

**PANIMALAR ENGINEERING COLLEGE**  
**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**  
**VOXEL LABS – GAME DEVELOPMENT CLUB**

**Year & Month of Establishment: 22<sup>nd</sup> September 2022**

**Voxel labs Club Objective:**

Voxellabs is a cutting-edge game development and digital creation club dedicated to fostering creativity, technical skills, and collaborative innovation among its members. Our mission is to explore, learn, and master the latest technologies and tools in game development, 3D design, visual effects (VFX), and sound effects (SFX), with a focus on industry-leading software like Unreal Engine, Unity, and Blender.

**Core Goals:**

1. **Skill Development:** Empower members to develop proficiency in game engines (Unreal Engine, Unity) and 3D design software (Blender), as well as VFX and SFX tools. Through hands-on workshops, we ensure members can turn their creative visions into reality.
2. **Innovation & Experimentation:** Encourage experimentation with new ideas, game mechanics, visual styles, and soundscapes, pushing the boundaries of game design and multimedia projects.
3. **Collaborative Learning:** Foster a collaborative environment where members of all skill levels can share knowledge, solve problems, and create projects together, simulating a real-world game development studio.
4. **Project Creation:** Guide members in developing complete projects, from concept to finished product, whether in game development, interactive 3D experiences, or digital art.
5. **Industry Preparation:** Equip members with the practical skills and experience required to succeed in the gaming and digital media industries through portfolio-building projects, networking, and potential internship or industry partnership opportunities.

**Targeted Audience:** Students Interested in Game Development and Virtual Technologies

**Voxel labs Club Outcomes**

1. Proficiency in Industry-Leading Tools.
2. Collaborative Project Experience
3. A Strong Portfolio

4. Problem-Solving & Innovation
5. Understanding of Game Development Pipeline
6. Technical & Artistic Mastery
7. Networking and Industry Connections
8. Confidence in Creative Expression
9. Exposure to Cutting-Edge Technologies.
10. Career-Ready Skills

### **Faculty Coordinators**

- Convener –**Dr.Jabasheela.L, Head of the Dept** Professor / CSE
- Coordinator –**Dr.Tamilvizhi.T**, Professor/ CSE

### **Student Coordinators**

- Chair–Mr.Pavankumar - III CSE
- Vice-Chair–Ms. Monisha K - III CSE
- Secretary–Mr. Kumaran M- II Year CSE
- Joint Secretaries–Mr. Vishal Vinayak Sarathy,  
Mr. Venkatsai Krishna - II Year CSE

## Academic Year 2024-2025

### VOXEL LABS ACTIVITIES

<b>S.no</b>	<b>Activities</b>	<b>Topics</b>	<b>Date</b>	<b>No of Participants</b>	<b>Resource Person</b>
1	Workshop	GameDev Ideation	02-08-2024	70	Mr.Lakshman, Mr. Pradeep
2	Workshop	3D REALMS (Unreal, Unity, Blender)	20.09.2024	70	Mr. Naveen Padikasu Mr. Sukesh Mr. Kumaran M Mr. Vishal Vinayak Sarathy Mr. Venkatsai Krishna
3	Workshop	3D REALMS (Unreal, Unity, Blender)	24.09.2024	80	Mr. Naveen Padikasu Mr. Sukesh Mr. Kumaran M Mr. Vishal Vinayak Sarathy Mr. Venkatsai Krishna

1. Gamedev Ideation : 02-08-2024





**Panimalar Engineering College**, Dr.Jabasheela.L HEAD OF THE DEPT – CSE &**Game Development Club**, organized **Workshop on Gamedev Ideation** on 02.08.2024. Mr.Lakshman and Mr.Pradeep Student Alumni, Expert for Gaming, conducted the **Workshop**; the Co-ordinators for the workshop were Dr.Tamilvizhi.T Associate professor, Department of CSE. In this event, 70 students registered and basic Game ideas Shared; the motto of the event was to give clearcut explanation of “How games are made?”. At the end of this event students Gathered basic knowledge on building a game from scratch.

