



DE PAUL COLLEGE

(Affiliated to Mandya University)

Report on 2D Animation Workshop

Event: 2D Animation Workshop

Organized by: IT Club and Department of Computer Application

Venue: Computer Lab, De Paul College

Resource Person: Nayadin, Sound Engineer, De Paul College

Dates: 24th March 2025 to 28th March 2025

Overview

The IT Club, in association with the Department of Computer Application, organized an engaging 2D Animation Workshop at the Computer Lab of De Paul College. The session was resourced by Mr. Nayadin, Sound Engineer at De Paul College, who brought his technical expertise and creative insights to the workshop.

Objectives

- To introduce students to the fundamentals of 2D animation.
- To provide hands-on experience with animation tools and software.
- To encourage creativity and technical skills among participants.
- To demonstrate the integration of sound engineering in animation projects.

Workshop Highlights

- **Introduction to 2D Animation:**
Mr. Nayadin began the session by explaining the basics of 2D animation, including its history, applications, and relevance in today's digital world.
- **Software Demonstration:**
Participants were introduced to popular 2D animation software. The resource person demonstrated essential features such as frame-by-frame animation, layering, and timeline management.
- **Hands-on Practice:**
Students had the opportunity to create their own simple animations, guided step-by-step by Mr. Nayadin. The interactive approach allowed participants to experiment with drawing, coloring, and animating characters.
- **Sound Integration:**
As a sound engineer, Mr. Nayadin highlighted the importance of audio in animation. He showed how to synchronize sound effects and background music with animated sequences, enhancing the overall impact.
- **Q&A and Feedback:**
The workshop concluded with an interactive Q&A session, where students clarified their doubts and shared feedback. Many expressed interest in pursuing further learning in animation and multimedia.

Impact and Feedback

- Participants gained valuable practical knowledge of 2D animation and its creative process.
- The workshop fostered both technical and artistic skills, encouraging students to consider animation as a career or hobby.
- The integration of sound engineering concepts added a unique dimension to the learning experience.
- The event received positive feedback for its hands-on approach and the expertise of the resource person.

Conclusion

The 2D Animation Workshop organized by the IT Club and the Department of Computer Application was a resounding success. It provided students with foundational skills in animation and inspired them to explore the intersection of technology and creativity. Special thanks to Mr. Nayadin for his insightful guidance and to all participants for their enthusiastic involvement.


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