ITRIX 19
TESTING THE LIMITS

A GAMING WORKSHOP BY UNITY AND MSI

Date :24-JAN-19

Timings :10 AM - 5 PM

Venue : DEPARTMENT OF IST, CEG.

"Today, with computer-generated visual effects, everything is possible. If it can be imagined, it can be put on screen."

Have you ever been awestruck at all the visual effects incorporated in video games, and movies like Avatar and Interstellar? Here's now a chance to learn how to craft cool VFX by ourselves! Unity, the ingenious developer of many of our favourite video games, has combined with MSI, the leading hardware company in gaming industry, to give us a hands-on session on how to simulate the various visual and audio effects using High Definition Render Pipeline (HDRP). Do register in itrix.in to become a master in VFX and game development!

Agenda
FN: 10 AM - 1 PM (by UNITY)

Creating beautiful visuals using Unity's new High Definition Render Pipeline

Objectives:
1. Publish a music video using assets from external DCCs and MoCap
2. Illustrate the use of various cinematic tools of the Unity editor
3. Identify various film plugins from the Asset Store and the package manager for films
4. Describe good film making practices when creating re-al-time films

Topics covered:
1. Lighting and lighting settings
2. Global illumination and environmental maps
3. Importing animations
4. Introduction to Timeline
5. Animation tracks and MoCap
6. Cameras and Cinemachine
7. Post Processing, Anti-aliasing and Color grading
8. Music and Audio editing/mixing
9. VFX and Particles
10. Non-linear editing and Playables
11. Credits screen
12. Recording and publishing

Agenda

1. Vision & Mission - Create A better Gaming Environment
2. Stand Together with the whole Ecosystem - Partnership with Developers
3. Unlimited Experience - Develop Games with Portability
4. optimize your experience - Better developing environment with better performance
5. Soar high on your experience - Not Only Simulation, But Real

Name: Arvind Neelakantan (UNITY)

 Arvind Neelakantan is a game engineer with over 10 years of experience. He started as a game developer working for uWink Inc, a company founded by industry legend Nolan Bushnell. He moved on to a senior software engineer role at Nickelodeon Games in Glendale, California where he developed on PC, mobile and web based MMOs on Unity. He strongly believes in the potential for Indian studios to produce quality content and hence in 2014 he shifted to his home country where he lead the engineering team for Disney India. While at Disney, he worked on mobile games, VR/AR experiences and on experimental technologies. He now works as an Unity evangelist to encourage Indian developers and to enable their success.

Name: Abhay Prabhu (MSI)

Abhay started his career as a Design Engineer in Formula Styled car design. In total, he has around 2 years of experience in Gaming Hardware. He has worn different hats throughout from a Design Engineer, Design Analyst and Consultant for various companies.

Being as an Engineer for 6 years, the technology geek has mentored and explored a variety of students and research project in the new and disruptive technologies that expands students to think behind the horizon of the market and prepare entrepreneurs that actually highlight variety and impact. Currently he is leading MSI India Gaming Notebook Technical Marketing initiatives and making MSI's latest gaming and computer technology accessible to masses via social media and schools and colleges in India as a value added addition for the generation Z.

Instructions to the participants:

1. All participants are requested to bring the "Payment Id" and be present an hour before the workshop on the day of workshop. (ITRIX is responsible for all charges collected.)
2. All participants are requested to bring laptops and chargers of their own.

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NOTE: ALL PARTICIPANTS WILL BE PROVIDED CERTIFICATES (ONLY IF THE PARTICIPANT ATTEND ALL SESSIONS)