School of Computer Information and Mathematical Sciences

Department of Computer Science and Engineering

VOXEL VISIONS WORKSHOP

23-OCTOBER-2024

Venue: IoT laboratory

Time: 10 am to 12:30 pm

School of Computer Information and Mathematical Sciences **Event Report**

Name of the event: Voxel Visions

Date: 23rd October 2024

Venue: IOT Laboratory

Total number of participants attended the workshop:19

Multimedia and Robotics Club of the Department of Computer Science and Engineering, B.S. Abdur Rahman Crescent Institute of Science and Technology organized a VOXEL VISIONS Workshop on 23rd October 2024 in the "3D model Design Multimedia workshop", participants will embark on an exciting journey to construct their own 3d model design using Blender. The session was conducted with the assistance of our esteemed faculty members Dr. R. Akila Associate professor, Ms. A. Snegaa Assistant Professor, Mrs. A. Saraswathi Assistant Professor, Mrs. M. Latha Assistant Professor, Mrs. C. Jeeva Assistant Professor, Ms. Varsha Vardhini Assistant Professor, Mr. R. Ram Deepak Assistant Professor and the students including Mr.PARAMAGURU S from B.tech CSE-C(3rd year). Mr. Mohamed Samee Sultan from B.tech CSE-C (3rd year). Mr. Mohamed Musthafa Bassim from B.tech CSE-C(3rd year) who shared their knowledge and experience in the fields of 3D model design. Overall, the event was a resounding success, igniting passion for multimedia and robotics among participants and reinforcing the club's mission to enhance learning through practical application and community engagement. The positive feedback from attendees highlights the workshop's impact and the importance of continued initiatives in this exciting field.

Objective

- **Introduction to Blender and 3D Design Basics:** Students will learn the fundamentals of Blender, including its interface and essential tools, enabling them to navigate and manipulate 3D objects easily.

- **Creating and Editing 3D Objects:** By using basic shapes and transformations, students will create and edit 3D models, developing essential modeling skills like scaling, rotating, and combining objects to form more complex designs.
- **Applying Materials and Textures:** Students will explore how to apply materials and textures to their models, enhancing the visual realism of their designs by adding colours, patterns, and surface details.
- **Lighting and Rendering for Realistic Output:** The workshop will teach students how to set up lighting and render their 3D models into high-quality images, allowing them to present their work with a professional, polished look.
- **Custom 3D Project Development:** Each student will create a personalized 3D object or environment, applying all the skills learned in the workshop, showcasing their creativity and technical proficiency.
- **Final Presentation and Certification:** Students will present their completed 3D models and receive feedback, culminating in a certificate of completion, recognizing their newly acquired 3D design skills.

TOPIC DISCUSSED

In the 3D Design Workshop, coordinated by Mr. PARAMAGURU S, Mr Samee Sultan, Mr Mohamed Musthafa Bassim the participants will dive into the exciting world of 3D modeling using Blender, with a focus on creating a beautiful 3D scene of fruits displayed on a plate. The session begins with a warm welcome and a detailed introduction to Blender's interface, highlighting essential tools for modeling, texturing, and rendering.

Participants will start by creating basic shapes like spheres and ellipsoids to represent fruits such as apples, oranges, and bananas. They will then learn how to use transformation tools to scale, rotate, and fine-tune these shapes, making them more realistic. The workshop will introduce material and texturing techniques, allowing participants to add colours and surface details, bringing their 3D fruits to life.

Next, participants will model a plate, apply materials for a polished look, and arrange the fruits in an aesthetically pleasing display. Lighting setup will be covered to enhance the scene's realism, followed by rendering to produce high-quality images of the final display.

The session will wrap up with a Q&A for troubleshooting and customization tips, culminating in a recap and the distribution of participation certificates. By the end of the workshop, attendees will have a fully rendered 3D fruit display and a solid foundation in Blender’s modeling and rendering techniques.

Outcome of the 3D Modeling Workshop:

Enhanced Understanding of 3D Modeling: Participants gained a solid foundation in 3D modeling concepts, including an introduction to Blender’s interface, key tools, and

techniques for creating digital objects.

Practical Knowledge of 3D Tools: Attendees learned how to use Blender's tools for creating and manipulating 3D objects, exploring essential features like mesh editing, transformations, and object modifiers to refine their designs.

Exploration of Texturing and Materials: The workshop provided insight into applying textures and materials to 3D models, giving participants the ability to add realistic surface details and enhance the visual appeal of their objects.

Introduction to Lighting and Rendering: Participants explored how to set up lighting in a 3D scene and rendered their models, learning techniques to produce high-quality, professional images of their creations.

