



PRAGATI ENGINEERING COLLEGE (AUTONOMOUS)

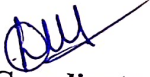
DEPARTMENT OF INFORMATION TECHNOLOGY

PEC/CIRCULAR/2026

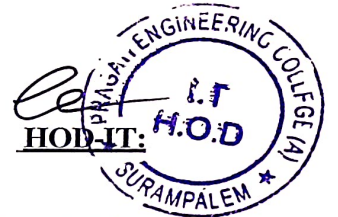
Date: 11-03-2026

CIRCULAR

It is hereby informed to all the students that "GAMING CLUB" "Department of Information Technology" is conducting an offline event on "Game Art and Animation" On 13-03-2026. Interested students are informed to register their names and participate in the event.


Faculty Coordinator :

D. Kondababu – Assistant Professor (Department of IT)



G. Satya Mohan Chowdary

Student Coordinators:

P. L. Chaitanya (24A31A1220)

K. Revanth (24A31A1266)

Event Details:

Date: 13-03-2026

Mode: Offline

Time: 11:00 AM to 12:00 PM



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DEPARTMENT OF INFORMATION TECHNOLOGY

OFFICIAL POSTER OF THE EVENT WILL BE PLACED HERE:



Pragati Engineering College
(Autonomous)



GAMING CLUB

OF IT DEPARTMENT IN ASSOCIATION WITH CAREER GUIDANCE CELL ORGANIZES A WEBINAR ON
...GAME ART AND ANIMATION...

EVENT REGISTRATIONS ARE OPEN
(FOR ALL YEAR STUDENTS)

MODE : OFFLINE
DATE : 13-03-2026
TIME : 11:00 AM TO 12:00 PM

FACULTY COORDINATOR :
Mr. D. KONDABABU
Assistant Professor,
Department of IT

STUDENT COORDINATOR:
P. L. CHAITANYA (II IT)
K-REVANTH (II IT)

PRESIDENT OF THE CLUB :
G. Revathi (III IT)

PATHUB
Pragati Advanced Technology Hub

Faculty Coordinator:

D. Kondababu – Assistant Professor

HoD-IT

G. Satya Mohan Chowdary

Student Coordinators:

P. L. Chaitanya (24A31A1220)

K. Revanth (24A31A1266)



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37	24A31A1217	Satya Anusha Nathipam	IT
38	24A31A1264	Teja	IT
39	24A31A1235	Ch.sanjay	IT
40	24A31A1233	Mahindra babu	IT
41	24A31A1234	Ch. Yogendra	IT
42	24A31A1256	P.Subbarao	IT
43	24A31A1238	GUBBALA PAVAN KUMAR	IT

Attendance:

List of students Attended for the event on “Game Art and Animation”