CO-ORDINATOR

HEAD OF THE DEPARTMENT



## 2. 3D REALMS(Unreal, Unity, Blender) : 20/09/2024



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DEPT. OF COMPUTER SCIENCE ENGINEERING

# 3D REALMS

GAME DEVELOPMENT TRAINING WORKSHOP

**FRIDAY | 20 SEP / 2024**

VENUE - CC2 LAB | 8AM - 3 PM

UNREAL ENGINE x blender x unity

**SECRETARY & CORRESPONDENT**  
Dr Chinnadurai P

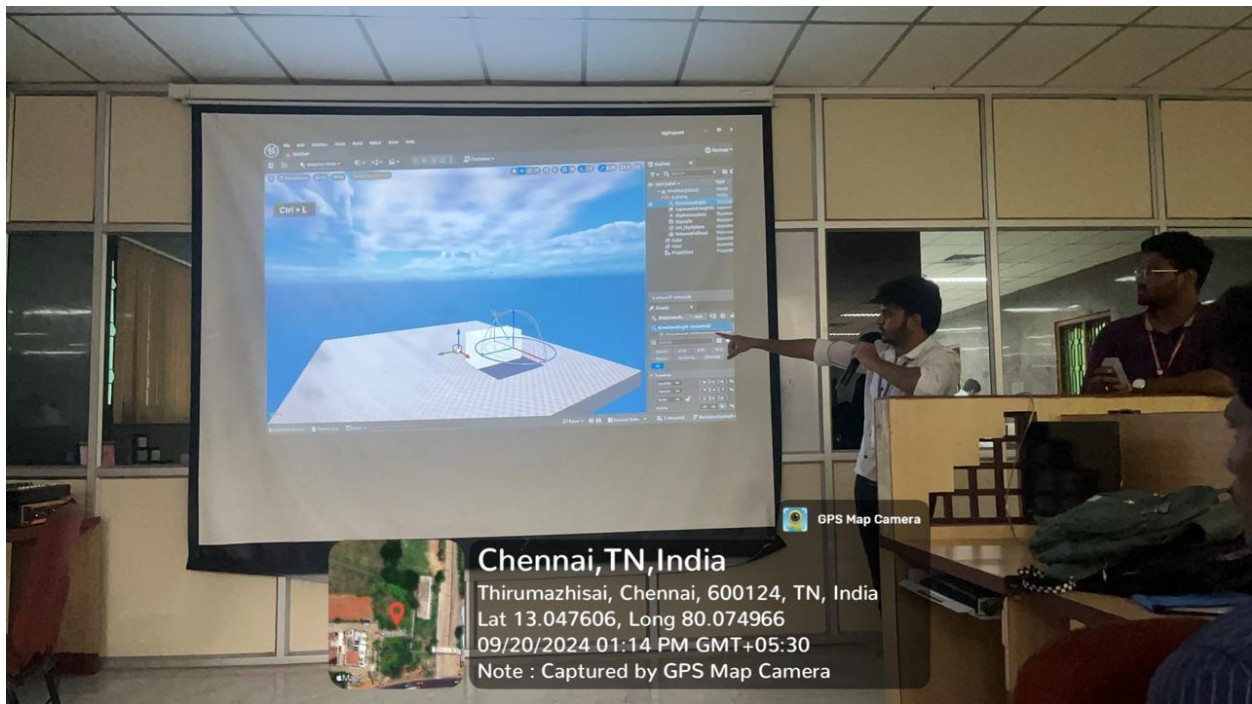
**DIRECTORS**  
Mrs. Vijayarajeswari C    Dr Sakthikumar C  
Dr Saranyasree Sakthikumar

**PRINCIPAL**  
Dr K Mani

**CONVENORS**  
Dr. Jebasheela J - CSE HOD    Dr. KavithaSubramani - Professor CSE  
Dr. Subedha - Professor CSE

**COORDINATOR**  
Dr. Tamilvizhi T





**Panimalar Engineering College, Dr.Jabasheela.L HEAD OF THE DEPT – CSE &Game Development Club, organized Workshop on 3D REALMS – Unity X Unreal X Blender on 20.09.2024. Mr.NaveenPadikasu and Mr.Sukeshbabu Student of Dept. of CSE firstly taught the basic UI and basic steps to work on Unity. Students were worked on real time and gained knowledge of creating basic movable character and environment creation in Unity. Later the day, Mr. Kumaran, Mr. Vishal Vinayak Sarathy, Mr. Venkatsai Krishna – Student Of**

Dept. Of CSE taught the Blender and Unreal Application to create 3D models in blender and Unreal Envs in Unreal Engine. Motto of the event was to make students understand how the game and CGI developing applications are used and How to actually use it. Session was wrapped up with the Simple Practice Project.

A handwritten signature in blue ink, appearing to be 'Tall J'.

CO-ORDINATOR

A handwritten signature in blue ink, appearing to be 'Ajay'.

HEAD OF THE DEPARTMENT



3. 3D REALMS (Unreal, Unity, Blender) : 24/09/2024

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DEPT. OF COMPUTER SCIENCE ENGINEERING

**3D REALMS**  
GAME DEVELOPMENT TRAINING WORKSHOP

**TUESDAY | 24 SEP / 2024**

VENUE - BLOCK 3 AV HALL | 8AM - 3 PM

UNREAL x blender x unity

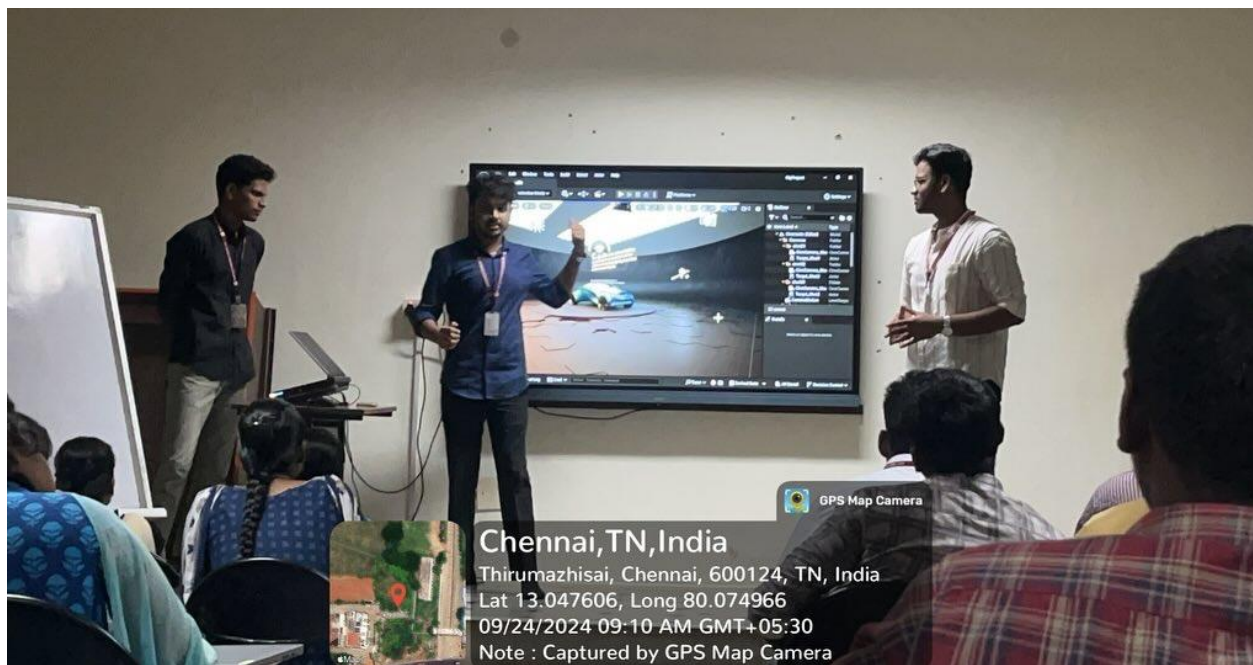
**SECRETARY & CORRESPONDENT**  
Dr Chinnadurai P

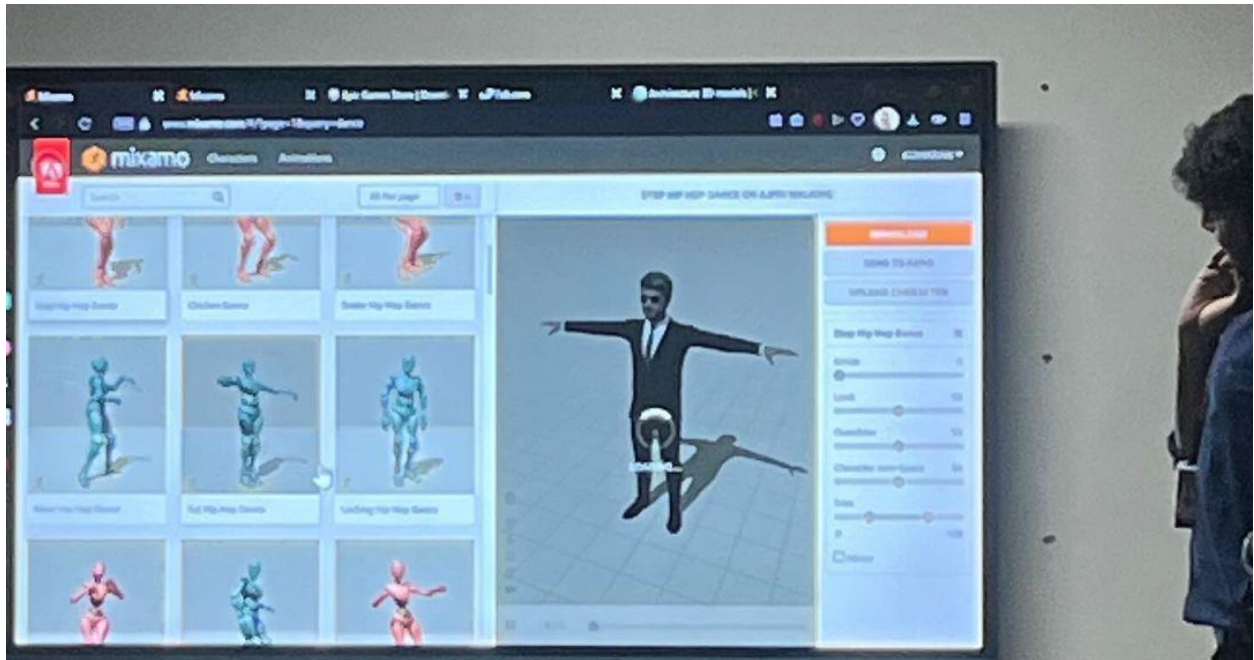
**DIRECTORS**  
Mrs. Vijayarajeswari C  
Dr SakthiKumar C  
Dr Saranyasree Sakthikumar

