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EcoFest ReCraft

Reimagining Waste into Creative and Sustainable Design

The Students Affairs Department, in collaboration with the School of Design and Digital Transmedia, organised **EcoFest – Recraft** on 3rd March 2026 to promote sustainable design and environmental awareness. The event challenged students to transform waste materials into functional products within two hours, fostering innovation, teamwork and problem-solving.

Participants created items like organizers, lamps and decor using recyclable materials, emphasizing upcycling and responsible consumption. The initiative strengthened practical design skills and encouraged eco-friendly thinking.

EcoFest – Upcycle Runway

Promoting Sustainable Fashion and Upcycling in Inter-College Competition



The Students Affairs Department, in collaboration with the School of Design and Digital Transmedia, organised **EcoFest – Upcycle Runway** on 4th March 2026, a sustainable fashion show featuring garments made from recycled and eco-friendly materials. The event promoted responsible consumption, climate-conscious design, and creative use of upcycled resources.

Students from eight colleges showcased visually striking outfits on the runway, judged on innovation, creativity and sustainability. It provided a platform to foster design innovation, collaboration and awareness about the environmental impact of fashion.

Pottery Workshop

Clay Modelling – Hands on workshop



The School of Design and Digital Transmedia organised a Clay Modelling Workshop for first-year Bachelor of Design students to promote hands-on creativity and material exploration. The session introduced fundamentals of clay handling, including shaping, carving and detailing, helping students develop three-dimensional thinking, spatial visualization and form-building skills. Participants created models ranging from abstract forms to product-inspired designs, enhancing their understanding of balance, proportion and texture.

Led by **sculptor Mr. Alok Ajgaonkar**, the workshop emphasized the importance of physical prototyping and traditional model-making in the design process. It benefited students, faculty and the broader design community by fostering experiential learning and creative expression, aligning with SDG 4: Quality Education.

Webinar

Sab ka Saath Sab ka Vikas



The **Sabka Saath, Sabka Vikas: Post Budget 2026–27 webinar**, held on March 9, 2026, provided a platform to analyze the key highlights and implications of the Union Budget 2026–27. Experts discussed major policy measures across sectors such as education, innovation, infrastructure and digital transformation, highlighting their role in promoting inclusive and sustainable growth.

The webinar also encouraged active participation, allowing attendees to engage with the speakers, clarify queries and discuss the broader economic and social impact of the budget. The session offered valuable insights for students, faculty and policymakers alike, making it both informative and thought-provoking, while reinforcing the vision of collective progress and balanced development.

Workshop

Session on Substance Painter



The School of Design and Digital Transmedia organised a Substance Painter Workshop on 9th March 2026 for 4th Semester Animation and Game Design students to enhance their skills in 3D texturing and asset development. Led by **industry professional Mr. Lourdraj**, the session introduced students to Substance Painter, focusing on PBR workflows, material creation and realistic surface detailing used in animation and game pipelines.

Students gained hands-on experience in texture painting, map baking and creating materials like metal, wood and fabric using smart tools and masks. The workshop supported SDG 4 and SDG 9 by promoting quality education and industry-relevant skills, preparing students for professional digital production environments.

