UNIVERSAL COLLEGE OF ENGINEERING & TECHNOLOGY
Dokiparru (V), Medikondur (M), Guntur-522438.
Affiliated to JNTU, KAKINADA & Approved by AICTE New Delhi
Promoted by the Diocese of Guntur society

Animation and Graphics Club

About the club

Visual effects have great impact in day to day life which makes the people to learn and remember anything easily and to present any information in pleasant manner. Animation and graphics club provides a platform for the interested and enthusiastic students to present their thoughts and creative ideas using animation. This club will also provide opportunity for the interested students to learn animation and computer graphics by using open source and other simple softwares.

Objective

Animation and graphics club aims to encourage the students to express their creativity ideas and thoughts in the form of digital art or animation using photoshop, Maya and flash player. Club will provide training to the students to create digital art and animations by the experienced faculty members Sk.Fayaz Khan and G.Ranganadha Rao.

Vision

Producing highly talented students in the field animation through the appreciation and practice to survive in their life.

Mission

- To make students to present their ideas and thoughts through the animation.
- To explore their knowledge in the area of digital art.
- To train the students in the field of animation and graphics.
- To make interested students to learn 2D, 3D animations.
- To make the students to present visual effects to their own websites or blogs.

Functionalities

1. Providing platform for the enthusiastic and interested students in digital art and computer animation.
2. Conducting college wide competitions among the students.
3. Using animations and motion graphics created by students for displaying circulars and ads about the college events.
4. Conducting interactive sessions to explore the knowledge of animation.
5. Facilitating training to the students in 2D,3D graphics.

Frequency of Activities

1. Conducting Training sessions weekly.
2. Meeting in last Saturday of every month.
3. Conducting Competitions quarterly.

Coordinator

Name: Mr S.NARENDRA Assistant. Professor, CSE Department.

