



Koneru Lakshmaiah Education Foundation

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Student Activity Center (SAC)

A workshop on DIGITAL ART

6th September 2025

Details of the Event:

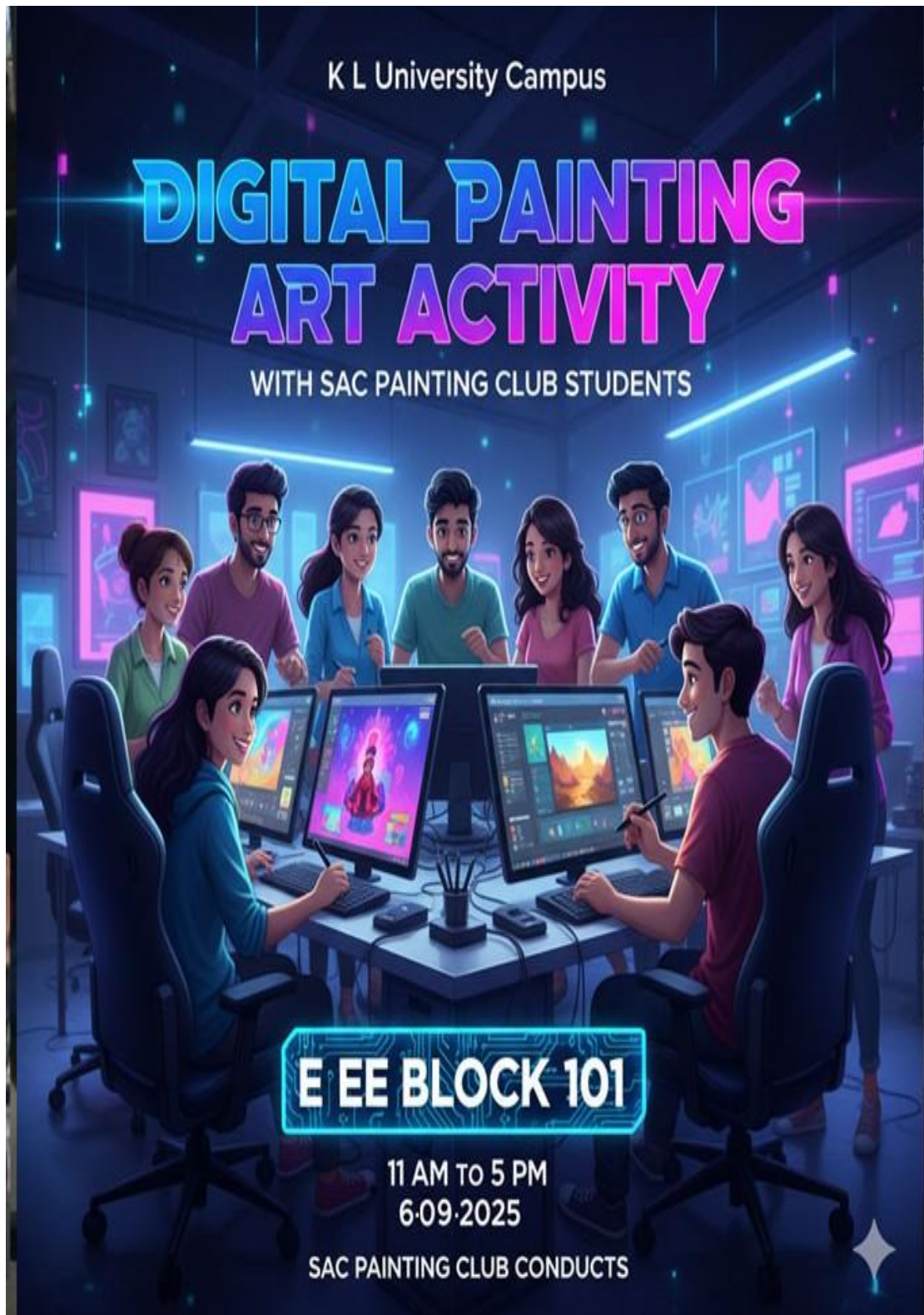
Date of Event: October 6, 2025

Time: 11:00 AM - 5:00 PM

Venue: E EE Block

Room 101, K L University Campus

Organizing Body: SAC Painting Club



Event Particulars

Activity Name	A workshop on DIGITAL ART
Organizing Club/	LIBERAL ARTS – Painting Club
Department Name	Student Activity Center(SAC)
Organized on	06-09-2025
Organized in	2025-2026
Faculty Incharge	JV Sridhar Patnala
Time slot	11:00 AM-5:00PM
Venue	EEE 207
Students Participated	25

Description

Digital Painting Art Activity

1. Introduction: The "Digital Painting Art Activity" was an innovative event orchestrated by the SAC Painting Club, aimed at introducing students to the dynamic world of digital art. Held in the specialized environment of E EE Block, Room 101, this activity provided participants with hands-on experience in using digital tools and software for artistic creation. The event underscored the SAC Painting Club's commitment to exploring diverse art forms and equipping students with skills relevant to contemporary artistic practices.