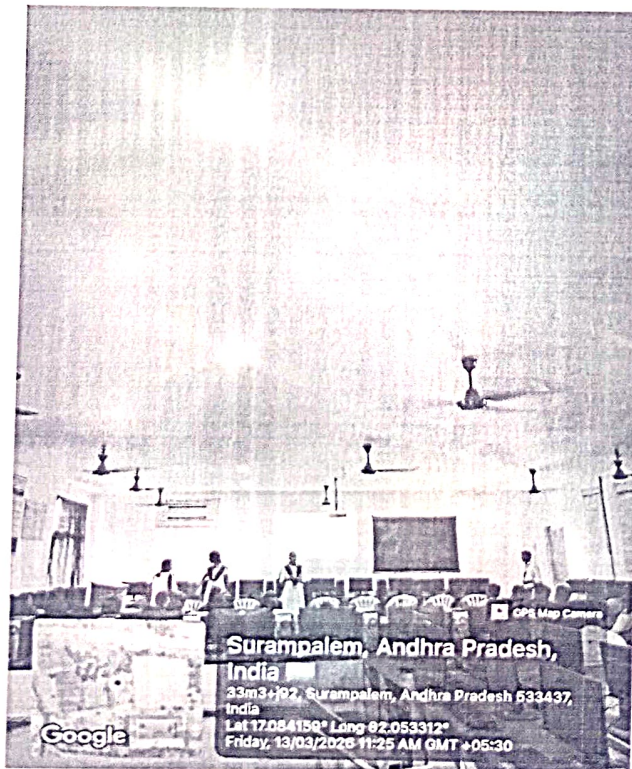
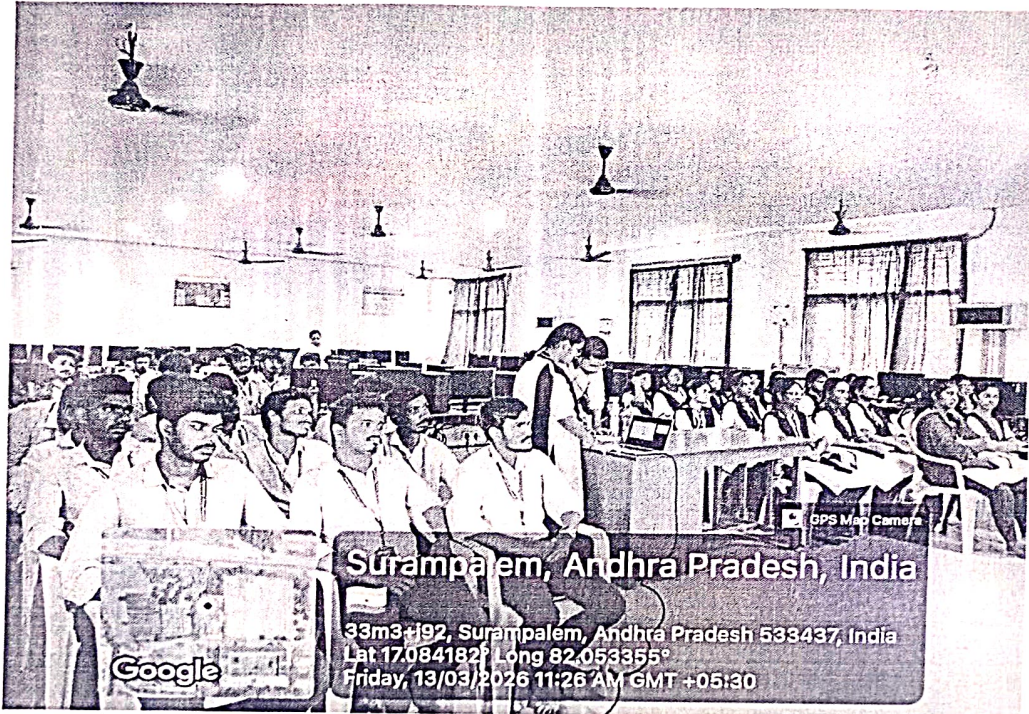
Sl.no	Roll Number	Name	Branch
1	24A31A4649	Kouluri Mohan ponnadhar	CS
2	24A31A4663	Vinti Jyothi Charan	CS
3	24A31A4626	Divya sree peruri	CS
4	24A31A4618	Pravalika	CS
5	24A31A4637	D Likhith Kumar	CS
6	24A31A4638	Dutta Hema Naga Sai Manikanta	CS
7	24A31A4657	S.sunny	CS
8	24A31A4605	B gayatri	CS
9	24A31A1223	Sabbineedi Anjali Devi	IT
10	24A31A1228	Vanaparathi kavya sri	IT
11	24A31A1227	Temmanaboina sirisha	IT
12	24A31A1250	Nitesh Raj namburi	IT
13	24A31A1259	POTTA VISHALGUPTA	IT
14	24A31A1203	Bezawada Naga Ramya Harshitha	IT
15	24A31A1215	Maddela Anitha	IT
16	24A31A1214	Mallavarapu Gayathri sri lakshmi kamala	IT
17	24A31A1211	KOMALI PAVANI NAGA MANI	IT
18	24A31A1204	B.L.L.MANI DURGA	IT
19	24A31A1229	Meghana	IT
20	24A31A1207	SUJITHA GANDI	IT
21	24A31A1224	Kavya Varshini Gayatri Sankuru	IT
22	25A35A1201	Vetsa.Sri Pushpa	IT
23	24A31A1230	Varada V L B V Kamakshi	IT
24	24A31A1201	Akula Sai Narasimhalakshmi	IT
25	24A31A1218	Sathwika pati	IT
26	24A31A1206	E Mamatha	IT
27	24A31A1213	Praneetha Kothuri	IT
28	24A31A1221	R. Pujitha Ramani	IT
29	24A31A1261	S Guru Murali	IT



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DEPARTMENT OF INFORMATION TECHNOLOGY

Event Report: " Game Art and Animation " Seminar

Date: 13-03-2026

Organized by: Gaming Club, Department of Information Technology

In association with: Career Guidance Cell, Pragati Engineering College

Introduction:

On 13-03-2026, the “Gaming Club” of the Department of Information Technology, in association with the Career Guidance Cell, successfully organized a presentation on **Game Art and Animation** at Pragati Engineering College. The event aimed to introduce students how to start your careers by streaming games.

