**NAME OF THE EVENT :** GAME CRAFTERS

**BRANCH :**

IT

During such an event, participants might explore topics such as narrative design, level design, character development, game mechanics, and the use of emerging technologies like virtual reality (VR) and augmented reality (AR). Workshops, panel discussions, and hands-on activities could provide opportunities for attendees to learn and experiment with different design techniques.

• Event session of 9 hours duration divided into 2 phases(day-night).

• 3 hours with Phase-1 and a night event of 6 hours of Phase-2.

• Object Designing using blender software.

• Basic in unity Software (importing and exporting, Work Flow explanation)

**Team size:**

Minimum 2 members, maximum 3 members

**FACULTY COORDS-**

Dr Arvind-(9789471382)

**STUDENT COORDS**

1. H. Aditya -(9391107311)
2. B. Narendra-(9550569842),

**REG FEE- 500**

**TOTAL PRICE WORTH - 8000**