2. Objectives:

To introduce students to the fundamentals of digital painting, including software interfaces, tools, and techniques.

To provide practical, hands-on experience with digital art creation.

To foster creativity and experimentation in a digital medium.

To showcase the potential of digital art as a viable and expressive artistic discipline.

To encourage collaboration and peer learning among students interested in digital art.

To broaden the artistic skill set of SAC Painting Club members and other interested students.

3. Event Details and Activities:

The event commenced at 11:00 AM with a brief introductory session led by a senior member of the SAC Painting Club, outlining the day's agenda and the basics of digital art.

Software and Tool Introduction (11:00 AM - 12:00 PM):

Participants were introduced to common digital painting software (e.g., Photoshop, Krita, Procreate - *specific software used depends on availability and club preference*).

An overview of essential tools such as brushes, layers, color palettes, and blending modes was provided.

Demonstrations on setting up a digital canvas and basic navigation were conducted.

Fundamental Techniques Workshop (12:00 PM - 1:30 PM):

A guided workshop focused on foundational digital painting techniques. This included sketching digitally, basic color theory application in a digital context, and understanding different brush types.

Exercises on creating simple forms, textures, and gradients were facilitated.

Lunch Break (1:30 PM - 2:00 PM):

A short break was provided to allow participants to refresh before the more intensive practical session.

Practical Application & Guided Project (2:00 PM - 4:30 PM):

Students were tasked with undertaking a small digital painting project (e.g., still life, character portrait, landscape element).

SAC Painting Club volunteers and experienced members circulated to provide one-on-one assistance, troubleshoot software issues, and offer creative feedback.

Emphasis was placed on experimentation and developing a personal workflow.

Sharing and Feedback Session (4:30 PM - 5:00 PM):

Participants had the opportunity to display their digital creations on a projector or individual screens.

A constructive feedback session was held, where peers and club mentors offered insights and appreciation for the work produced. This fostered a supportive learning environment.

Participation: The event attracted approximately 30-35 enthusiastic students, including members of the SAC Painting Club and other university students keen on exploring digital art. The technical nature of the event required participants to have some familiarity with computers, and the specialized lab setting facilitated focused learning.

Resources Utilized:

Personnel: SAC Painting Club and 5-7 dedicated volunteers/experienced members.

Equipment: Computer lab (E EE Block 207) equipped with graphic tablets (e.g., Wacom, Huion) and digital painting software on each workstation. Projector for demonstrations.

Software: Licensed or open-source digital painting software.

Publicity: Digital posters, social media announcements, and direct communication within the SAC Painting Club.

6. Outcomes and Impact:

Skill Acquisition: Participants gained practical knowledge and foundational skills in digital painting, which is a highly relevant skill in various creative industries.

Technological Literacy: The event enhanced students' familiarity with digital art tools and software, bridging the gap between traditional art and modern technology.

Creative Exploration: Students were able to experiment with a new medium, expanding their creative horizons and discovering new ways to express themselves.

Increased Interest in Digital Art: The positive feedback and enthusiastic engagement indicated a growing interest in digital art among the student body.

Club Engagement: The event successfully engaged SAC Painting Club members in organizing and mentoring, strengthening the club's capabilities and community.

7. Challenges:

Ensuring an adequate number of functioning graphic tablets and workstations for all participants.

Addressing varying levels of digital literacy among attendees.

Managing time effectively to cover both theoretical introductions and practical application.

Organize a follow-up session or an online forum for continued learning and sharing of digital art projects.

8. Conclusion: The Digital Painting Art Activity was a highly successful venture by the SAC Painting Club, providing a valuable learning experience for students at K L University. By embracing digital art, the club continues to promote diverse forms of artistic expression and equip students with modern skills. The positive reception and tangible outcomes of the event affirm its importance in the university's co-curricular offerings.

Pictures from the Session:

