# Game ON: Blender and Unity Workshop

## Overview:

The "Game ON: Blender and Unity Workshop" organized by IEEE CIS MJCET and Team Horizon was an immersive and interactive online event that took place on 15th and 16th April 2023. The workshop aimed to equip attendees with essential knowledge and practical skills in Blender and Unity, two widely-used software tools in the field of 3D graphics and game development. With a focus on hands-on learning, the workshop attracted over 60 enthusiastic participants from diverse backgrounds and interests.

### Day 1: Blender Basics - Unleashing 3D Creativity:

The first day of the workshop began with an introduction to Blender, a renowned 3D modeling software. The instructors, Yasir, Karishma, and Zoiba, who were students of MJCET and part of the student chapters IEEE and Horizon, led the session. They expertly guided attendees through the intricacies of Blender's interface and functionalities.

The session covered essential topics such as 3D modeling, texturing, rendering, and character manipulation. Through step-by-step demonstrations, the instructors empowered participants to create and manipulate 3D objects and characters. Attendees followed along and actively engaged in the learning process.

One of the highlights of the day was the opportunity for attendees to create their very own 3D model of a donut using Blender. This hands-on approach allowed participants to apply the techniques taught during the session, fostering a sense of accomplishment and inspiring them to explore their creativity within the Blender ecosystem.

### Day 2: Unity Fundamentals - Transforming Ideas into Interactive Games:

Building upon the skills acquired on the first day, the second day of the workshop focused on Unity, a powerful game engine used in the development of 2D and 3D games. The instructor, Maryum, a knowledgeable third-year student, introduced the fundamental concepts of Unity.

Attendees learned about asset importation from Blender, game object creation, and the implementation of game mechanics. Through practical exercises and guided tutorials, participants applied their newfound knowledge to develop a simple game using Unity. This mini-project provided a comprehensive understanding of Unity's capabilities and inspired attendees to explore further possibilities within the realm of game development.

# Speakers:

The "Game ON: Blender and Unity Workshop" featured a talented group of speakers who shared their expertise and knowledge with the attendees. These speakers, who were students of MJCET and part of the student chapters IEEE and Horizon, played a vital role in delivering insightful sessions and guiding participants throughout the workshop.
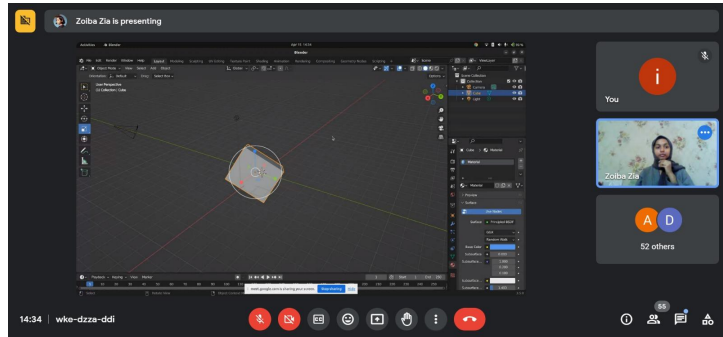


## Yasir Hussain:

Yasir Hussain, a third-year Engineering student, served as one of the instructors for the Blender basics session. With a solid understanding of 3D modeling and a keen eye for detail, Yasir expertly guided participants through the process of creating and manipulating 3D objects and characters using Blender's intuitive interface. His expertise and patience in teaching the fundamentals of Blender contributed to the attendees' learning experience.

## Karishma:

Karishma, a second-year student, brought her expertise in texturing and rendering to the workshop. As an instructor for the Blender session, Karishma, with her full name Karishma (Last Name), shared her knowledge and skills in bringing life and realism to 3D models. Attendees benefited from her proficiency in applying textures and materials, which enhanced their understanding of creating visually appealing scenes in Blender.

## Zoiba Zia:

Zoiba Zia, also a second-year student, played a significant role as an instructor for the Blender session. With her expertise in 3D modeling and character manipulation, Zoiba Zia provided attendees with valuable insights into shaping and molding 3D objects. Zoiba's guidance allowed participants to explore the realm of character creation and customization, expanding their creative possibilities within Blender.

