



# PRAGATI ENGINEERING COLLEGE

(AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY

Date: 08-10-2023

## CIRCULAR

It is hereby informed to all the Students of III B. Tech that Essay Writing will be conducted on 11-10-2023 on the occasion of "INTERNATIONAL ANIMATION DAY". This event is organized by SPARKWIT club of IT Department. The students who are interested should register their names with your respective class teacher.

Time: 2PM to 3PM

Venue: S25

*Dr. Jyoti Chandra Bhavani*  
HoD-IT 8/10/23  
HOD  
PRAGATI ENGINEERING COLLEGE  
WARANANAPALEM





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## EVENT BROUCHER

**PRAGATI ENGINEERING COLLEGE**  
(Autonomous)  
DEPARTMENT OF INFORMATION TECHNOLOGY

**SPARK IIT** STUDENT CLUB ORGANISES

Essay Writing on the occasion of  
"International Animation Day"

Date: 11-10-2023  
Time: 2PM TO 3PM  
Venue: S25

*Faculty Coordinator*  
*Mrs. J. Ganga Bhavani*  
*Assistant Professor IT Department*



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## List of students Participated:

S.No	Roll No.	Name of the Student
1	21A31A1201	Akumarthi Aksha Sharmila
2	21A31A1202	Bagga Indravathi
3	21A31A1205	Dharmavarapu Santhi Kumari
4	21A31A1207	Ellusuri Komala
5	21A31A1209	Garimella Annapurna Sree
6	21A31A1214	Karra Gayathri Phani Sri Varshini
7	21A31A1216	Marivada Harsha Sri
8	21A31A1219	Nallamilli Naga Sreya
9	21A31A1220	Nunna Vidya Vydehi
10	21A31A1221	Setti Devi
11	21A31A1225	Sabbela Sri Naga Amrutha Varshini
12	21A31A1226	Sai Keerthika Kadiyala
13	21A31A1228	Tekumudi Sri Krishna Prasanna
14	21A31A1230	Yarlagadda Mahalakshmi
15	21A31A1231	Yeleti Darshini Priya
16	21A31A1233	Allam Monish
17	21A31A1236	Champati Ravi Kiran Jagannadha Varma
18	21A31A1237	Ch Nehanandan
19	21A31A1239	Gandepalli Siva Harshith Kumar
20	21A31A1241	K Sai Mohith
21	21A31A1242	K Uppendra
22	21A31A1244	Karri Somashekhar Siva Kalyan Reddy
23	21A31A1245	Kojjavarupu Durga Veera Chakradhar
24	21A31A1247	Makireddy Siva Sai Teja
25	21A31A1249	Mellam Sanjay
26	21A31A1250	Mohammad Abdul Samad
27	21A31A1251	Mohammad Asif
28	21A31A1253	Nalam Venkata Kishore
29	21A31A1254	Nalla Dhana Ganesh
30	21A31A1255	Nimmalapudi Surya Chandra
31	21A31A1258	Sarvasuddi Kalyan Ram
32	21A31A1259	Shaik Zuheruddin
33	21A31A1261	Siddiq Ganesh Vadapalli
34	21A31A1263	Thotakura Aaryan Varma
35	21A31A1264	Unduri Bheemeswar
36	22A35A1201	Arigela Lavanya
37	22A35A1202	Gubbala Jaya Kumar
38	22A35A1203	K Vijay Kumar
39	22A35A1205	Mondi Durga Veera Venkata Manikanta



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## Report:

