



# THE DESIGN SHOW "Zeitgeist" 30<sup>th</sup> & 31<sup>ST</sup> May 2023

## **EVENT REPORT**

**Submitted by** 

**Presidency University - Institution's Innovation Council (IIC)** 



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#### **Program Details**

Program Title : Zeitgeist Design Show

Session Time : 30<sup>th</sup> May 9:00 AM- 4:00PM and 31<sup>st</sup> May 10:00 AM – 12:30PM,

Registration Link : NA

No. of Students Participated : 194, (student visitors from another departments-52)
No. of Faculty Participated : 22, (faculty visitors from another departments-18)

External Participants if any : 8

Meeting Mode : Offline Mode

Google Meet link : NA

Guest Speaker : Dr. D Subhakar (Vice Chancellor)

Dr. Surendra Kumar A M (Pro Vice-Chancellor)

Dr. Muddu Vinay (Pro Vice-Chancellor)

Mrs. Sameena Noor Ahmed Panali (Registrar)

Mr. Mrinmoy Biswas (Registrar- Accreditation & Corporate Relations)

Convenor : Dr. Ashok Itagi

Coordinators : Mr. Sandeep K.N, Mr. Madhusudhan .M, Mr. Melwin Samuel

Video URL Link : NA

#### **Design Show benefits and Highlights**

#### During the Design Show:

- The students were able to display and present their creativity through Photobooth, photography, 3D renders, textured models, playable prototypes of student's games, doodles and renders, audio and visual display, sales of products.
- The Foundation students presented role plays and dance on fundamental importance of design studies, Mime Act by Multimedia department, a skit by Communication Design department and Game presentations by Game Design department in the auditorium. A skit showcasing design process in Product design by the Product design department along with a fashion show by the Fashion Design Department and a dance drama- 'Home is not a place, it's a feeling' by the Space Design Department were also shown.

Foundation



- The viewers got a chance to immerse themselves in the lives of more than fifty people by visiting the "PERSONA" exhibition. The show provided a window into the world as seen by young adults from this generation through a variety of artworks. It strives to give a complete picture of these people while providing insights into their viewpoints, past experiences, and distinctive identities. "PERSONA" aims to develop a deeper understanding and relationship with the younger generation by peering into the microcosm of their lives.
- The exhibition uses a variety of techniques to illustrate the many facets of these people's lives, including design, installations, multimedia presentations, or performances. The show focused on subjects including identity, social challenges, personal narratives, cultural influences, and the difficulties of modern life through this investigation of the viewpoints of creative young practitioners. It intends to elicit reflection, start conversations, and offer a forum for discussion regarding the experiences and difficulties this generation is facing. In general, "PERSONA" gives viewers the chance to interact with the various viewpoints and narratives of young adults, offering a thorough and engaging experience that captures the spirit of their life.

#### Multimedia

- The multimedia department at Design Show 2023 "Zeitgeist" held a photography competition called "Vision of third eye" that was available to the entire university. Dr. Ashok Itagi, our department head, awarded the competition's top three prizes.
- A "Photo Booth" with the theme of Mindcraft that was made by multimedia students attracted a lot of visitors at the entrance. Multimedia students created the entire setup.
- In addition to displaying their photography, 3D creation, and texturing projects in the display, multimedia students also showed off their completed animation and UI/UX design projects. A display showcasing the development of photography cameras from ancient times to modern technology was also included.

#### **Product Design**

- The Product Design department gave an insider view to all the attendees and participants with their project display and skit. The exhibition offered the students a platform to hone their presentation skills along with composing and displaying their work. The hand tools and the electrical tools used during mock-up making and prototyping were exhibited along with student projects. Graduation projects of the 8<sup>th</sup> semester students were showcased where each of them got a chance to present their respective projects to the attendees.
- Participants from different departments got an opportunity to learn and be a part of a
  workshop conducted by the Product Design department demonstrating- Prototyping of a
  product by an external expert with 7+ years of experience, Mr. Karthik G, Assistant Professor,
  Product Design from Ramaiah University with a focus on handling the material and using hand
  tools appropriately to get the desired form/ mock-up.
- The Product Design department enacted a skit showcasing the various stages that take place while designing a product such as brainstorming, research, ideation, mock-ups, prototyping and testing.



#### Game Design

• The Design Show was a perfect platform for aspiring game designers to showcase their artwork, game levels and even playable prototypes to an eager audience. The displays were filled with student works such as character designs, concept art, photographs, board games and 3D-rendered models. Attendees were drawn into the immersive game levels, which turned into a healthy competition among each player. The Game Design Lab was filled throughout the day with people eagerly waiting their turn at playtesting the game prototypes. The entire event was successful and game design students received a lot of feedback that they are working on to improve themselves.

#### We and Our Games

• On 31st May 2023, game design students were given 15 minutes to talk about their personal games. It was an opportunity for them to pitch their game idea to an audience and see how well they could communicate to a live audience. Overall, it was another fruitful exercise for students, and they are more motivated to put out better work for the next design show.

