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Auto-MOB Workshop

(A two days Workshop on Auto-Mob & IC Engine Workshop.)

Workshop Highlights

- Receive an unparalleled education from Go 4
 Tech team with personal one-on-one attention.
- Improve your job prospects and get an edge over your counterparts.
- Interactive Query sessions, Live Demos, PowerPoint Presentation.
- Exposure to multi disciplinary content.
- Opportunity for online examination and certification.
- Certificates issued to all participants.
- Career guidance by experienced faculty.
- Learn and interact with one of the respected authorities on Animation.

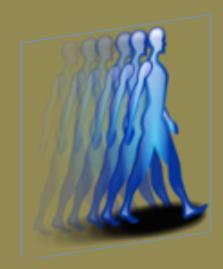
Who should Attend?

The workshop is a must for anyone

- Interested in Animation Field.
- Applying for higher studies
- Looking for a career in Animation Field.
- Interested in Making Own Animation Project.

Benefit to Participant

- Develop very good understanding of Animation.
- Learn about Software themselves under the guidance of professionals.
- Can easily use this experience to develop good
 B.Tech/ M.Tech projects.
- Helps to face job interviews with confidence.
- Hands-on experience in addition to their classroom trainings will transform the students into better engineers
- Opportunity to interact with DCE (Delhi College OF Engineering) alumni Team to discuss career options.





Open to students of all departments



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Workshop Detail

- 1/2 Day workshop includes lectures, design sessions, Demonstration sessions.
- Cost: Rs 1100 Per Participant) Workshop Cost.
- Cost includes training material, software and instruction manual.

Workshop Content

Our workshop is aimed at participants with diverse backgrounds with an interest to learn about constructing an aircraft which will make the participants innovate in the design stage, put their design into practice in the manufacturing stage and see their hard work take-off through the hands of our expert flyers at the end. It provides an opportunity to experience the true spirit of engineering.

Workshop duration: 1/2 days

Workshop structure:

- Interactive session
 - about animation
 - about MAYA
 - application of MAYA
- GUI
 - o Clearing the user interface
 - o Introduction of different palettes
- Creating Primitive shapes
 - Polygon Primitives
 - Nurbs Primitives
 - Subdiv Primitives
- Learning about Different modes of an object
 - Vertex mode
 - o Edge Mode
 - o Face Mode
 - Object Mode
 - Learning about Mesh Flow

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- Familiarizing Tool Palette
 - o Selection & Move tool
 - o Rotate tool
 - Scale tool
 - Implementation of these tools with shortcuts

Modeling

- Learning the difference between Plane Modeling and Box Modeling
- o Go through the 'Edit Mesh' menu
- Creating Interiors
- Learning to place Blueprints for higher modeling

Texturing

- Hyper shade Palette
- o Unwrap UV
- Lighting
 - Learning about different lights
 - Simple lighting
 - Three point lighting
- Creating Camera
 - Learning to use camera for production level
 - Learning about camera settings
- Simple rendering
 - How to render image with different sizes
- Rigging
 - How to place bones
 - How to assign controllers to bones
 - Explaining the use of 'Advance Biped'
- Time Line & Animation
 - Learning about Frames & Frame rate
 - Explaining what is animation with the help of persistence of vision
 - o Key frame animation
 - o frame by frame animation
 - Camera Animation
 - Object Animation
- Character Animation
 - Explaining Principles of Character Animation
 - Creating Simple Walk



- Project Maintenance
 - o How to create new Project & work in it
- Advance Rendering
 - Batch Rendering

Our Hands-on and Practical Workshops will supplement your Classroom trainings and transform students into better engineers

Feedback Of Participant

"Fun and enriching experience. Highly Interactive and Informative lectures. Hardworking and friendly team. Best part is that these people would never get fed up of students asking for the same thing again and again but would rather clear the doubts with patience which is a true proof of their dedication and love for their work. Thank u all for coming. Had an Amazing time. Cheers!

:)" - Shalini, Delhi Technology University, Delhi

"It is really a matter of honour to organize an event as such at BITS Pilani, Goa. This develops innovative thinking and is the platform for creative approach" - Gunakar Venkat Yadav, IIT-BHU, Banaras.

"Best Workshop I had attended ever:) Even belonging to non-mechanical branch, I didn't feel that I was out of topic. Very good!!" - **Pooja Bhojwani, IIT-Bombay**.

"Its awesome to see things fly at economic prices. Workshop is so interesting." - **Karthik Reddy B, NIT-Patna.**

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Workshop Handouts

- Go 4 Tech Software tool kit CD Pack.
- Go 4 Tech Course ware
- "Certified of Participation" to each participant.



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