



CREATIVE-O-ERA

Event Description:

Creative-O-Era is a platform for innovators to showcase creative, visually impressive projects that push the boundaries of design and aesthetics. This event is not about traditional art and craft, but about engineering creativity with projects that stand out through their attractiveness, interactive elements, and technical ingenuity. Whether it's through the use of LEDs, mechanical movements, or dynamic visual effects, this event celebrates projects that catch the eye and inspire through their inventive design. If your project is something that can light up a room—literally or metaphorically—this is the place to display it.

Team Specification:

1. Individual participation or team (maximum of 2 members)
2. Students from different institutes can form a team.
3. Registration fee per participant: Rupees 150/-

Event Structure:

1. Project Submission:

- » Participants must submit a brief description (not more than 200 words) of their project, including the materials used, the technology behind it, and any interactive or visual features (e.g., LEDs, sensors, or moving parts).

2. Exhibition Setup:

- » Participants will be allotted a space to display their creations during the event. Projects with dynamic, visually appealing elements will be given special attention.

3. Judging Criteria:

- » Originality and Innovation
- » Design and Aesthetic Appeal
- » Use of Interactive or Visual Elements (e.g., LEDs, motion sensors, light displays)
- » Presentation and Overall Impact
- » Technical Creativity (how well technical components are integrated into the project)

Project Specification:

1. Projects must involve some form of technical creativity or innovation, such as the use of LEDs, motors, interactive features, or dynamic displays.
2. Projects can be in any form, including interactive installations, mechanical devices, prototypes, or visual displays that incorporate technology.
3. All exhibits must be original works created by the participants.
4. Participants must bring any necessary equipment, such as laptops, power supplies, or project components.





1. The event will be held in an exhibition format where participants will set up their projects for public viewing and jury evaluation.
2. Each participant or team will be provided with a 5x5 ft display area for their project.
3. The best projects will receive awards based on the judging criteria.
4. Participants are encouraged to explain their projects to the jury and visitors, particularly highlighting any interactive or dynamic features.

Rules and Guidelines:

- Each team or individual must register online via the official TRISHNA 2K24 website or offline through coordinators.
- Participants must arrive at least 30 minutes before the start of the event for setup.
- All materials, including display boards, power sources, and tools, must be brought by the participants.
- Only original and self-created projects are allowed. Plagiarism will result in immediate disqualification.
- All team members must carry valid TRISHNA and college ID cards. Participants from other institutes must bring a bonafide certificate signed by their Principal/HOD.
- Misconduct or damage to other participants' projects will result in disqualification.
- The organizing committee reserves the right to modify any rules. Registered participants will be informed via email/WhatsApp.
- The jury's decision will be final and cannot be challenged.

For any queries:

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