

VCH-22/211

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## Career Development Centre

344

Ref. No: DITU/CDC/2022/AN-09

Date: August 25, 2022

### NOTE FOR APPROVAL

Sub: Value Added Trainings in the School of Architecture, Planning & Design in academic session 2022-23 (ODD).

1. As part of the course curriculum (FFCBCS), the following value-added trainings are to be conducted in the school of Architecture, Planning & Design in academic session 2022-23 (ODD). (Syllabus is attached in Annexure I).

Program	Semester	Course Code	Course Basket	Subject Name	Credits	L	T	P	No of sections	No of Students	Skill
B.Arch	3	ARF245	Skill enhancement	Value Added Training 1	2	0	0	4	1	35	Rhino
B. Des (ID)	3	IDF246	Skill Enhancement	Value Added Training 1	2	0	0	4	1	28	SketchUp+Vray
B. Des (VGA)	3	VGf245	Skill Enhancement	Value Added Training 1	2	0	0	4	1	14	Blender

2. With regard to this, the Career Development Centre, DIT University, received a proposal from Slog Solutions Pvt. Ltd. on 30<sup>th</sup> July 2022 (Proposal Attached in Annexure II).
3. The concerned trainers (profiles attached in Annexure II) from Slog Solutions Pvt. Ltd. gave the demo session on the requisite training skills. Head-SOAD and other faculty members of the Architecture department were present in the demo session held on August 3<sup>rd</sup>, 2022. (Demo feedback is included in Annexure II).

## Career Development Centre

4. A revised price proposal from Slog Solutions Pvt. Ltd. was received on 24<sup>th</sup> August 2022 (Proposal attached in Annexure- III). Details as follows:

Program	B.Arch	B. Des (ID)	B. Des (VGA)
Number of students	35	28	14
Time Duration	40 Hours	40 Hours	40 Hours
Mode	Offline	Offline	Offline
Cost per Head	Rs. 18,50 + 18% GST	Rs. 18,50 + 18% GST	Rs. 18,50 + 18% GST
Total Costing	Rs. 76,405	Rs. 61,124	Rs. 30,562

5. As per the discussion with Head-SoAD and considering the trainer's proficiency and cost effectivity, the Career Development Centre recommends that this training should be conducted by Slog Solutions Pvt. Ltd. The proposed date for the commencement of training is August 31<sup>st</sup>, 2022.

Note: All the logistics will be taken care by the concerned vendor.

Cost Centre & GL No. for the training is given below:

Cost Centre : 1001110001 ✓

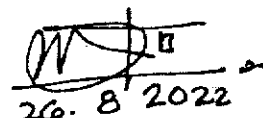
GL No.: 4070000320 ✓

The matter is submitted for your kind approval and direction please.



Mr. Saurav Badoni  
(Dean – Career Services)

FOR:



26. 8 2022  
HoD (B.Arch)

DIRECTOR,  
SOAPD  
For your kind  
recommendations please.

N  
29/8/22

VC  
F & R  
as per  
SOAPD  
recomm.

Approved  
by  
29/8

29/8

Recommend



AGS  
DIRECTOR (SOAPD)

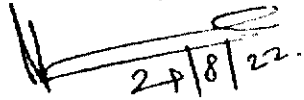
Ref. No. DITU/CAC/2022/AN-09

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**DIT**  
UNIVERSITY  
IMAGINE ASPIRE ACHIEVE

Career Development Centre

X { F & R as per  
the recomm. of  
the concerned school.

  
24/8/22.

Director STEAM & Quality

"Note - These two signs have been  
marked on previous pages."

\_\_\_\_\_  
Vice-Chancellor

# SLOG SOLUTIONS PVT. LTD.

1, Institution of Engineers,  
Near PITCUL, ISBT, Dehradun  
Uttarakhand.  
M-7456000240/41  
GSTIN- 05ABACS9144F1ZF

# INVOICE

INVOICE NO  
SLG-2022-949

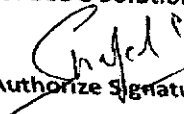
DATE  
03.12.2022

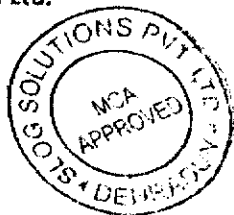
To: DIT University  
Village Makkawala, Mussoorie  
Diversion Road, Dehradun  
GSTIN/UIN: 05AAAAI0193D2Z7  
State Name : Uttarakhand, Code : 05

	Description of Service	Amount
1	Value Added Training Program with Project: Rhino B.Arch 3 <sup>rd</sup> Semester   Mode: Offline Total no of Students: 32   Per Student Charges: 1850/-	59,200.00
2	Value Added Training Program with Project: Sketchup + Vray B.Des(ID) 3 <sup>rd</sup> Semester   Mode: Offline Total no of Students: 28   Per Student Charges: 1850/-	51,800.00
3	Value Added Training Program with Project: Sketchup/3DS Max/Blender B.Des(VGA) 3 <sup>rd</sup> Semester   Mode: Offline Total no of Students: 14   Per Student Charges: 1850/-	25,900.00
	CGST @ 9%	12321.00
	SGST @ 9%	12321.00
	Round Off	0.00
	<b>Total</b>	<b>161,542.00</b>

(In words) Rs. One Lakh sixty one thousand five hundred forty two only

For SLOG Solutions Pvt. Ltd.