Contact no: 8019908498

Mail id: narendra.smile@gmail.com

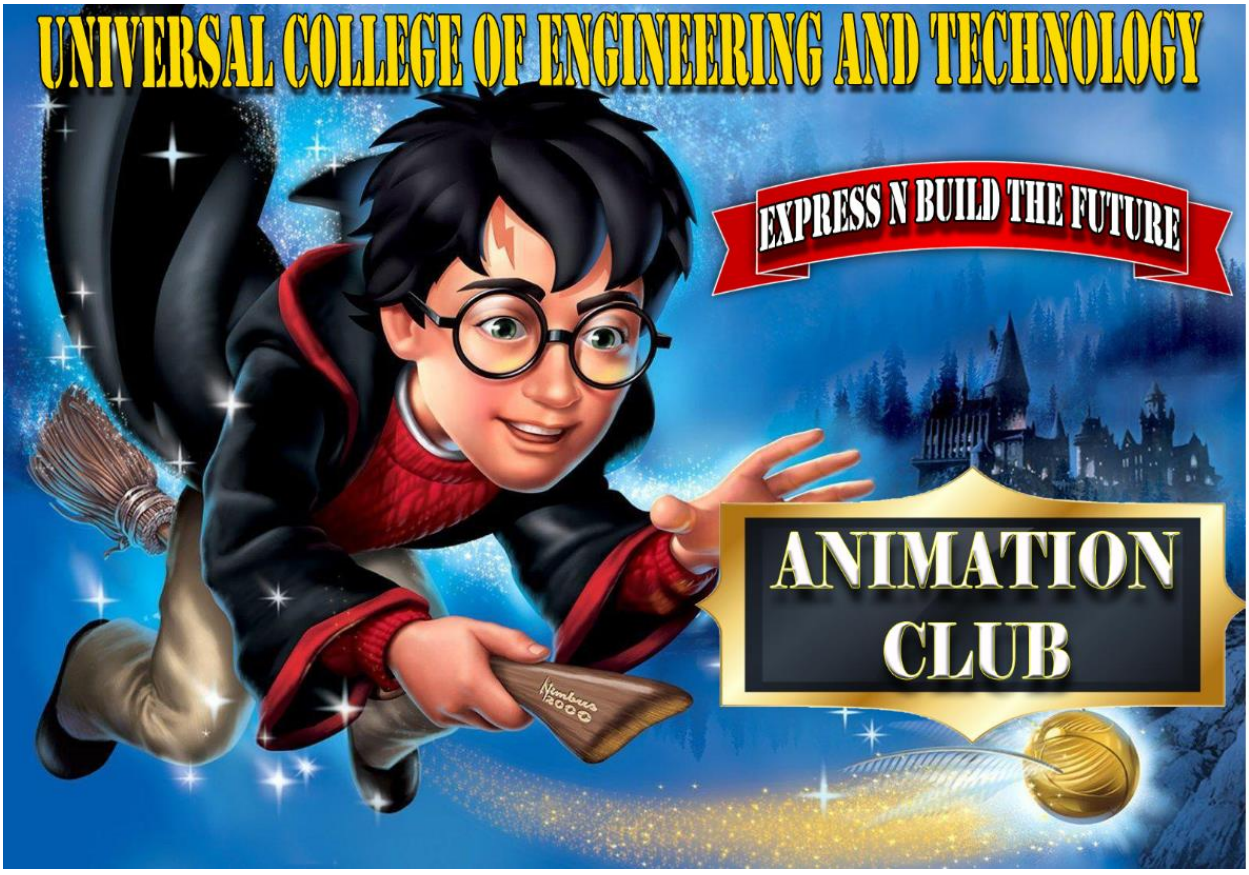
Members

Faculty members:

S.NO	NAME OF THE MEMBER	DESIGNATION	BRANCH	STATUS
1	Mr J.Mallikarjuna Reddy	Asst.Professor	ECE	Coordinator
2	Mr SK.Fayaz Khan	Asst.Professor	EEE	Member
3	Mr SK.Basha	Asst.Professor	CIVIL	Member
4	Mr M.Rathnam	Asst.Professor	MECH	Member
5	Mr M.Simhadri	Asst.Professor	S&H	Member
6	Mr M.Vinod Kumar	Asst.Professor	MBA	Member

Animation and Graphics Club

Banner designed by students of our college



Annual meeting of Animation club members 11th August 2015

Animated Video design competition at college to make creative videos on 18th December, 2016

Organized by K. Vasudeva Vinay Kumar of IV CSE

Brochures Designed By Animation and Graphics Club Members

Two day National level workshop

On

Big Data Analytics using Hadoop

3rd&4th August, 2016.

About the Workshop:

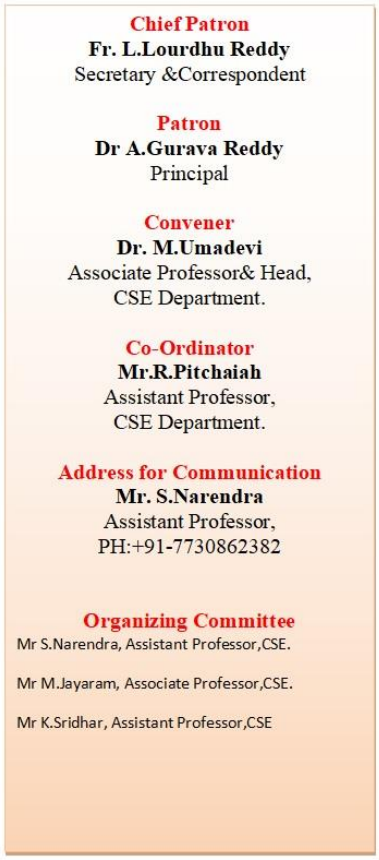
Dealing with mass storage of data is a challenging task. It involves capturing data, data storage, data analysis and visualizations. Various big data tools like hadoop, hive will provide the facilitate provisions for handling such large volumes of data. Machine Learning is the emerging trend which involves using algorithms based on mathematical models to solve various computational problems.

Topics to be Covered:

1. Introduction to Big data.
2. Big data Analytics.
3. Big data tools.
4. Big data analytics using Hadoop.
5. Hadoop environment.
6. Working with Hadoop.

Resource Person:

Dr T.Thirumala Rao,
Professor,NEC



Chief Patron
Fr. L.Lourdhu Reddy
Secretary &Correspondent

Patron
Dr A.Gurava Reddy
Principal

Convener
Dr. M.Umadevi
Associate Professor& Head,
CSE Department.

Co-Ordinator
Mr.R.Pitchaiah
Assistant Professor,
CSE Department.

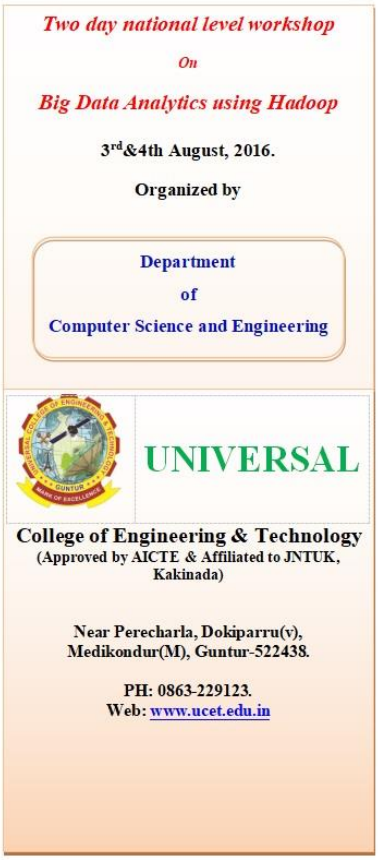
Address for Communication
Mr. S.Narendra
Assistant Professor,
PH:+91-7730862382

Organizing Committee

Mr S.Narendra, Assistant Professor,CSE.

Mr M.Jayaram, Associate Professor,CSE.

Mr K.Sridhar, Assistant Professor,CSE



Two day national level workshop

On

Big Data Analytics using Hadoop

3rd&4th August, 2016.

Organized by

Department
of
Computer Science and Engineering

UNIVERSAL

College of Engineering & Technology
(Approved by AICTE & Affiliated to JNTUK, Kakinada)

Near Perecharla, Dokiparru(v), Medikondur(M), Guntur-522438.

PH: 0863-229123.
Web: www.ucet.edu.in

Brochure Designed by Animation club members for Workshop on 6th December, 2018

Two day National level workshop

On

Big Data and Machine Learning Use cases in Real Time

6th&7th December, 2018.

Registration Form:

Name : .....

Qualification : .....

Designation : .....

Organization :.....

Address :.....

.....

.....

E-mail id :

.....

Contact no :

.....

Signature :

.....

Chief Patron
Fr Dr. Ch.Bagyaiah garu
Chairman

Fr. Dr Govindu Rayanna
Secretary &Correspondent

Patron
Dr. M. Umadevi
Principal

Convener
Mr. R.Pitchaiah
Associate Professor& Head,
CSE Department.

Co-Ordinator
Mr. S. Narendra
Assistant Professor,
CSE Department.

Address for Communication
Mr. S.Narendra
Assistant Professor,
PH:+91-7730862382

Organizing Committee

Mr M.Jayaram, Associate Professor,CSE.

Mr M.Kishore Babu, Assistant Professor,CSE.

Mr K.Sridhar, Assistant Professor,CSE

Two day national level workshop

On

Big Data and Machine Learning Use cases in Real Time

6th&7th December, 2018.

Organized by

Department
of
Computer Science and Engineering

UNIVERSAL

College of Engineering & Technology
(Approved by AICTE & Affiliated to JNTUK, Kakinada)

Near Perecharla, Dokiparru(v), Medikondur(M), Guntur-522438.

PH: 0863-229123.
Web: www.ucet.edu.in

Our Students Got First Prize in Game design competition using animated Images and Java

1. Masana Leela Manohar of 2015 Batch CSE
2. G.Suneel Kumar of 2015 Batch CSE

KAMK - University of Applied Sciences

CERTIFICATE

3.8.2018

Student name	**Masana, Leela Manohar**
Course	**IGDC Game Development (12 ECTS)**
Implementation	The course was implemented in the Information Systems Competence Area as part of the IGDC Summer Course 2018.
Content	Game types and genres Game Development Process Game Design and Mechanics Characteristics of Game Business Business Operation Models Financing in Game Industry Earning logics Basics of Game Marketing Project work in teams making commercial games A section of student interest-oriented subject area • Game Designer • Game Programmer • Game Artist • Game Producer
Assessment	Approved
Lecturers	Senior Lecturer Timo Korhonen, Lecturer Janne Remes and Coaches Jaana Kauppila, Taru Verkkonen, Laura Kinnunen, Joel Partanen, Jussi Prokkola, Jaakko Kärkölä.

On Behalf of Kajaani University of Applied Sciences, FINLAND

Kimmo Nikkanen
Dean, Head of School
Information Systems, Kajaani University of Applied Sciences

Assessment: Approved / Rejected
One credit point (ECTS) means 27 hours of student work.
All teaching took place at the SRM University premises in Amaravati, India.
The identity of the participants was verified reliably.

EUROPEAN UNION