Report on Workshop on '2D Animation using PIVOT'

Topic: Hands-on Workshop on "2D Animation using PIVOT"

Date: 6th, 7th and 8th July, 2020

Time: 11:30 a.m. –12:30 p.m.

Venue: Live Zoom Meeting / YouTube

Speaker: Mr. James Robin, Reporting Head, IEEE -DBIT

No. of participants: 19

Description:

The IEEE-DBIT student branch organized a workshop on 2D Animation using PIVOT software on the 6th_th_ of July as a part of NEXUS 2020. The aim of the workshop was to provide the students with a basic knowledge of 2D animation which could help them express their own creative ideas using user-friendly animation software.

A) Day 1 – July 6th, 2020

• The session commenced with an introductory speech by Mr. Shreyas Kulkarni, the chairperson of IEEE–DBIT. His speech included the basic introduction of 2D Animation workshop, the NEXUS 2020 event and concluded the speech by introducing the instructor of the workshop, Mr. James Robin.

• Mr. James Robin took over and started the session by showing the Pivot application, then giving a brief history about the application.

• With the introduction to Pivot, the participants were introduced to basics of Pivot by showing all the tools and required files to run them.

• Once students were familiarized with the required tools, they were shown how to create a simple walking animation using a stick figure. The last topic for the day was how to create a running animation using a stick figure.
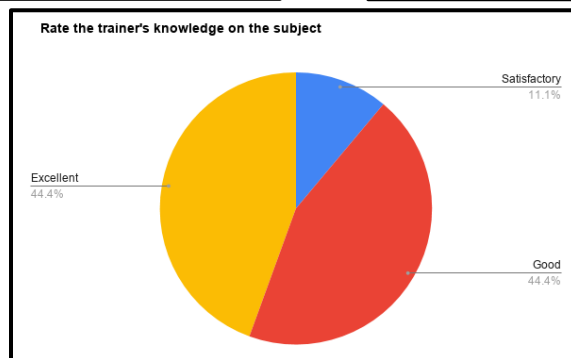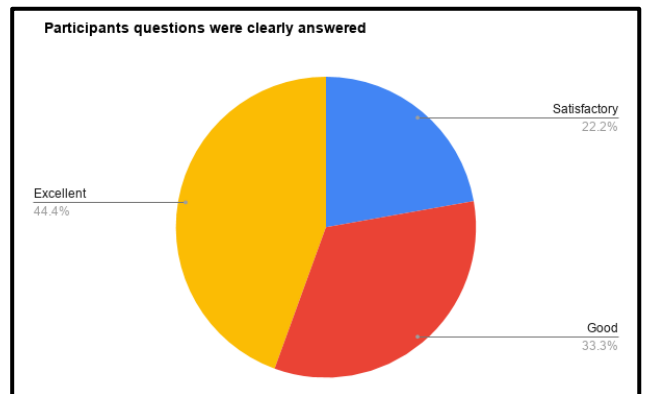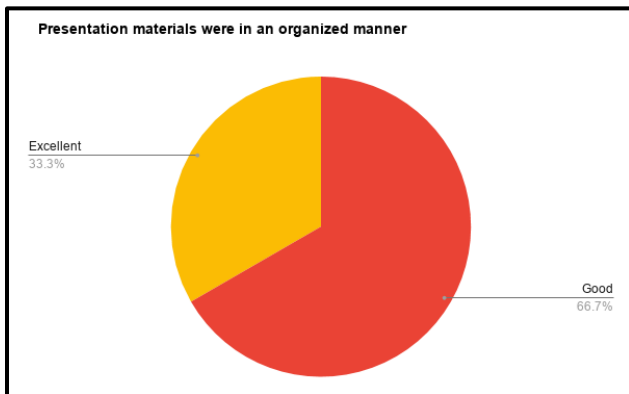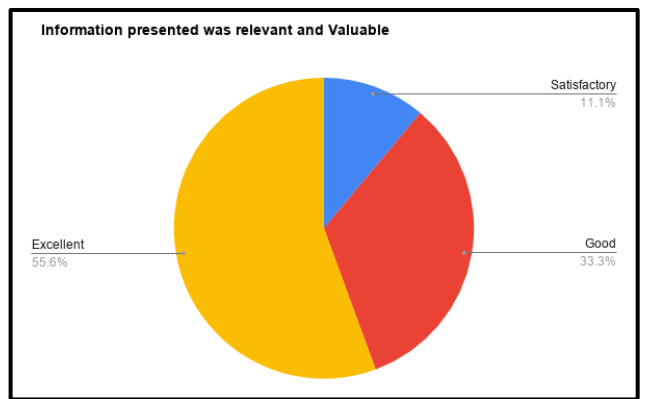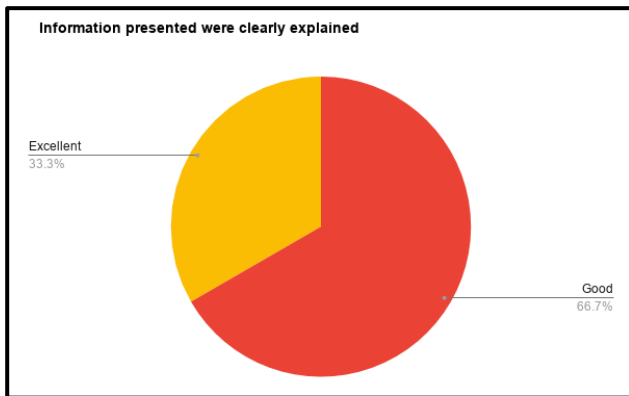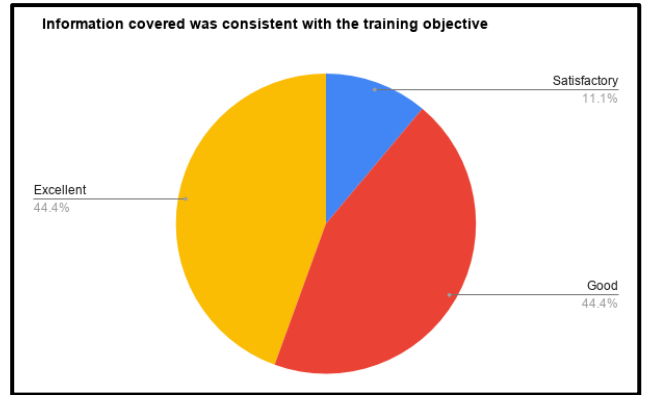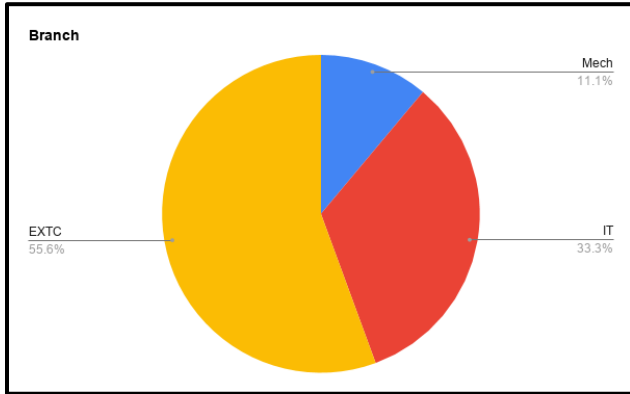
B) **Day 2, July 7th, 2020:**