**EBLINCIPAL**  
Dr K. Mani

**CONVENORS**  
Dr. Jabasheela J - CSE HOD  
Dr. KavithaSubramani - Professor CSE  
Dr. Subedha - Professor CSE

**COORDINATOR**  
Dr. Tamilvizhi T







### **Description of event with resource person profile:**

**Panimalar Engineering College**, Dr.Jabasheela.L HEAD OF THE DEPT – CSE &Game Development Club, organized **Workshop on 3D REALMS – Unity X Unreal X Blender** on 24.09.2024. Mr. Vishal Vinayak Sarathy, Mr. Kumaran, Mr. Venkatsai Krishna- Student of Dept. of CSE firstly taught the basics of Blender and Unreal UI. Mr. Vishal gave complete basic idea of features and tools to use in Blender. Later Mr. Kumaran taught Complete Basic UI understanding and Created a basic environment and character rigging overview in Unreal Engine and Mixamo. Students were worked on real time and gained knowledge of creating a basic envs in Unreal Engine Later the day, Mr. Naveen Padikasu and Mr. Sukeshbabu – Student Of Dept. Of CSE taught the basic UI and basic steps to work on Unity. Students were worked on real time and gained knowledge of creating basic movable character and environment creation in Unity. Motto of the event was to make students understand how the game and CGI developing applications are used and How to actually use it. Session was wrapped up with the Simple Practice Project.