## Maryum Urooj Ahmed:

Maryum Urooj Ahmed, a talented third-year student, served as the instructor for the Unity fundamentals session. Drawing from her extensive experience in game development, Maryum Urooj Ahmed shared her deep understanding of Unity's capabilities with the attendees. Her expertise in asset importation, game object creation, and implementing game mechanics enabled participants to grasp the fundamentals of Unity and ignited their passion for game development.

The speakers' commitment, knowledge, and teaching abilities were instrumental in making the "Game ON: Blender and Unity Workshop" a success. Their guidance and expertise helped attendees navigate the complexities of Blender and Unity, allowing them to gain practical skills and insights in a supportive and interactive learning environment.

By sharing their passion for 3D graphics and game development, Zoiba Zia, Yasir Hussain, Karishma, and Maryum Urooj Ahmed inspired participants to explore their own creative potential and motivated them to continue their journey in the field. The diverse perspectives and experiences of the speakers enriched the workshop and provided attendees with a well-rounded understanding of Blender and Unity.

Overall, the contributions of Zoiba Zia, Yasir Hussain, Karishma, and Maryum Urooj Ahmed were invaluable in creating a vibrant and engaging learning experience during the "Game ON: Blender and Unity Workshop." Their dedication and expertise left a lasting impact on the attendees, empowering them to further pursue their interests in 3D animation and game design.
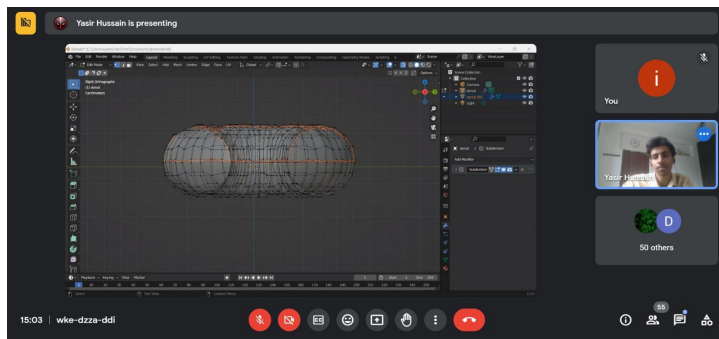


## Feedback and Conclusion:

The "Game ON: Blender and Unity Workshop" received overwhelmingly positive feedback from the attendees, who praised the expertise and teaching methodology of the instructors. The hands-on approach and real-time application of knowledge were particularly appreciated.

Participants found the guidance provided by the instructors invaluable in navigating the complexities of Blender and Unity, which can be daunting to learn independently. The immediate feedback and problem-solving assistance during the workshop allowed attendees to overcome challenges and deepen their understanding of the software tools.

The interactive nature of the event fostered collaboration and networking among attendees. Through engaging discussions and peer learning, participants expanded their knowledge and gained insights from different perspectives. The workshop not only provided practical skills but also built a supportive community within the 3D graphics and game development realm.

By empowering attendees to actively engage with Blender and Unity, the workshop nurtured creativity and confidence among the participants. The hands-on experience enabled them to apply their knowledge in real-time, creating a sense of accomplishment and inspiring further exploration within the field.

The "Game ON: Blender and Unity Workshop" successfully achieved its goal of introducing beginners to the world of Blender and Unity. Attendees left the workshop equipped with practical skills, a deeper understanding of the software tools, and the motivation to pursue their creative and game development endeavors.
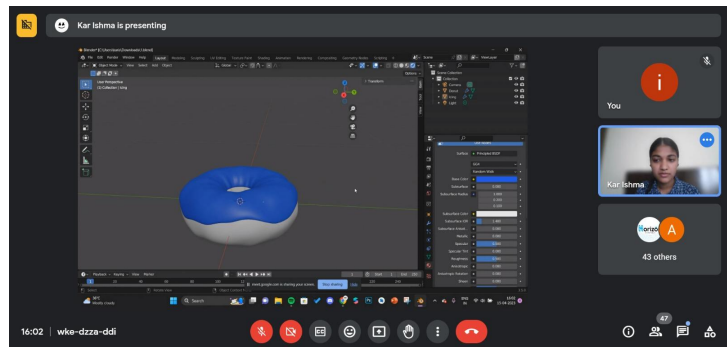


In conclusion, the "Game ON: Blender and Unity Workshop" provided an invaluable platform for individuals interested in 3D animation and game design to learn, collaborate, and embark on their creative journeys.