#### Space Design

- Space Design Department students at Design Show 2023 "Zeitgeist" exhibited the various
  projects they have worked on during the academic year which includes floor plans, elevations,
  sections, 3D Renders, interior detailing etc. Along with the design projects the students
  displayed their artworks, 3D Models of various interior design projects, furniture design models
  , advanced materials and furnishings in the market etc.
- On 31st May 2023, the students performed a Dance Drama "Home is not a place, it's a feeling " to portray the various stages involved in constructing a house from design stage to hand over stage which was beautifully presented using material library, various construction materials as props, real efforts of the labour, designers and the client and how finally all the efforts turn out to be worthy. The act was creative as well as informative as they were trying to convey the importance of design development and skilled workmanship in the field of construction.

#### **Fashion Design**

- The idea of inducing aesthetics along with functionality has always been the core objective of
  the Fashion Design department. The students of the Fashion Design department made a
  statement with an emphasis on the aforementioned objective in their designer products which
  comprised of illustrations of costumes, fashion accessories, and flat patterns for costumes, and
  also showcased their creative abilities in the fashion accessories, fabric art, and painting which
  included AR as an innovative concept.
- The students of the IV and VI semesters showcased their works in the design areas including batik, tie and dye, and screen-printing techniques using various dyes, and visual journals which are essential components of academic requirements in the School of Design. The students of the VI semester, Fashion Design also created a window display as a unique experience that was based on an interesting theme of protecting the water bodies from being polluted. Ms. Rhea Sanjay Rajpal from VIII semester, Fashion Design also showcased 6 garments as her design collection, which forms an integral part of the graduation project.

REGISTRAR

- Day 2 involved a fashion show based on two themes Nakshatra and Tarang. Tarang, being an
  extension of the window display showcased the garments inspired by the discarded plastic
  materials, which were showcased as accessorizing the garments. Nakshatra was a design
  collection inspired by the constellation, depicting the allure of the shimmering stars on the
  sarees worn by the models.
- Conduct demonstrations on Couture Draping from the department of Fashion by Mr.Shahul
  Hameed. M Assistant Professor, demonstrated on the techniques of fabric manipulation
  through draping techniques to the students with focusing on the design development and fabric
  art in fashion creating patterns.

#### Communication Design

- The realm of communication has never experienced such a remarkable fluidity, enabling students to bring their ideas and professional identities to life. Whether it's a straightforward concept or a complex masterpiece, a clever quip or a profound expression, Communication Design stands as a platform that nurtures tomorrow's visionary thinking at the Presidency.
- The advent of digital technology has revolutionized Graphic Design, Illustration, and Photography, presenting a vast array of multimedia possibilities. Students now seamlessly integrate traditional skills such as drawing, printing, packaging, Branding, Visual design, UI / UX and photography with dynamic elements like AR/VR, video, sound, animation, and other forms of moving image and multimedia. Their expertise is no longer confined to a specific specialization, but rather defined by their imaginative interpretations and ability to articulate the essence of the creative brief.

#### About the Speaker- NA

#### **About the Design Show**

The event as the name suggests means "Spirit of the age" (Creativity and lifestyles).

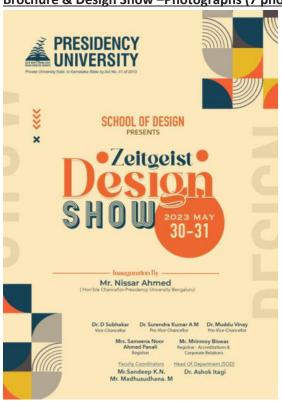
Design students undergo a learning process which is experiential and led by Design Thinking. This event showcases the tangible/implicit activities which a designer in the making undergoes, the tools used and finally the product and processes he/she produces.

This event aimed at 'Designer and Design led takeaways in a nutshell' spread over one and a half day. There were exhibits and explanations to visitors by the students and faculties on the first day which also had some special 'Hands on/ Demo hours.'

The second day morning session had innovative stage shows by all disciplines like – Design skits, Fashion ramp walk etc in auditorium which highlighted the special mass appeal these specialisations command.



## **Brochure & Design Show – Photographs (7 photos minimum)**









As the name suggests this event is – Spirit of the age (Creativity and Lifestyles). Design students undergo a learning process which is experiential and led by Design thinking. This event show cases the tangible/implicit activities which a designer in the making undergoes, the tools used and finally the products and processes he/she produce.

This event brings you the 'Designer and Design led takeaways in a nutshelt' spread over one and a half day. There will be exhibits and explanations to visitors by the students and the faculty on the first day which also will have some special 'Hands on/Demo hours' as listed.

The second day morning session will have innovative stage shows by all disciplines like—Design skits, Fashion ramp walk etc in auditorium which highlights the special mass appeal these specialisations command.