Inter-College Sports Event

Showcasing Talent at the SANGAMA Inter-College Cricket Competition

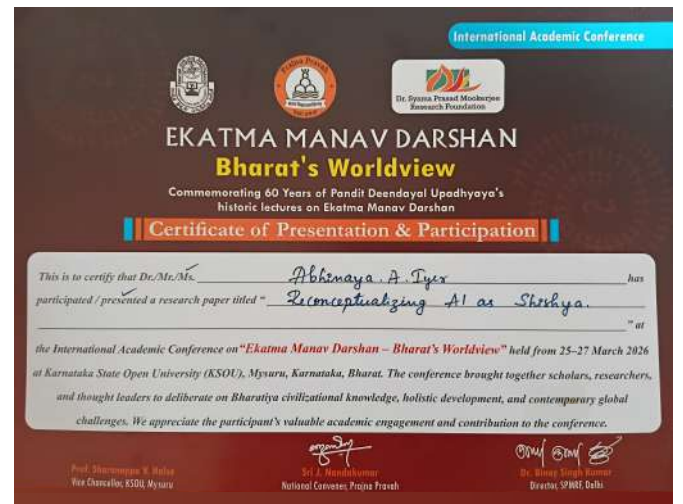


Arfath Baig, a student of the 4th Semester from the School of Design and Digital Transmedia, actively participated in SANGAMA, an inter-college cricket competition organized by Ramaiah College from 9th to 12th March 2026. The event brought together talented cricket players from various institutions, providing a vibrant platform for showcasing sporting skills, teamwork, and competitive spirit.

Arfath's participation reflects his enthusiasm for extracurricular activities and his commitment to representing his institution beyond academics. His involvement also highlights the importance of balancing academics with sports, contributing to holistic development and fostering discipline, leadership and team coordination skills.

International Conference: Ekatma Manav Darshan 2026

Research paper presented by Faculty, SDDT



Prof. Komala D S, Prof. Vivek Wallabhdas, and Ms. Abhinaya A Iyer from the School of Design and Digital Transmedia participated in the Ekatma Manav Darshan conference held from March 25th to 27th, 2026. They **presented their research paper on the topic Reconceptualising AI as Shishya**, highlighting the role of emerging technologies in fostering human-centered development in alignment with the principles of Ekatma Manav Darshan.

Graced by the presence of the *Governor of Karnataka, Shri Thawar Chand Gehlot*, and the *Education Minister of India, Shri Dharmendra Pradhan*, the conference featured insightful lectures and interactive sessions by distinguished scholars. It provided a valuable platform for engaging with diverse ideas, gaining feedback, and showcasing the school's academic commitment to AI-driven design and innovation.

International Conference: Ekatma Manav Darshan 2026

Research paper presented by 6th Semester student, SDDT



Prateesh M M, a student from the School of Design and Digital Transmedia, also participated in the Ekatma Manav Darshan conference held from March 25th to 27th, 2026. During the conference, **he presented his research paper on the topic Kama Beyond Consumerism: Reframing Aesthetic Experience in UX Design through Purushartha and Rasa Theory**, demonstrating remarkable dedication, intellectual curiosity and a strong commitment to academic excellence.

Prateesh's active involvement in such a prestigious platform reflects his keen interest in exploring interdisciplinary ideas and engaging with contemporary discourse. This achievement highlights the school's emphasis on nurturing inquisitive minds and encouraging students to actively participate in scholarly pursuits, further strengthening its culture of academic rigor and innovation.

