



# DEV BHOOMI INSTITUTE OF TECHNOLOGY DEHRADUN, UTTARAKHAND

## Event organized Report (Academic Year: 2015-16)

<b>Event Title:</b>	<b>Introduction to Three dimensional modeling and Rendering</b>	
<b>Event category ( Workshop/Guest Lecture/Seminar/Education Visit)</b>	<b>Guest Lecture</b>	
<b>Objective of the Event</b>	3D modeling is the process of developing a mathematical representation an inanimate or living object. Once the object is displayed as a 3D model, rendering can take place. 3D rendering turns the modeling product into a high-quality image, video or animated model.	
<b>Outcome of the Event</b>	Students learned to 3D modeling mathematical representation and living object. Models may be created automatically or manually. The manual modeling process of preparing geometric data for 3D computer graphics is similar to plastic arts such as sculpting.	
<b>Resource Person/ Expert and Organization</b>	<b>NAME</b>	Dr. Sudhir Porwal Sc-F, Head Geo
	<b>Organization</b>	Spatial Software Division DEAL, DRDO, Dehradun
<b>Number of Participants</b>	100 (ECE)	
<b>Date &amp; Venue of Events:</b>	24/11/2015 venue is CSE lab-II, DBIT main building	
<b>Event Coordinator</b>	Mr.	



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## PHOTO GALLERY