Real-World Applications of 3D Modeling: The workshop highlighted the practical uses of 3D modeling in various industries, including animation, product design, architecture, and gaming, demonstrating the versatility of Blender.

Career-Relevant Skills Development: Participants developed valuable skills for their future careers, including 3D object creation, scene setup, and rendering techniques, giving them a strong foundation in digital design.

Encouragement of Artistic Exploration: The workshop promoted creative expression by encouraging participants to experiment with different styles and techniques, helping them to find their unique artistic voice in 3D modeling.

Introduction to Animation Concepts: The workshop included an overview of basic animation techniques, allowing participants to animate their 3D models, thereby understanding motion dynamics and enhancing storytelling in their designs.

Resource Sharing and Follow-Up Materials: Attendees received curated resources, including tutorials, forums, and additional reading materials, ensuring they can continue learning and practicing their skills post-workshop.

By the end of the workshop, attendees had a clear understanding of Blender's tools and workflows, enabling them to confidently create, texture, and render their own 3D models.

Brochure of the Workshop

B.S. Abdur Rahman Crescent Institute of Science & Technology

DEPARTMENT OF COMPUTER SCIENCE

MULTIMEDIA AND ROBOTICS CLUB

PRESENTS

VOXEL VISIONS

Hands-on workshop on Blender

3D MODEL DESIGN WORKSHOP

You will learn about

DATE: 23/10/2024
TIME: 9:15am to 12pm
VENUE: IOT LAB

STAFF COORDINATORS

DR.R.AKILA
MS. A. SNEGAA
MRS. M. LATHA
MRS. C. JEEVA
MRS. A. SARASWATHI
DR.S.VARSHA VARDHINI
MR.R.RAM DEEPAK

CONVENORS

DR. SHARMILA SANKAR
DEAN/SCIMS
DR. AISHA BANU W
HOD/CSE

STUDENT COORDINATORS

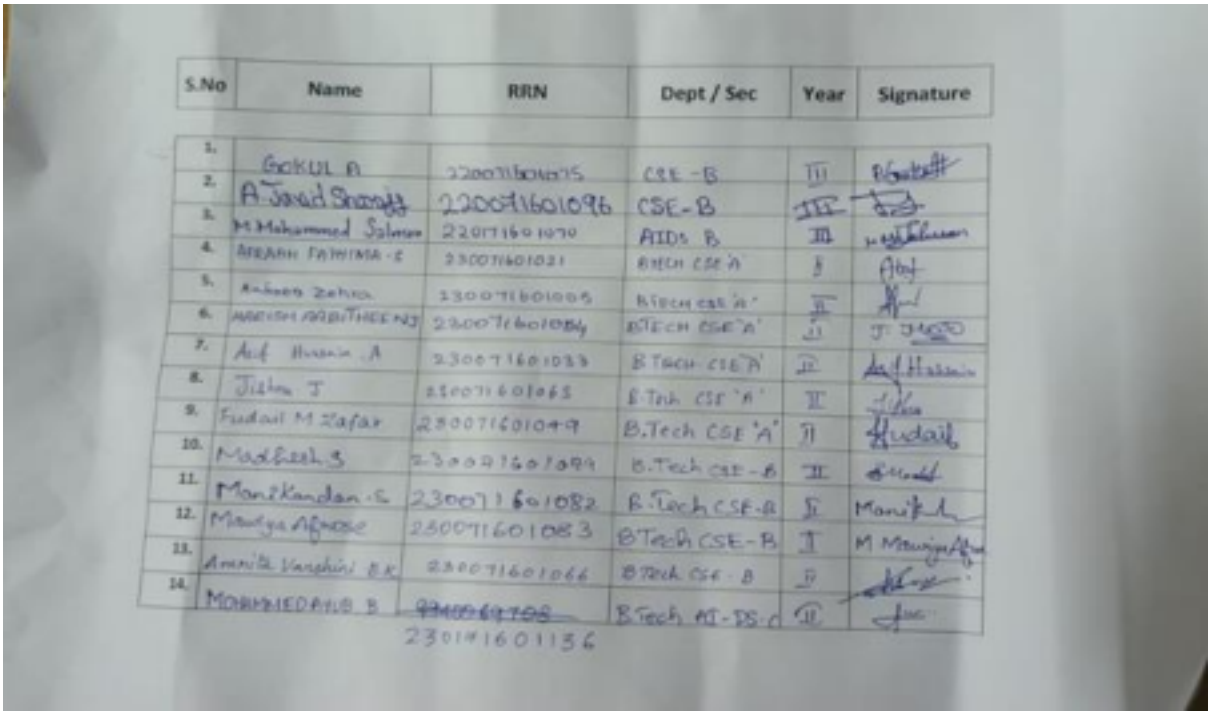
MR. PARAMAGURU S
PH: 6381558528
MR. MOHAMED SAMEE SULTAN 9940020312