CO-ORDINATOR

HEAD OF THE DEPARTMENT

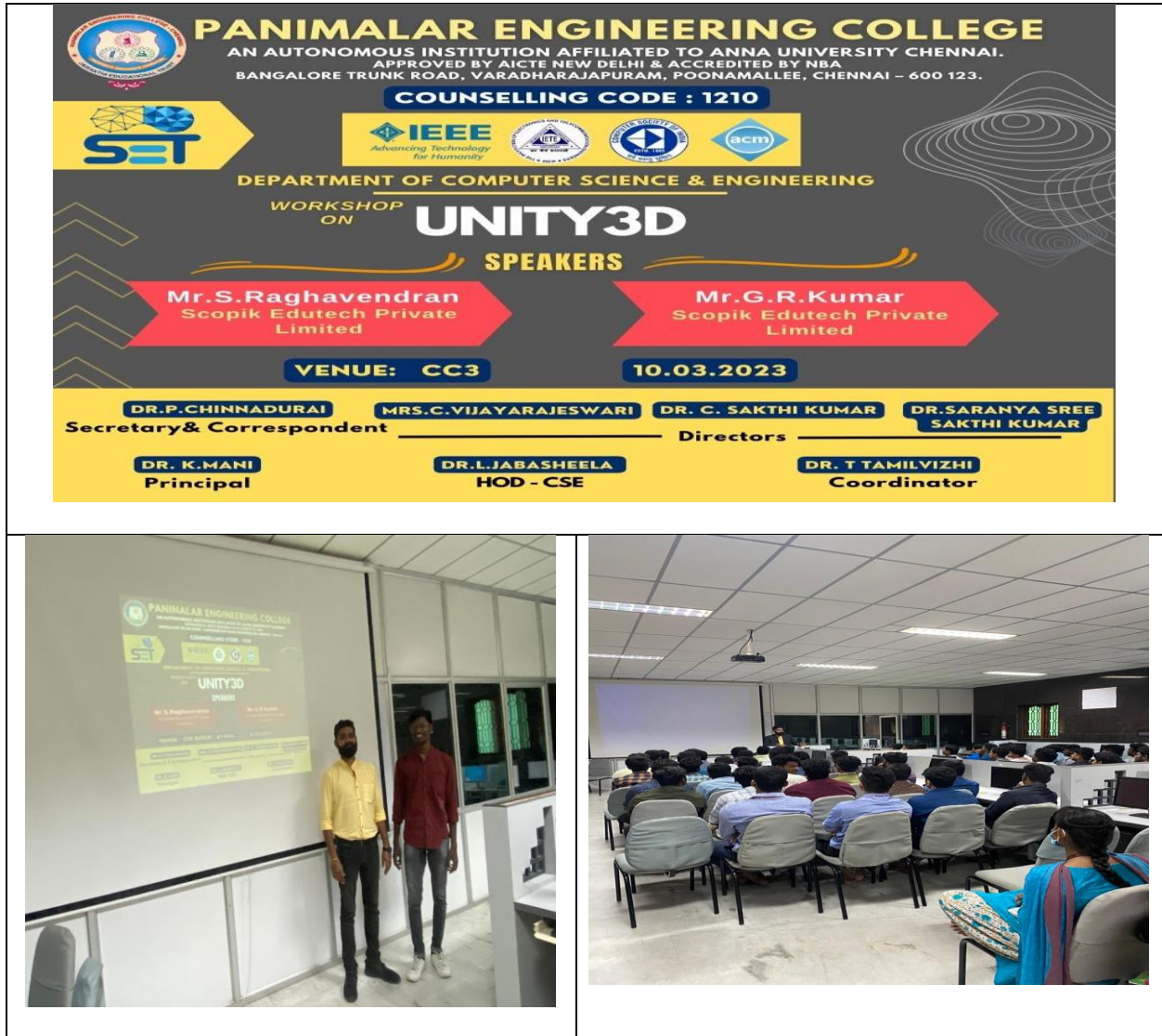
## Academic Year 2023-24

### VOXEL LABS - ACTIVITIES

<b>S.no</b>	<b>Activities</b>	<b>Topics</b>	<b>Date</b>	<b>No of Participants</b>	<b>Resource person</b>
1	Workshop	Unity3D	10-03-2023	56	Mr Raghavendran Subramanian
2	Workshop	GAME-A-THON 4.0	22-7-2023	50	Mr.B.Nandhakumar, Alumini Student
3	Workshop	Unity 3D,Blender	11.10.2023 & 12.10.2023	50	Mr.M.S.Kishore, Mr.Lakshman, Mr. Pradeep



# 1. Workshop on Unity3D



**Panimalar Engineering College**, Dr.Jabasheela.L HEAD OF THE DEPT – CSE &Game Development Club, organized **Workshop on Unity3D** on 10-03-2023. Mr.S.Raghavendran and Mr.GR.Kumar, ScopikEdutech Pvt Ltd, Expert for Gaming, conducted the **Workshop**; the Co-ordinators for the workshop were Dr.Tamilvizhi.T Associate professor, Department of CSE. In this event, 56 students registered and Unity3D based Games ideas Shared; the motto of the event was to bring out the Acquired experience of importing and exporting 3D objects from blender to unity. At the end of this event students Gathered basic knowledge on FPS Controller and Gained basic knowledge on C sharp language. The students are learned how to create models in blended and learned to create animation-oriented models into a project.

  
CO-ORDINATOR

  
HEAD OF THE DEPARTMENT

## 2. GAME-A-THON 4.0

**PANIMALAR ENGINEERING COLLEGE**  
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APPROVED BY AICTE NEW DELHI & ACCREDITED BY NBA  
BANGALORE TRUNK ROAD, VARADHARAJAPURAM, POONAMALLEE, CHENNAI - 600 123.  
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