Guest Lecture on Film Post-Production

Insights into Editing, VFX and Cinematic Workflows

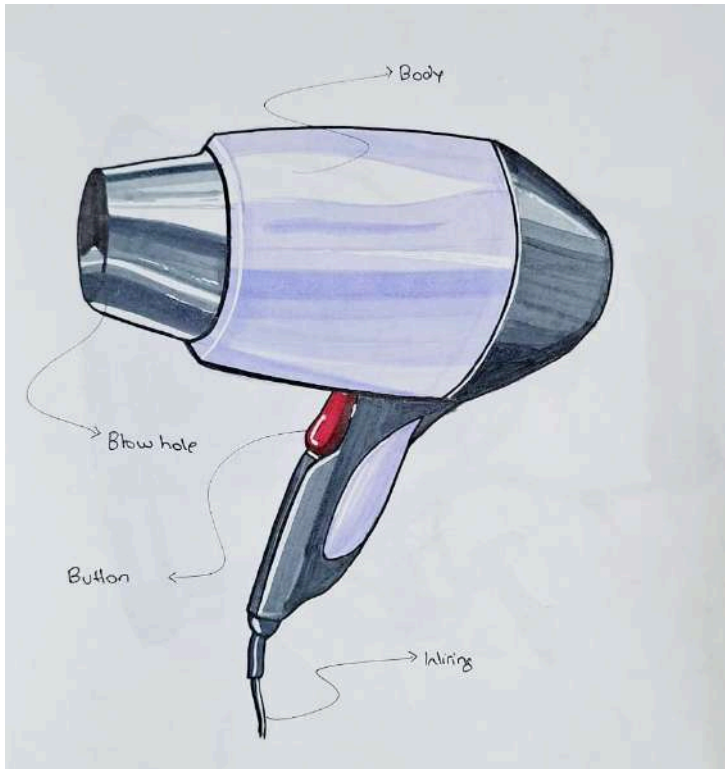


A specialised guest session on Post Production in Films was conducted at NMKRV College, Bangalore, for media students. The session was led by **Mr. Varun CH, Assistant Professor**, School of Design and Digital Transmedia.

The session offered in-depth insights into the post-production workflow, including editing, VFX integration, pipeline processes, and live-action compositing. Students were introduced to industry practices and tools used to transform raw footage into high-quality cinematic content. This interactive session provided valuable exposure for media students, enhancing both their creative understanding and technical knowledge of film post-production.

Students Work

Product Design – Form Exploration of Everyday Appliances

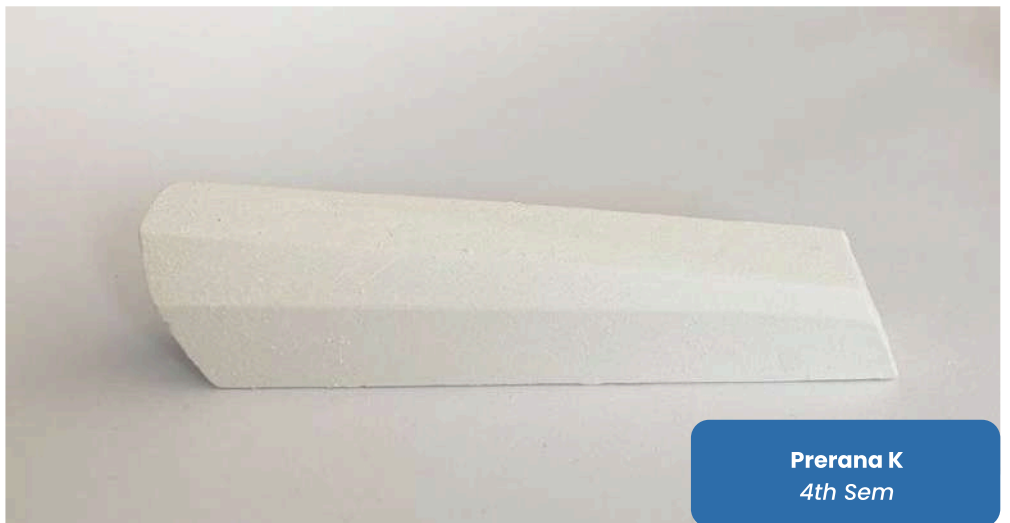


Dhruva
4th Sem

The marker renders translate the conceptual sketches into visually refined representations, emphasizing form clarity and surface transitions. Using layered shading and precise strokes, the renders capture highlights, shadows, and material cues to convey a realistic sense of depth. This approach enhances the readability of the design, allowing key features such as contours, edges, and signature lines to stand out. Marker rendering serves as a fast and effective medium to communicate design intent, proportion, and visual appeal during the development stage.

Students Work

Product Design – Ergonomic Product Design Concept



Prerana K
4th Sem

This design explores a dynamic blend of speed, softness and durability through a refined form language. The overall silhouette is streamlined and forward-leaning, expressing motion and agility, while softened edges and rounded transitions introduce a subtle 'cute' and approachable character. A slightly rugged base adds visual strength and stability, creating a contrast between toughness and friendliness. Distinct signature lines flow across the surface, guiding the eye and reinforcing brand identity while also improving grip orientation. The result is a compact, expressive form that balances performance aesthetics with user-centric design.



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