FREE REGISTRATION

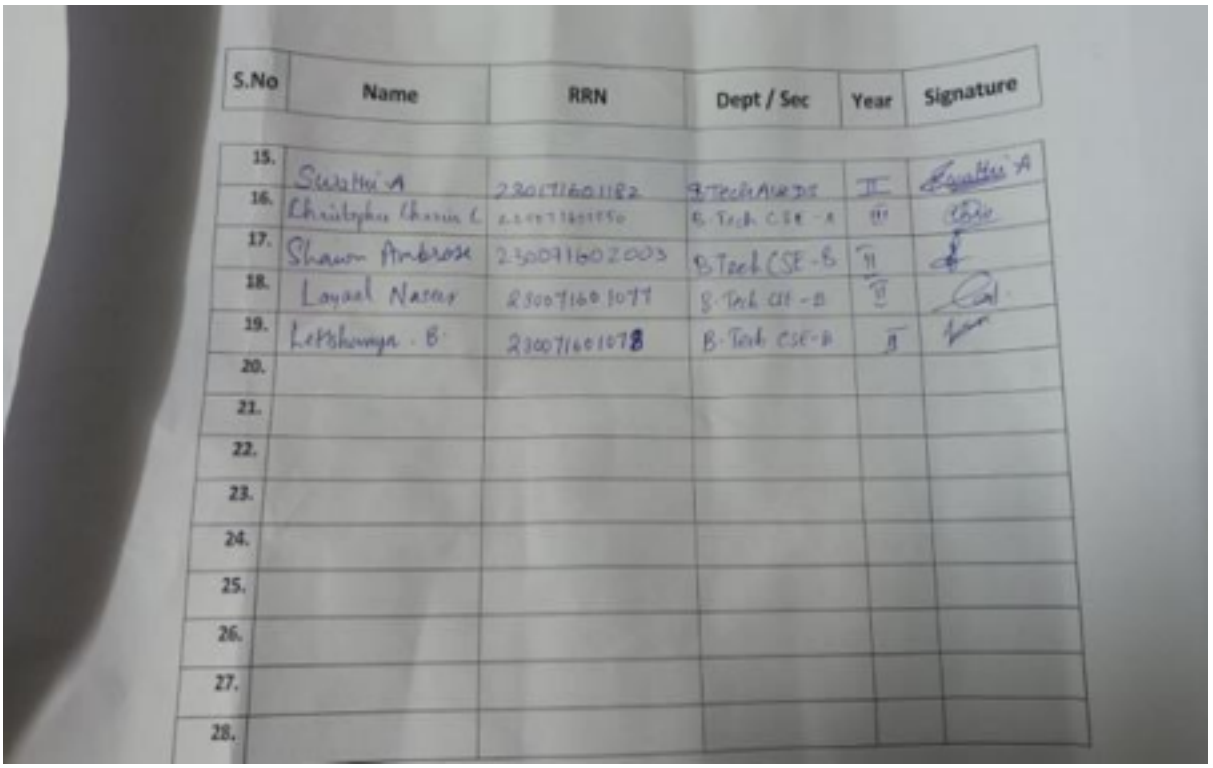
- Bring your own Laptop if possible
- 3-Button Mouse is Recommended
- Preferably blender installed If not no problem

For registration the scan OR code

Participants Name list



S.No	Name	RRN	Dept / Sec	Year	Signature
1.	GOKUL A	2200716010075	CSE-B	III	
2.	A Javed Shanajj	2200716010096	CSE-B	III	
3.	M Mohammed Salman	2200716010070	AIDS B	III	
4.	SHEARIN FATHIMA.S	2300716010031	B.TECH CSE 'A'	II	
5.	Ashwin Zahra	2300716010005	B.TECH CSE 'A'	II	
6.	ABRISH ABRITHEEN J	2300716010054	B.TECH CSE 'A'	II	
7.	Asif Hussain A	2300716010033	B.TECH CSE 'A'	II	
8.	Jithin J	2300716010065	B.Tech CSE 'A'	II	
9.	Fudail M Zafar	2300716010049	B.Tech CSE 'A'	II	
10.	Madheel S	2300716010094	B.Tech CSE-B	II	
11.	Manikandan.S	2300716010082	B.Tech CSE-B	II	
12.	Manuja Afroze	2300716010083	B.Tech CSE-B	II	
13.	Amrita Varshini B.K	2300716010066	B.Tech CSE-B	II	
14.	MOHAMED ALI B	[redacted] 2301916011136	B.Tech AI-DS-C	II	