Objective:

The primary objective of this webinar was to introduce students to the fundamental concepts and career prospects within the field of game art and animation. The session aimed to bridge the gap between academic learning and industry requirements by providing insights into the creative and technical processes behind video game development. It also sought to inspire students to explore career paths in the burgeoning gaming and animation industry.

Overview:

The webinar was conducted offline at Pragati Engineering College, drawing participation from students across all academic years. The session was expertly coordinated by the faculty and student leads of the Gaming Club. It served as an excellent platform for students to gain direct exposure to the specialized domain of game art, which is often a key differentiator in the competitive gaming market. The presence of the Career Guidance Cell as a co-organizer underscored the event's focus on employability and professional development within this niche..

Key Topics Covered:

- **Fundamentals of Game Art:** Introduction to the core principles of visual design, including color theory, composition, and perspective as applied to game environments and characters.
- **Concept Art & Character Design:** The process of sketching and developing initial ideas, from rough thumbnails to finalized character turnarounds and mood boards.
- **2D vs. 3D Animation:** A comparative look at the workflows, tools, and techniques used in creating 2D sprites versus 3D models, including rigging, texturing, and lighting.
- **The Game Art Pipeline:** An overview of the production cycle, from pre-production (concept art) to production (modeling, animation) and final integration into a game engine.
- **Software & Tools:** An introduction to industry-standard software used by professionals, such as Autodesk Maya, Blender, Adobe Photoshop, and Substance Painter.
- **Career Paths in Game Art:** Discussion on various job roles like Concept Artist, 3D Modeler, Texture Artist, Lighting Artist, and Animator, along with the skills and portfolio required to pursue them.



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12	24A31A1250	Nitesh Raj namburi	IT	Excellent
13	24A31A1259	POTTA VISHALGUPTA	IT	Good
14	24A31A1203	Bezawada Naga Ramya Harshitha	IT	Excellent
15	24A31A1215	Maddela Anitha	IT	Excellent
16	24A31A1214	Mallavarapu Gayathri sri lakshmi kamala	IT	Good
17	24A31A1211	KOMALI PAVANI NAGA MANI	IT	Excellent
18	24A31A1204	B.L.L.MANI DURGA	IT	Excellent
19	24A31A1229	Meghana	IT	Good
20	24A31A1207	SUHITHA GANDI	IT	Excellent
21	24A31A1224	Kavya Varshini Gayatri Sankuru	IT	Excellent
22	25A35A1201	Vetsa.Sri Pushpa	IT	Excellent
23	24A31A1230	Varada V L B V Kamakshi	IT	Excellent
24	24A31A1201	Akula Sai Narasimhalakshmi	IT	Good
25	24A31A1218	Sathwika pati	IT	Excellent
26	24A31A1206	E Mamatha	IT	Excellent
27	24A31A1213	Praneetha Kothuri	IT	Excellent
28	24A31A1221	R. Pujitha Ramani	IT	Excellent
29	24A31A1261	S Guru Murali	IT	Excellent
30	25A35A1202	Pravalika pothula	IT	Excellent
31	24A31A1251	NANDIGAM VENKATA PHANI SATYA SRI RAM CHARAN	IT	Good
32	25A35A1204	Boddani Atehi RajKumar	IT	Excellent
33	24A31A1257	PINJALA VENKATESH	IT	Excellent
34	24A31A1249	M.Manikanta karthik	IT	Excellent
35	24A31A1220	LAKSHMI CHAITANYA PIDUGU	IT	Excellent
36	24A31A1258	Ganesh Ponnamanda	IT	Good
37	24A31A1217	Satya Anusha Nathipam	IT	Average
38	24A31A1264	Teja	IT	Good
39	24A31A1235	Ch.sanjay	IT	Average
40	24A31A1233	Mahindra babu	IT	Average
41	24A31A1234	Ch. Yogendra	IT	Good
42	24A31A1256	P.Subbarao	IT	Good
43	24A31A1238	GUBBALA PAVAN KUMAR	IT	Average

Feedback Summary:

Feedback	Number of Persons
Excellent	27
Good	11
Average	5