IEEE Advancing Technology for Humanity | ACM | INSTITUTION'S INNOVATION COUNCIL

# GAME-A-THON 4.0

**CHIEF GUEST**  
**MR.B.NANDHA KUMAR**

**24.7.2023**  
**MONDAY**

**VENUE : CC 1**      **12:00 PM -3:00 PM**

**Dr.P.Chinnadurai**  
SECRETARY & CORRESPONDENT

**Mrs.C.Vijayarajeswari**      **Dr. C. Sakthi Kumar**      **Dr.Saranya Sree Sakthi Kumar**  
DIRECTORS

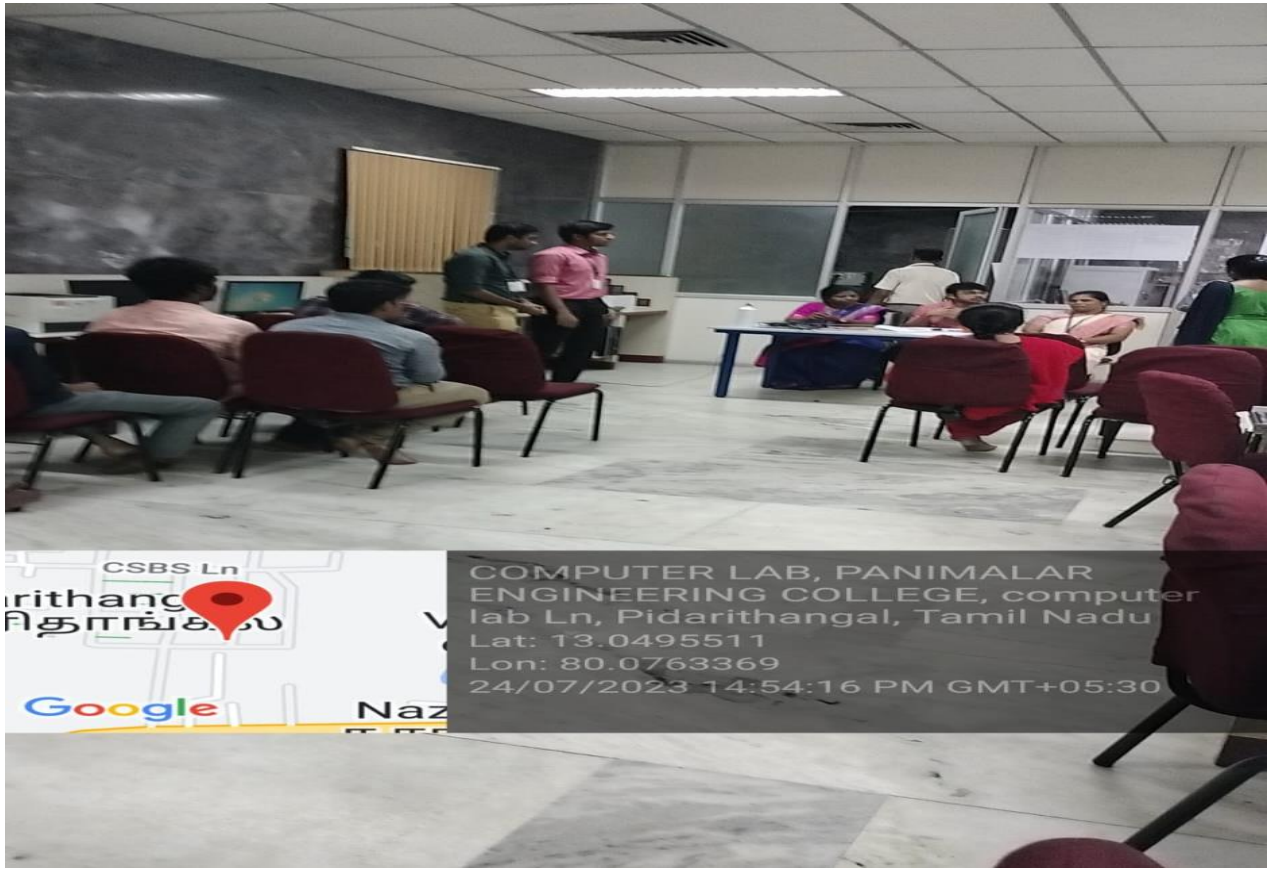
**Dr. K.Mani**      **Dr.L.Jabasheela**      **Dr.Kavitha Subramani**      **Dr.V.Subedha**      **Dr.T.Tamilvizhi**  
PRINCIPAL      HOD - CSE      PROFESSOR, CSE      PROFESSOR, CSE      Mrs.Sophana Jennifer  
COORDINATORS

**Mrs.Jaya Lakshmi**

Convenors







**Panimalar Engineering College, Dr.Jabasheela.L HEAD OF THE DEPT – CSE &Game Development Club, organized “Game-A-Thon”event for Competition.The students to bring out their innovative Ideas for Unity3D,Blendar,AR/VR based Games” on 24-07-2023 (Friday). Mr.B.NandhaKumar, Expert for Gaming,conducted the Competition;The Co-ordinators for the workshop were Dr.Tamilvizhi.Tprofessor,Mrs.Sophana Jennifer Assistant Professor,Mrs.Jayalakshmi Assistant Professor Department of CSE. In this event, 50 students registered and Unity3D,Blendar,Blendar, AR/VR based Games ideas Shared; the motto of the event was to bring out the innovations of ideas implemented through students and how to proceed and how to represent their ideas to the society. At the end of this event students got to know how to implement and enhance their ideas and got the winner’s prize in the competition. That was announced by chief guest.**

