Student designed and textured a 3D model in Autodesk Maya, showcasing skills in digital sculpting, surface detailing, and visual storytelling.

Serigraphy fosters precision, layering, and image-making through hands-on exploration of traditional and experimental printmaking. Showcased here is student work developed through this technique.

Student designed the user interface for a booking application as part of the App Lab module, focusing on usability, layout, and user experience

3D Artist-Shubham Gupta
GDA 4th Sem

GAME DESIGN

Artist- Puspanjali
BFA IIst Semester

FINE ART

Artist- Parth Bhaskar
UX/UI 2nd Sem

UX/UI

- Professional portfolios
- Physical prototypes
- Digital design assets
- Real-world design solutions
- Market research & surveys
- Expert-led workshops
- Interdisciplinary collaboration
- Community engagement