  
Authorize Signature



FOR NEFT/RTGS

Bank Account Details

Bank Name: Nainital Bank | Account number: 101100000000248  
IFSC Code: NTBL0DEH101 | PAN No: ABACS9144F | GST No: 05ABACS9144F1ZF


**DIT UNIVERSITY**  
**SCHOOL OF ARCHITECTURE, PLANNING & DESIGN**  
**COURSE: IND-VIDA (2ND YEAR)**  
**TECHNOLOGY: BLENDER BY LOG SOLUTIONS PVT. LTD.**

**ATTENDANCE SHEET**

S. NO.	NAME	STUDENT ID	Test 1 Marks (Out of 15)	Test 1 Marks (Out of 40)	Attendance Marks (Out of 13)	Total Marks (Out of 60)	Total Marks (Out of 100)	31-08-22	02-09-22	09-09-22	14-09-22	21-09-22	23-09-22	28-09-22	7-10-22	8-11-22	16-11-22	23-11-22	25-11-22
1	Ashta Dobhal	1000017557	6	26	1	33	50												
2	Apri Bharadwaj	1000017088	11	37	12	60	91												
3	Bhaskar Chhabra	1000016146	13	35	7	55	83												
4	Chiranjit Das	1000016925			3	3	5												
5	Devarshi Jiri	1000016070	6	29	3	38	58												
6	Hitesh Wadhwa	1000016945	10	31	8	49	74												
7	Kashish Mani Sharma	1000017979	5	36	8	49	74												
8	LAKSHYA MITT	1000016156		34	6	40	61												
9	Pariy Joshi	1000016975	9	37	11	57	86												
10	Pari Verma	1000017004		36	8	44	67												
11	Prity Negi	1000016190		34	3	37	56												
12	Sana Kharola	1000017167		22	2	24	36												
13	Shuchi Kumari	1000016887		27	1	32	48												
14	Viney Arya	1000016633	6	24	6	36	55												
	<b>Percentage wise Attendance</b>							57	43	29	43	57	21	64	36	71	36	38	36

**Topics Covered**

Introduction of 3D modeling and animation softwares, UI introduction, Editor and Area, UI Size and Workspaces, Mouse Viewport Navigation, Alternative Navigation Methods, Axis Viewports, Basic Object Selection, 3D Cursor, Creating and Deleting Objects  
 Viewport Settings, Framing and Custom Shortcut, Hiding Objects and Local View mode, Basic Transformation, Interaction modes, Mesh sub-objects, Basic mesh editing  
 Viewport shading modes, Wireframe, Viewport shading modes: Solid, Viewport shading modes: LookDay, The rendering engine, Introduction to material picking colors, Color modes  
 Hierarchical color code, Basic material properties, Material assignment, Introduction to camera, Camera framing and image resolution, Rendering basics: Bit per channel, Surface smoothing, Screen space effects  
 Transformation shortcuts, Pivot point, Object's dimension, Selection tools, Loop and ring selection, Inset, Extrude & Bevel, Knife and Bevel tool, Keys cut and connecting vertices, Delete and Duplicate, Pinching, Inset, Subdividing and duplicating mesh, Bridge  
 Joining and separating objects, Modifier bases, Mirror modifier, 3D modeling conventions, Normal direction, Validated geometry, Point-to-point modeling, Spin and Screw modifier, Verax snapping, Using reference image, Origin and Local coordinate  
 Shading and text objects, Transformation, Advanced transformation, perspective mode, The Z-depth, Unit & measurement, Object application, Pivot point, Display mode, Shading, Modifier, Creating symmetrical object  
 Specular color, Glass Material & Mesh, Custom nodes, Modifying edges, Inset, extrude and bevel, Beveling and patching, Beveling vertices, Normal direction, Face smoothing, Spinning and separating sheet, Mirror & O  
 Rotating in wireframe, Mirror & Mesh, Custom nodes, Modifying edges, Inset, extrude and bevel, Beveling and patching, Beveling vertices, Normal direction, Face smoothing, Spinning and separating sheet, Mirror & O  
 UV mapping, UV Unwrapping, Straightening UV, UV Shapping, Blending UV selection, Stretching and locking, Texturing like UV maps, Size & Position, Scaling, Alpha texture, RGBA Image, Specular texture  
 3D View Window, Camera Panel, Lens, Preview and Lamp Panels, Lamp, Sub-Context, Lamp, Zenith Color, Clouds, World Buttons, Keyframes, Timeline, Frames, Lock/Size, Render Size-Context, Basic Bendit, Particles, Smoke Simulation, Fire Particles, Fire Simulation, Static Particles  
 Project



**Career Services Cell**  
**DIT University, Dehradun**