S.No	Name	RRN	Dept / Sec	Year	Signature
15.	Sujatha A	2300716011182	B.Tech AI&DS	II	
16.	Christopher Charan C	[illegible]	B.Tech CSE-A	II	
17.	Shawn Ambrose	2300716012003	B.Tech CSE-B	II	
18.	Layaal Nasar	2300716010077	B.Tech CSE-B	II	
19.	Lekshmiya.B	2300716010078	B.Tech CSE-B	II	
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Pictures taken during the meeting


GPS Map Camera
Peerakankaranai, Tamil Nadu, India
V3gm+7fv, Peerakankaranai, Tamil Nadu 603210, India
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23/10/24 09:59 AM GMT +05:30
Google


GPS Map Camera
Peerakankaranai, Tamil Nadu, India
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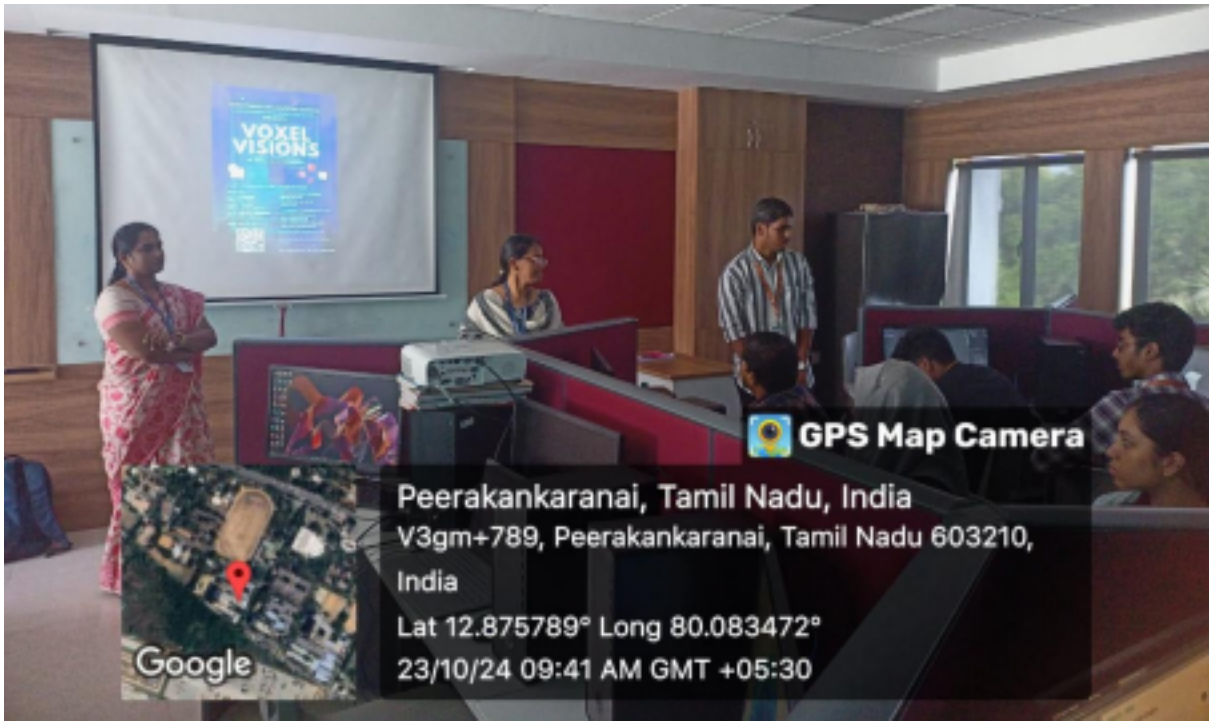

“Transform your ideas into reality: Explore the limitless possibilities of 3D modeling ”

Faculty Coordinator Convenor

Dr. R. Akila, Asso.Prof/CSE Dr.W.Aisha Banu, HOD/CSE Ms. A. Snegaa, AP/CSE
Mrs. M. Latha, AP/CSE

Mrs. A. Saraswathi, AP/CSE
Mrs. C. Jeeva AP/CSE
Dr. Varsha Vardhini, AP/CSE
Mr. R. Ram Deepak, AP/CSE