Come to the Design school to experience the live ambience to take home the experiences



# **Foundation** Design.

DATE: 30<sup>TH</sup> MAY 2023

EVENT:-

- Student Projects Dispay along with a video Documentory.
  - Sth Floor, Communication design
     9:00 AM- 4:00 PM

DATE: 31<sup>ST</sup> MAY 2023

- Role plays and dance on fundamental importance of design studies
  - University Auditorium
     10:30 AM- 10:50 AM

















# Product Design.

#### DATE: 30<sup>TH</sup> MAY 2023

#### EVENT:-

- Doodles & Renders
   Sketch & Renders displayed by Students
   Sth Floor, Product design studio and classroom
   9:00 AM-4:00 PM
- Mockups & Prototypes
   Walkthrough of models done by Students
   5th Floor, Product design studio and classes
   9:00 AM-4:00 PM
- Demonstrating Prototyping of a product External Expert: Mr. Karthik. G [Aust Professor]
   Sth Floor, Product design studio
   9:15 AM-10:30 AM

#### DATE: 31<sup>ST</sup> MAY 2023

#### EVENT:-

- A Skit showcasing Design Process involved in Product Design
  University Auditorium
  11:25 AM- 11:40 AM





# Communication Design.

## DATE: 30<sup>TH</sup> MAY 2023

#### EVENT:-

- Student work display
- Audio and video display
  - 5th Floor, Communication
     9:00 AM- 4:00 PM

#### DATE: 31<sup>ST</sup> MAY 2023

## EVENT:-

- Skit by CD Students











# Fashion Design.

#### DATE: 30TH MAY 2023

#### EVENT:-

- Student Works-Display and Sales
   Tie-and-dye,embriodery,block,batik,and Screen prints
  - 5th Floor, Fashion Design Lab
     9:00 AM- 4:00 PM
- Demonstration of artwork to weave composition
- Demonstration on 'Couture Draping'

  - ♥ 5<sup>th</sup> Floor,Fashion Design Lab © 11:00 AM- 11:30 AM

#### DATE: 31<sup>5T</sup> MAY 2023

#### EVENT:

- Fashion Show by VI Sem Students " TARANG"
  - University Auditorium
     12:00 PM- 12:15 PM
- Fashion Show by Dept. of Fashion "NAKSHATRA"
  - University Auditorium
    12:15 PM- 12:30 PM





# Space Design.

#### DATE: 30TH MAY 2023 EVENT:-

- Student work display
- Models of different projects with plans and other specifications will be dispalyed and explained by students.
- 2. Walkthroughs of different projects will be displayed on flip screen
- Space design students will design the planogram for the stells at 5th floor, where other department projects will be displayed.

## DATE: 31<sup>ST</sup> MAY 2023

#### EVENT:-

Dance Drama - 'Home is not a Place , its a feeling







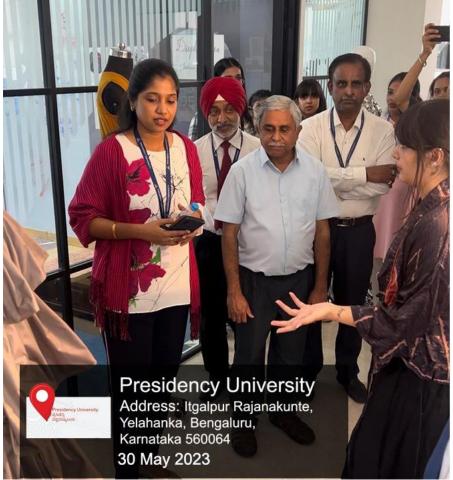
























































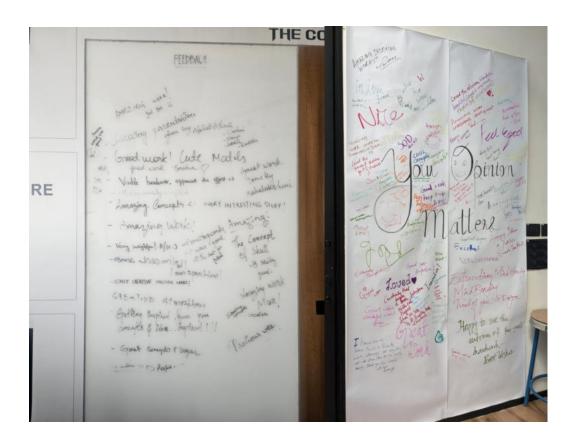




#### Feedback on the Design Show

- The exhibits, in terms of students' artworks, fashion products, paintings, and garment
  collections garnered appreciation from the visitors faculty, students, and management, alike.
  Nakshatra and Tarang were both critically appreciated by the audience gathered in the
  University auditorium.
- The games made by the students- Osaki's Laundromat received feedbacks such as "It's very nice to teach kids time management and work", "This game can have different rooms so kids can virtually learn house maintenance works... lots of love," etc.
- The photobooth engaged a lot of the attendees.
- The exhibits, in terms of students design sheets and physical models received a lot of appreciation from the faculties and attendees. The students received feedbacks like - "The concepts and idea generation are amazing and the hard work of each student is seen in their works".







**HOD-SOD** 

THANK YOU
-Report Prepared by
Ms. Kanika Meena & Ms. Swetha