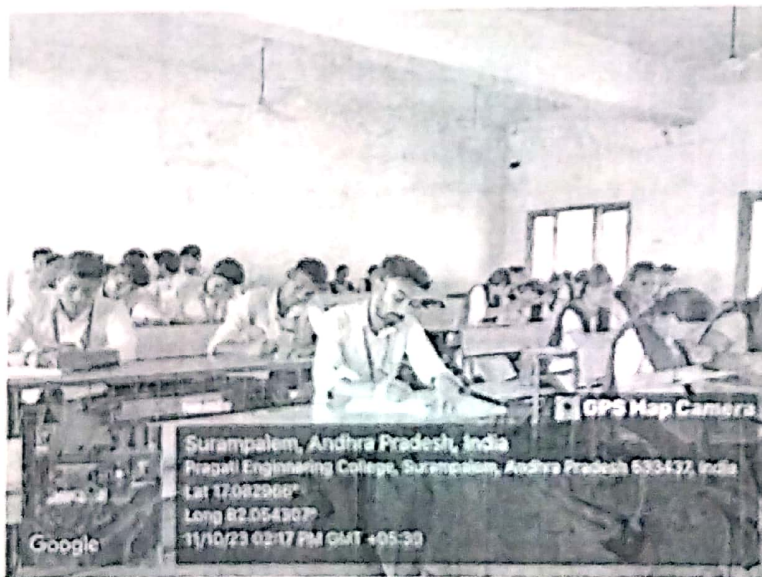
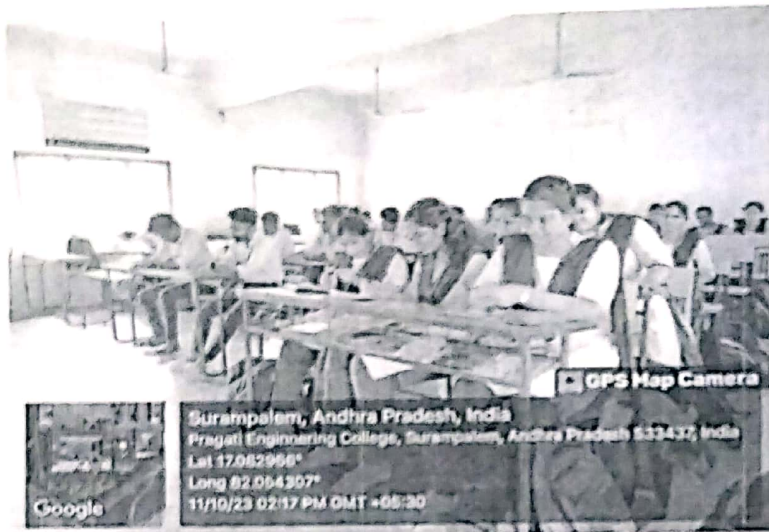
- On October 11, 2023, SparkWIT club of Department of IT, Pragati Engineering college commemorated an Essay Writing competition on the occasion of “International Animation Day”
- 39 students participated in Essay Writing Event
- ASIFA created the International Animation Day (IAD) in 2002, honoring the birth of animation, recognized as the first public performance of projected moving images: Emile Reynaud’s Theatre Optique in Paris, on the 28th October 1892
- Every day we witness the importance and beauty of animation in a variety of media. It spreads in commercial theatres – featuring 3D animation and special effects, on TV, publicity, music industry, cross media, internet, but, and most specially, it develops and grows as an art form, through shorts, multimedia and feature films, created by independent authors, artists, students, and children from all over the world
- Animation includes an impressive range of approaches, techniques and goals. Created by drawing, painting, animating puppets and objects, using clay, sand, paper and computer, working with multiple narratives and non-narratives, reflecting a diversity of themes and performances, presented on a variety of platforms



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## Event Photographs:





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## FEEDBACK COLLECTED FROM STUDENTS

ROLL NUMBER	NAME	FEEDBACK
21A31A1201	Akumarthi Aksha Sharmila	Very Good
21A31A1202	Bagga Indravathi	Very Good
21A31A1205	Dharmavarapu Santhi Kumari	Very Good
21A31A1207	Ellusuri Komala	Very Good
21A31A1209	Garimella Annapurna Sree	Very Good
21A31A1214	Karra Gayathri Phani Sri Varshini	Very Good
21A31A1216	Marivada Harsha Sri	Very Good
21A31A1219	Nallamilli Naga Sreya	Very Good
21A31A1220	Nunna Vidya Vydehi	Very Good
21A31A1221	Setti Devi	Very Good
21A31A1225	Sabella Sri Naga Amrutha Varshini	Very Good
21A31A1226	Sai Keerthika Kadiyala	Very Good
21A31A1228	Tekumudi Sri Krishna Prasanna	Very Good
21A31A1230	Yarlagadda Mahalakshmi	Very Good
21A31A1231	Yeleti Darshini Priya	Very Good
21A31A1233	Allam Monish	Very Good
21A31A1236	Champati Ravi Kiran Jagannadha Varma	Very Good
21A31A1237	Ch Nehanandan	Average
21A31A1239	Gandepalli Siva Harshith Kumar	Good
21A31A1241	K Sai Mohith	Good
21A31A1242	K Uppendra	Good
21A31A1244	Karri Somashekhar Siva Kalyan Reddy	Good
21A31A1245	Kojjavarupu Durga Veera Chakradhar	Good
21A31A1247	Makireddy Siva Sai Teja	Good
21A31A1249	Mellam Sanjay	Good
21A31A1250	Mohammad Abdul Samad	Good
21A31A1251	Mohammad Asif	Good
21A31A1253	Nalam Venkata Kishore	Excellent
21A31A1254	Nalla Dhana Ganesh	Excellent
21A31A1255	Nimmalapudi Surya Chandra	Average
21A31A1258	Sarvasuddi Kalyan Ram	Average
21A31A1259	Shaik Zuheruddin	Average
21A31A1261	Siddiq Ganesh Vadapalli	Average
21A31A1263	Thotakura Aaryan Varma	Average
21A31A1264	Unduri Bheemeswar	Excellent
22A35A1201	Arigela Lavanya	Excellent
22A35A1202	Gubbala Jaya Kumar	Excellent
22A35A1203	K Vijay Kumar	Excellent
22A35A1205	Mondi Durga Veera Venkata Manikanta	Excellent



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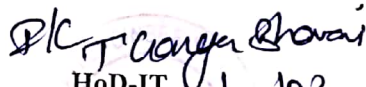
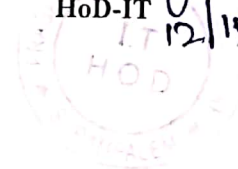
DEPARTMENT OF INFORMATION TECHNOLOGY

## Feedback Analysis Report:

We collected feedback from all the students attended for the session.  
Student's feedback on the session is presented below:

FEEDBACK	NO OF STUDENTS
Excellent	08
Very Good	21
Good	09
Average	01
Total	39

  
FACULTY CO-ORDNATOR

  
HoD-IT  
12/10/23  


21A31A1230  
Y. mahalakshmi

Topic : "International Animation Day" . The Difficulty in Capturing the Reality of Animations.

