Dayananda Sagar University
School of Engineering
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Department of Computer Science & Engineering

MAAYANIC
Animation and Game Development Club

The club envisions to create an inspiring environment for students to explore, innovate, and excel in the realms of animation, visual effects, and game development. The purpose of the Animation & Game Development Club is to serve as a creative hub that facilitates skill enhancement, interdisciplinary collaboration, and industry exposure in the digital arts and interactive media sectors.

Objectives:

1. To provide hands-on training with industry-standard software and techniques in animation and game design.

2. To introduce students to both fundamental and advanced methods in digital content creation.

3. To foster a collaborative platform for developing innovative projects that merge storytelling with technical expertise.

4. To conduct regular workshops and masterclasses led by industry professionals.

5. To create networking opportunities with experts and alumni working in the creative digital media industry.

6. To organize competitions, hackathons, and game jams that challenge creative and technical skills.

7. To nurture an ecosystem where art and technology converge, paving the way for interdisciplinary growth.

Activities Planned:

1. Workshops and masterclasses on animation, VFX, and game development software (e.g., Maya, Blender, Unity Engine, After Effects).
2. Technical talks and panel discussions featuring industry experts.
3. Collaborative project sessions for portfolio development.
4. Game jams, hackathons, and creative contests.
5. Seminars and guest lectures.
6. Frame by Frame (animation contest)
7. Fun events (Glitch hunt, Speed run)