CO-ORDINATOR

HEAD OF THE DEPARTMENT

### 3. Unity 3D,Blender

Photo for the event

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**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**

**Hands on  
UNITY 3D, BLENDER**

**11.10.2023  
&  
12.10.2023**

**VENUE : CC 3 & CC 4**

**9:00 AM - 3:00 PM**

**Dr.P.Chinnadurai**  
SECRETARY &  
CORRESPONDENT

**Mrs.C.Vijayarajeswari**

**Dr. C. Sakthi Kumar**

**Dr.Saranya Sree  
Sakthi Kumar**

**DIRECTORS**

**Dr. K.Mani** **Dr.L.Jabasheela** **Dr.Kavitha Subramani** **Dr.V.Subedha**  
PRINCIPAL HOD - CSE PROFESSOR, CSE PROFESSOR, CSE

**Convenors**

**Dr.T.Tamilvizhi**  
**Mrs.Sophana Jennifer**  
**Mrs.Jaya Lakshmi**  
COORDINATORS

### Description about the event with resource person profile

Panimalar Engineering College, Dr.Jabasheela.L HEAD OF THE DEPT – CSE &Game Development Club, organized “Unity 3D,Blender”event for Hand-on.The students to bring out their innovative Ideas for Unity3D,Blendar,AR/VR based Games” on 11.10.2023&12.10.2023. Mr.M.S.Kishore,Mr.Lakshman,Mr. Pradeep for Gaming, conducted the Competition; The Co-coordinators for the workshop were Dr.Tamilvizhi.T professor Department of CSE. In this event, 50 students registered and Unity3D,Blendar,Blendar, AR/VR based Games ideas Shared; the motto of the event was to bring out the innovations of ideas implemented through students and how to proceed and how to represent their ideas to the society. At the end of this event students got to know how to implement and enhance their ideas and got the winner’s prize in the competition. That was announced by chief guest.

CO-ORDINATOR

HEAD OF THE DEPARTMENT



## Academic Year 2022-23

### VOXEL LABS ACTIVITIES

<b>S.no</b>	<b>Activities</b>	<b>Topics</b>	<b>Date</b>	<b>No of Participants</b>	<b>Resource person</b>
1	Game Development Club	Game Design Skills	22-09-2022	89	Mr.G.Rajesh Kumar Technical Head
2	Game Development Club	Designing Game Applications	12-11-2022	46	Mr.Ajay Kumar, Technical Manager

# 1. Game Design Skills

**PANIMALAR ENGINEERING COLLEGE**  
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Bangalore Trunk Road, Varedharajapuram, Poonamallee, Chennai – 600 123.

Department of Computer Science & Engineering.

**Inauguration  
of  
Game  
Development  
club**

**Date: 22-09-2022**  
**Time : 10.45 A.M**  
**Venue: AV Hall, Block 1**

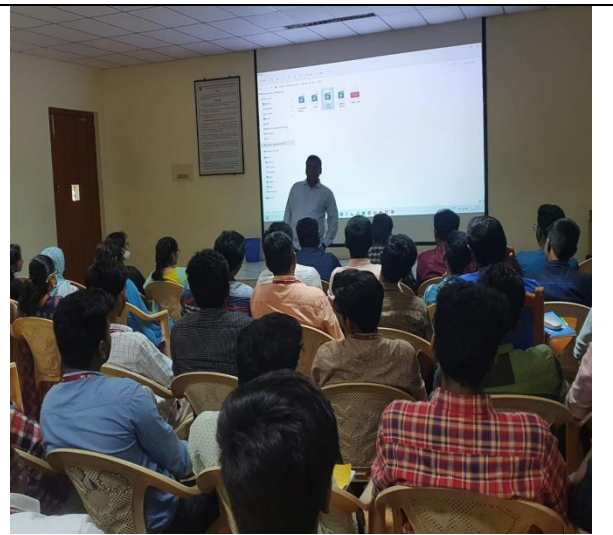
**Mr.Rajesh Kumar.G**  
Technical Head  
Scopik Edutech Pvt Ltd