On the occasion of the "International Animation Day", we describe the few words about the difficulty in capturing the Reality of Animations are described here, there are as follows:

Animations is a powerful medium for storytelling, but it can be difficult to capture the complexities of reality. In this presentation of this topic, we mainly exhibit the limitations of 3D animation, challenges of capturing emotions and expressions, and more

### The Limitations of 3D Animation :

#### (1) Restrictions on Movement :

Animating realistic and fluid movement is very difficult, especially when working with pre-made character models.

#### (2) Limited facial expressions :

Facial expressions plays a vital role in conveying emotions, but 3D models often lack the range of expressions seen in real life.

#### (3) Difficulty with textures and lighting :

While 3D animation can produce stunning visuals, it can be difficult to replicate the nuances of real world textures and lighting.



## The challenge of Capturing Emotions and Expressions:

### 1. The elusive smile:

Creating a Convincing and nuanced smile that conveys genuine emotion is notoriously difficult, even for experienced animators.

### 2. The complexities of anger:

Anger can be expressed in many different ways and requires careful consideration of body language, facial expressions and tone of voice.

### 3. The painful expression of sadness:

Sadness is a difficult emotion to accurately convey, as it often varies drastically from person to person and can be influenced by cultural and societal factors.

## Case Studies of Animation Reality:

### 1 → Disney's Moana:

Moana's animators used intense research to portray realistic movements of ocean from ripples to waves. They understand the personality of ocean.

### 2 → Game of Thrones series finale:

The main plot point of the finale was the destruction of the animated Targaryen army and King's landing itself by dragon - an inhuman but well-crafted portrayal of tragedy.

### 3 → The Lion King (2019):

The live-action remake of animated The

Topics: How has Animation influenced education and learning? Provide Examples

Animation has had a profound impact on education and learning, revolutionizing the way information is presented and absorbed. This essay will explore the various ways in which animation has influenced education, with examples to illustrate its effectiveness.

Firstly, animation enhances comprehension by simplifying complex concepts. For instance, Khan Academy, an online learning platform, employs animated videos to explain intricate mathematical concepts, breaking down abstract ideas into visual, digestible segments, making learning more accessible.

Secondly, animation fosters engagement and retention. Educational software like Duolingo uses animated characters and interactive lessons to teach languages. The gamification of learning through animations motivates students, increasing their attention and retention of material.

Furthermore, animation bridges cultural and linguistic barriers. Organizations like UNESCO utilize animation to create educational content that transcends language differences. UNESCO's animations on topics such as human rights and environmental conservation are accessible to diverse audiences worldwide.

Additionally, animation aids in historical and scientific visualization. Documentaries like BBC's "Planet Earth" use stunning animations to depict natural phenomena and historical events, making learning immersive and memorable.

Moreover, animation fosters Creativity and Critical Thinking. Tools like Scratch, developed by MIT, teach coding through animated storytelling, encouraging students to develop problem-solving skills and express their Creativity.

Furthermore, the medical field benefits from animation. Virtual patient Simulations, such as those used in medical schools, offers realistic, animated Scenarios for students to practice diagnoses and procedures. These animations enhance medical education by providing a risk-free learning environment.

In conclusion, animation has greatly influenced education and learning by simplifying complex concepts, increasing engagement and retention, bridging cultural divides, enhancing visualization, fostering Creativity, and aiding in the advance medical field.

## Essay Writing

A. Morish  
21A31A1233

Topic: How has animation evolved over the years, from traditional hand-drawn animation to computer-generated imagery (CGI)?

The history of computer animation began as early as the 1940s and 1950s, when people began to experiment with computer graphics mostly notably by John Whitney. It was only by the early 1960s when digital computers has become widely established, the new avenues for innovative computer graphics blossomed. Initially, uses are mainly for scientific, engineering and other research purposes, but artistic experimentation began to make its appearance by mid-1960s mostly notable by Dr. Thomas Calvert. By the mid 1970s many such efforts were beginning to enter into public media. Much computer graphics at this time involved 2-dimensional imagery. Techniques previously confined to high end virtual cinematography systems are rapidly moving into the video games and leisure applications.

Topic : the difficulty of capturing Reality in Animation.

The history of computer Animation began as early as the 1940s and 1950s when the people began with experiment of computer Animation. The difficulty of capturing Reality in Animation, computer graphics most notably by John Whitney. It was only by the early 1980s. when digital computer had become widely established.

By late 1980s, photo realistic 3D was beginning to appear in capturing Reality. Techniques previously confined to high end virtual cinematography systems are rapidly moving into the video games and leisure applications. While Gertie was perhaps the first animated character to gain notoriety.