KNOWLEDGE AND AWARENESS MAPPING PLATFORM

KNOWLEDGE SESSION 2023: EPISODE 27

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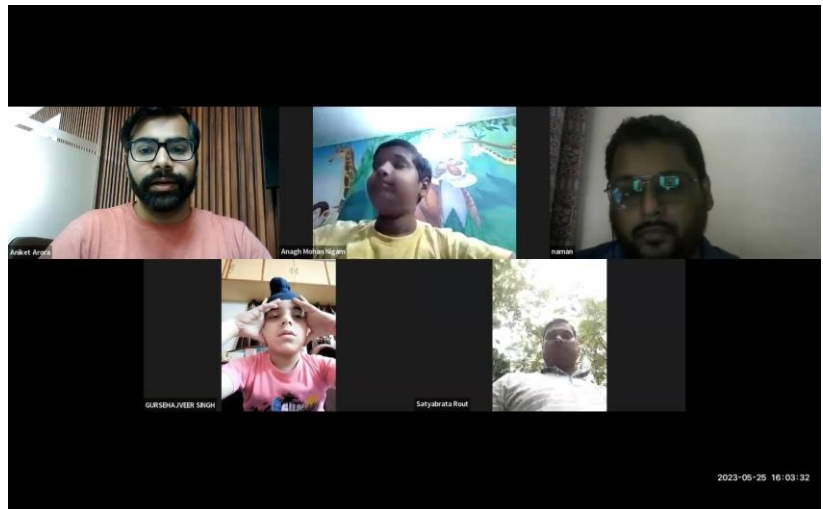
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Topic: Deep Dive into the Future of Animation **Category:** Career & Professional Development

Organized for: Students (from 5th to 12th grade)   **Date:** May 25, 2023

Speakers/Presenters: Mr. Naman Agarwal (Motion Graphics Visualizer)

No. of Participants: 250+ students from different schools across India

Overview:

On May 25th, 2023, KAMP conducted an exclusive knowledge-sharing session on the topic "Unlocking the Secrets of the Metaverse" with 250+ students from different schools across India.

The main aim of this workshop was to help students understand what animation is, how it works, what its types are, and most importantly, what the future of animation holds for students.

The session was convened by Mr. Aniket Arora, and facilitated by Mr. Naman Agarwal, who has a background in animation. Animation is widely used in media such as films, television, video games, and virtual reality. Knowing how animation works can help students develop skills in problem-solving, creativity, and project management that can be applied to any profession.

Learning about animation can be important for them because it can teach valuable skills that can help them create their own art and media. Animators combine art, technology, design, and storytelling to create visual magic. It is a fun and creative way to tell stories, communicate ideas, and express emotions.

Thus, learning about the future of animation can be essential for them to gain perspective on where the career landscape for visual effects, motion graphics, and interactive animation is headed in the years to come. By understanding current trends, techniques, software, and technologies, they can develop the skills necessary to be competitive and marketable when entering the job market.

Animation in India has a long and rich history stretching back to the late 19th century. The earliest techniques of animation included hand-painted pictures and shadow puppetry. It gained more popularity in the 1930s when studios introduced rotoscoping and realistic cartooning. By the 1960s, Indian film animators were producing feature-length films, and in the following two decades, the industry was booming with technological advancement. Today, India produces some of the most acclaimed animated films in the world. The growing Indian animation sector has attracted major players such as Disney, Pixar, and DreamWorks to establish studios in the country.

In this workshop, Mr. Naman also gave different types of animations like Traditional animation, 2D animation, 3D animation, Stop motion animation, Motion Graphics, Claymation, Puppetry, Graphic designing, and VFX.

There are several Indian Companies in the field of animation, like DQ Entertainment, UTV Toons, Maya Digital Studios, Toonz Animation India, Green Gold Animation, DYWorks, Graphiti Multimedia, Big Animation, CutMedia, and Red Chillies Entertainment. In these companies, you can work as a Graphic designer, Digital painter, Matte painter, 3D artist, VFX artist, Animator, Stop Motion animator, Story board artist, Game designer, Web designer, etc

The purpose of KAMP's fortnightly workshops is to help students develop creativity, meaningful learning, and critical reading and thinking skills that bring out their inherent abilities. The vision of KAMP is to identify and capture Scientific and Technological temperament in students to make India – a Global Leader in the field of Science, Technology and Humanities.

Such workshops, conducted by KAMP deal with various topics that fall under the category of Science, Technology and Innovations, Scientific and Life Skills, Career & Professional Development, Academic Development and training the trainers/teachers.

KAMP believes that with exposure to such topics from experts within such specific fields, students will become aware of real-life situations and challenges, develop a helping, problem-solving nature wherever possible, understand their core values and personal interests, evaluate their skills within the given area, and achieve their best in their most desirable way.