• The second day started with a session on how to create a detailed character or a figure on Pivot. The instructor then created the figure and showed how to separate each segment in the figure.

• The next topic was on how to create a background on Paint and add them to Pivot and how to edit a random image and use them as a background for the required Animation,

• The final topic was how to create and use the effects in Pivot Animations which was given to students beforehand. The participants were also asked to create and submit a small animation.

C) **Day 3, July 8th, 2020:**

- The third day started with a session on creating an animation using all the tools and topics taught on the previous days.
- The instructor created a small animation and asked them to create simultaneously.
- The session concluded with a Q & A session and a closing speech by Mr. Shreyas Kulkarni where he mentioned about the upcoming events followed by the vote of thanks.

FEEDBACK ANALYSIS:

Branch

- Mech — 11.1%
- IT — 33.3%
- EXTC — 55.6%

Information covered was consistent with the training objective

- Satisfactory — 11.1%
- Good — 44.4%
- Excellent — 44.4%

Information presented were clearly explained

- Excellent — 33.3%
- Good — 66.7%

Information presented was relevant and Valuable

- Satisfactory — 11.1%
- Good — 33.3%
- Excellent — 55.6%

Presentation materials were in an organized manner

- Excellent — 33.3%
- Good — 66.7%

Participants questions were clearly answered

- Satisfactory — 22.2%
- Good — 33.3%
- Excellent — 44.4%

Rate the trainer's knowledge on the subject

- Satisfactory — 11.1%
- Good — 44.4%
- Excellent — 44.4%

FEEDBACK SUMMARY:

From the above analysis, we can see the overall reception to the workshop was positive. The higher majority of students are from EXTC followed IT and Mechanical respectively. Many felt the overall workshop was effective and informative and felt the trainer had a great knowledge on the topic.
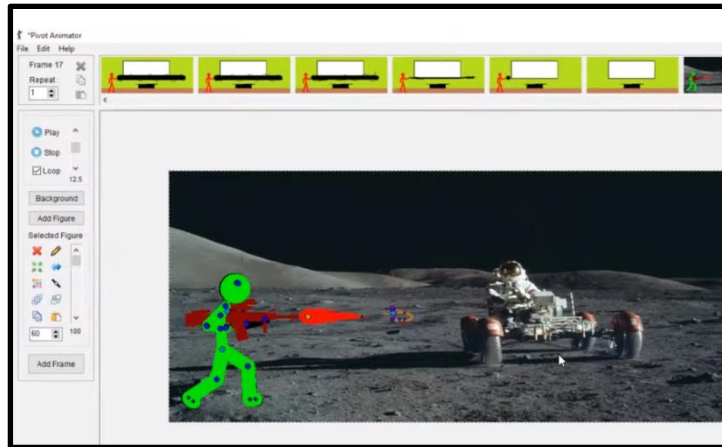
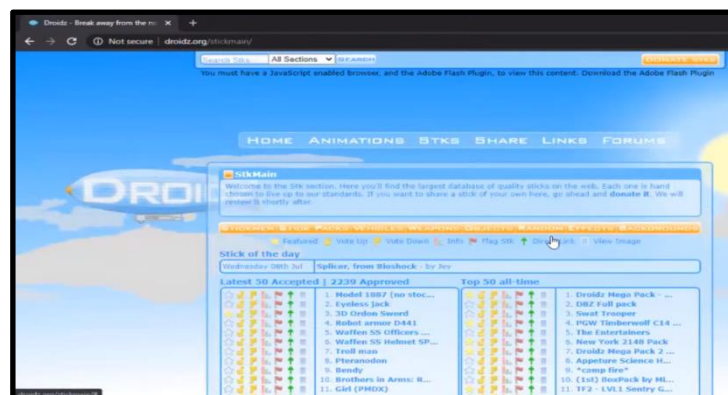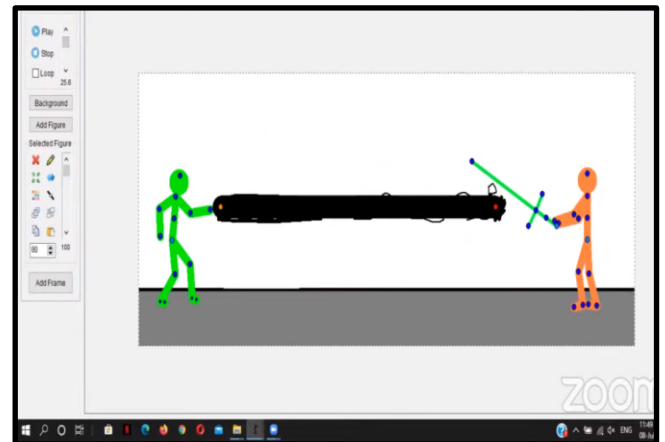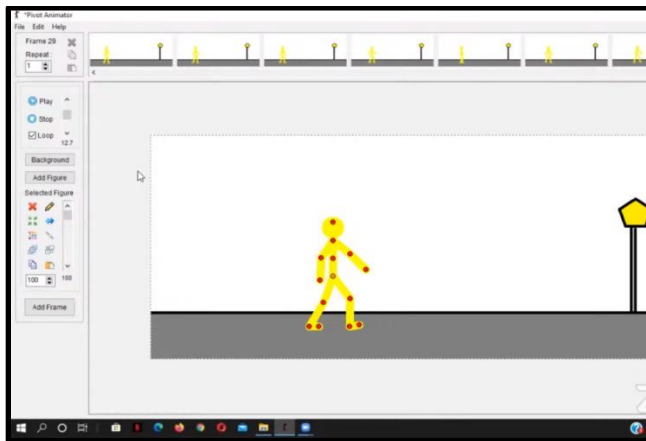## EVENT POSTER:

Event Pictures:

DAY 1
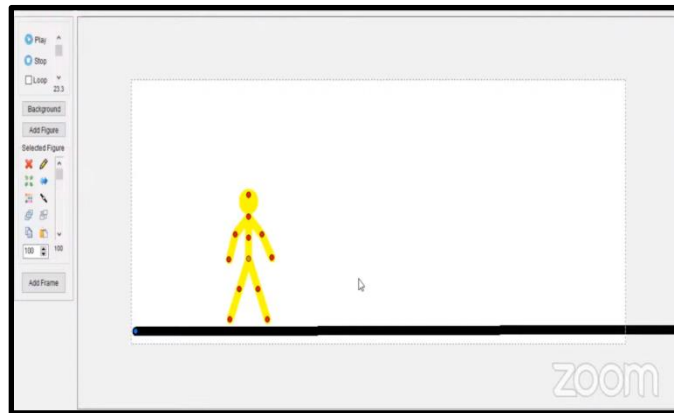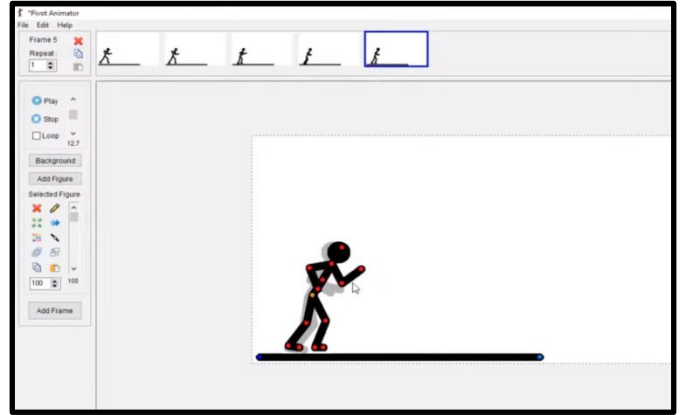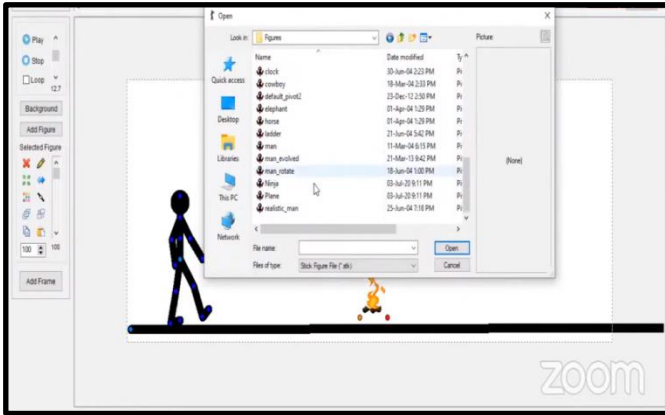
DAY 2:
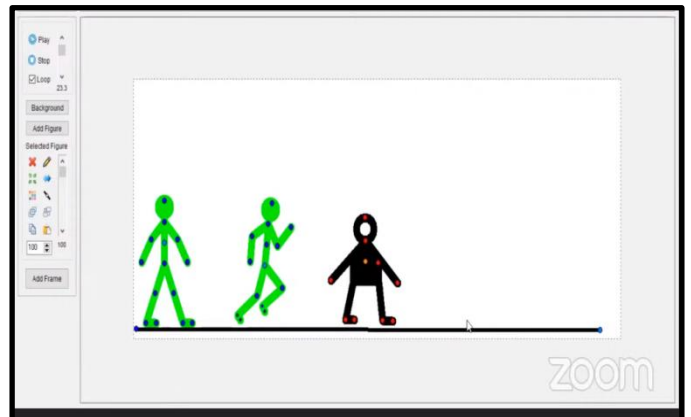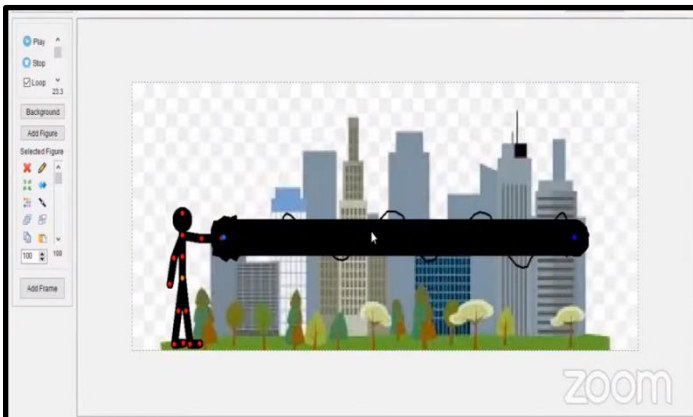
DAY 3

Report Prepared by: Mr. James Robin K. - IEEE-DBIT-REPORTING HEAD

Report Approved by: Ms. Gejo George - IEEE-DBIT SB Counselor