**convenors**  
Dr.KavithaSubramani / Professor- CSE

**Co ordinators**  
Dr.A.Hemlathadhevi

Dr.L.Jabasheela / HOD-CSE  
Dr.T.Tamilvizhi

Dr.D.Sudha

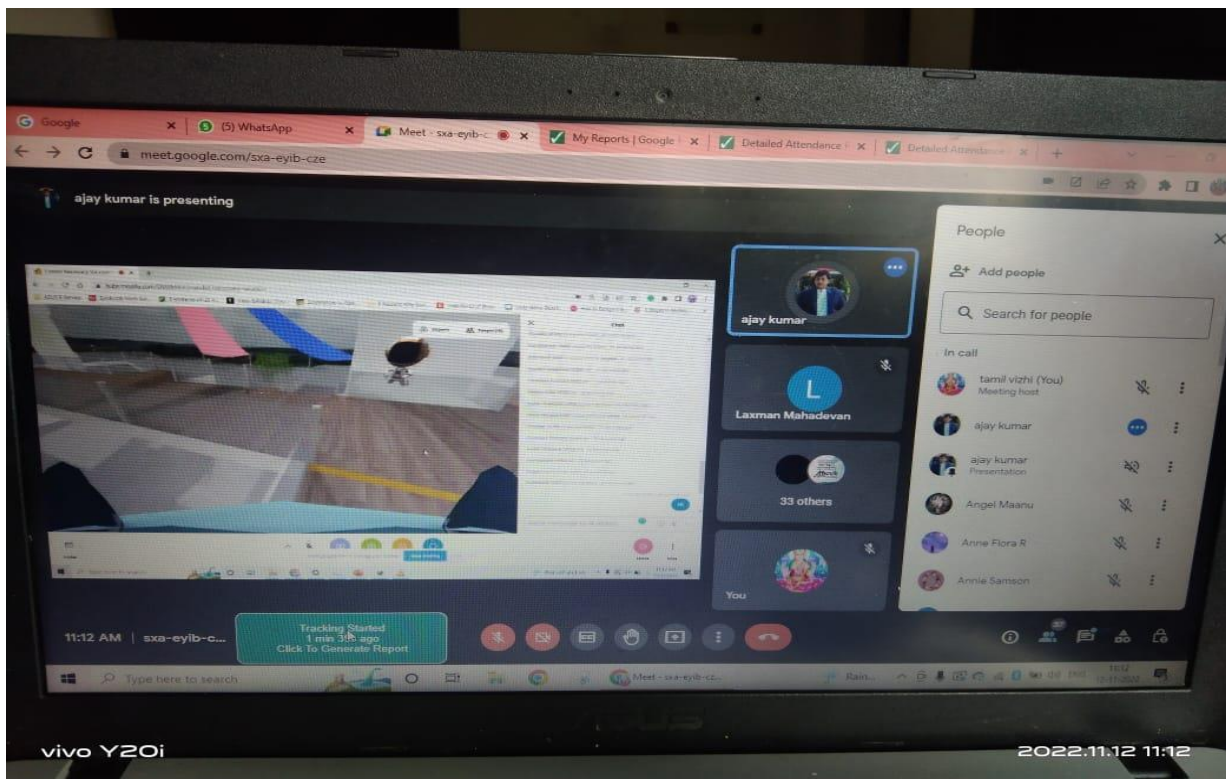


**Panimalar Engineering College, Dr.Jabasheela.L HEAD OF THE DEPT – CSE &Game Development Club, organized “Designing Game Applications of Game Development Club Activity event for students to bring out their innovative AR/VR based Games” on 22-09-2022 (Thursday). Mr.Rajeshkumar.G, Technical Head ScopikEdutech Pvt Ltd, Expert for Gaming,conducted the guest Lecture;The Co-ordinators for the workshop were Dr.Tamilvizhi.T Associate professor, Dr.Hemlathadhevi.A Associate professor &Dr.D.SudhaAssistant Professor, Department of CSE. In this event, 89 students registered and AR/VR based Gameideas Shared; the motto of the event was to bring out the innovations of students and teach them how to proceed and how to represent their ideas to the society. At the end of this event students got to know how to develop and enhance their ideas and other student audience who got to experience how raw ideas look like and how well they could be molded into a project.**

CO-ORDINATOR

HEAD OF THE DEPARTMENT

## 2. Designing Game Applications



**Panimalar Engineering College**, Dr.Jabasheela.L HEAD OF THE DEPT – CSE & **Game Development Club**, organized **Designing Game Applications** on 12-11-2022. Mr.Ajay Kumar Technical Manager, ScopikEdutech Pvt Ltd, Expert for Gaming, conducted the **Workshop**; the Co-ordinators for the workshop were Dr.Tamilvizhi.T Associate professor, Department of CSE. In this event, 46 students registered and Designing Game Applications based Games ideas Shared; the motto of the event was to bring out the Acquired experience of importing and exporting 3D

objects from blender to unity. At the end of this event students Gathered basic knowledge on FPS Controller and Gained basic knowledge on C sharp language. The students are learned how to create models in blended and learned to create animation oriented models into a project.



CO-ORDINATOR



HEAD OF THE DEPARTMENT