>Total No. of Participants (Faculty):</b>	3	<b>Male:</b>	3	<b>Female:</b>	0
<b>Name of Faculty Coordinator:</b>	Prof. Hardik Gandhi				
<b>Email Id:</b>	Hardik.gandhi.foca@monarkuni.ac.in			<b>Contact No.:</b>	9714043083
<b>Name of Student Coordinator:</b>	Vikash Sir				
<b>Email Id:</b>	info@khodiyarcadcenter.com			<b>Contact No.:</b>	7043891166
<b>Details of Activity:</b>	<p><b>Understanding Key Features and Philosophies:</b> Immersive multimedia and audio-visual technologies encompass a wide range of tools and approaches designed to create engaging, interactive, and often highly realistic experiences. Understanding the key features and philosophies of these technologies involves exploring their various components, purposes, and the underlying principles guiding their development and use. Here are some key features and philosophies:</p> <p><b>High-Quality Graphics:</b> Advanced rendering techniques and high-resolution displays create lifelike visuals.</p> <p><b>Spatial Audio:</b> 3D audio technology simulates real-world soundscapes, making the experience more believable.</p> <p><b>360-Degree Views:</b> Users can look around in all directions, creating a sense of being within the environment.</p> <p><b>Haptic Feedback:</b> Devices that provide tactile feedback help users feel interactions.</p> <p><b>Key Concepts in Animation</b> <b>Frame-by-Frame Animation</b> <b>Frames:</b> Individual images that, when played in sequence, create the illusion of motion.</p> <p><b>Frame Rate:</b> The number of frames displayed per second (fps). Standard rates include 24fps for film and 30fps for video.</p>				

	<p><b>Timing and Spacing</b>  <b>Timing:</b> Refers to the speed of an action; how long it takes for something to happen.  <b>Spacing:</b> The distance between frames; closer frames for slower actions and wider apart for faster actions.</p>
<p><b>Outcome:</b></p>	<p>Engaging in hands-on animation activities leads to several important learning outcomes. Technically, it includes mastering animation principles like timing and spacing, gaining proficiency in software and hardware tools, and understanding the production process from storyboarding to final output. Creatively, it enhances visual storytelling, aesthetic sense, and problem-solving skills. Professionally, it fosters teamwork, communication, and project management abilities. On a personal level, it cultivates patience, attention to detail, resilience, and creative expression.</p>
<p><b>Awards (if Any):</b></p>	<p>Certificates to the Participated Students</p>

**Photographs of Event**



**Faculty Coordinator:  
Prof. Hardik Gandhi**

**Dean:  
Prof. Sudha Patel**