



IAC

NEWSLETTER

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FTV THESIS JURY – SPRING 2024

By Sikandar Javed

On July 24, 2024, the Film & TV Department at the Institute for Art & Culture (IAC) organized a thesis jury for the Spring 2024. Five students excelled in the jury session. The event was graced by an esteemed panel of jurors, including the accomplished actor-director Ali Tahir and the award-winning filmmaker and Principal Lecturer at the Faculty of Media & Mass Communication (FMCC), University of Central Punjab (UCP), Muhammad Kamran Butt. The presence of Syed Urooj Samdani, the Head of the Film & TV department, along with thesis supervisors Sikandar Javed and Mian Umar, further emphasized the department's unwavering commitment to nurturing and promoting emerging talents in the field of film and television. The session showcased the students' creativity, skill, and hard work, reflecting their dedication to academic excellence and practical learning. This jury session marks another milestone in the Film & TV Department's ongoing efforts to support and highlight the potential of its students, positioning them for future success in the industry.



DR ASIM MANZOOR ANALYSIS ON EDUCATION SECTOR WITH DISCOVER PAKISTAN

Dr. Asim Manzoor appeared on Discover Pakistan's program, where the debate was whether private higher education institutes (HEI) are better than public sector institutes? Dr. Asim was of the view that this comparison isn't justified, as private educational institutes play a significant role in higher education in Pakistan. They contribute to increased accessibility, diversified academic programs, improved quality, innovation and research, employment opportunities, and reduce burden on public sector by absorbing a significant number of students. Moreover, private institutions contribute to Pakistan's economic growth by producing skilled graduates and fostering entrepreneurship.

He further added that private institutions offer a diverse range of academic programs, including specialized and professional courses, that might not be available in public institutions. This diversity has attracted a significant number of students, with private institutions boasting a student-faculty ratio of 22:1, compared to 43:1 in public institutions. Additionally, private institutions have invested heavily in modern facilities, with 70% of private universities having established state-of-the-art campuses.

The private sector has also contributed to research and innovation, with 25% of research output in Pakistan attributed to private institutions. Furthermore, private institutions have established partnerships with international universities, providing students with exposure to global perspectives and opportunities. According to the HEC, 55 private universities have established partnerships with 245 international universities.

Overall, private educational institutes play a vital role in augmenting higher education in Pakistan, but it's crucial to address the challenges to ensure equitable access and quality education for all.



PHOTOGRAPHY PORTFOLIO BY MAREEHA SAQI

By Sikandar Javed

Mareeha Saqi, a dedicated 1st-semester student from the Film and TV (FTV) Department, recently submitted a portfolio of 20 photographs as part of her coursework for the **"Fundamentals of Photography"** class. The course, taught by faculty member Sikandar Javed, challenged students to explore and express their creative vision through the lens of photography.

Mareeha's submission focused on the theme of perfume, skillfully capturing the essence and allure of fragrances through various compositions and art direction. Her work demonstrated a strong command of photography techniques, showcasing her ability to convey intricate visual narratives.

The portfolio was reviewed by a panel of jurors, including Syed Ali Sultan, Assistant Professor in the Department of Media & Communication Studies, and Mian Umar Farooq, Lecturer in the Film & TV Department. Both jurors praised Mareeha's work, noting the thoughtfulness and creativity evident in her compositions.

This evaluation process was not only an opportunity for Mareeha to receive valuable feedback but also served as a significant learning experience for all students involved. The event highlighted the importance of artistic expression and technical proficiency in the field of photography.



INTRODUCTION TO ACTING FINALS

By Sikandar Javed

The 4th-semester students of the Film & TV Department recently showcased their exceptional acting skills during the final exam of the **"Introduction to Acting"** course. Taught by renowned actor and visiting faculty member Mr. Ali Tahir, the course culminated in a series of performances where students enacted scripts assigned by the faculty.

Mr. Tahir, an esteemed figure in the field, expressed his admiration for the students' performances, noting the significant effort and dedication they contributed throughout the semester. He praised their ability to bring the scripts to life, highlighting their growth and potential as future actors.

The entire process was an invaluable learning experience for the students, allowing them to apply theoretical knowledge in a practical setting and receive guidance from a seasoned professional. This final exam not only demonstrated the students' progress but also their active contribution to the vibrancy and excellence of the Film & TV Department.



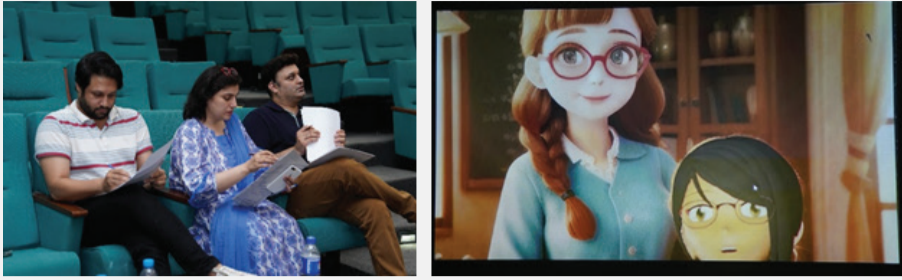
PODCAST PRODUCED BY FTV STUDENTS

By Mian Umar Farooq

Fifth-semester Film & TV students, under the guidance of course instructor Mian Umar Farooq, submitted their podcasts as part of the TV Program Production course. The projects showcased a range of topics, from entrepreneurship in **"Insight Hour"** by Osama and Nauman, to psychological issues in **"Mind Unlocked"** by Fidak and Aqsa. Moiz, Maareb, and Adnan tackled minority rights in **"Broadcast Bros"** and Eisha and Faseeha explored the intersection of religion and science in **"Point and Ponder."** The students were involved in every aspect of podcast production, from developing the initial idea to final editing, ensuring both high-quality content and production. Their dedication was evident in the thoughtful selection of podcast names, logo designs, scripting, and guest arrangements.

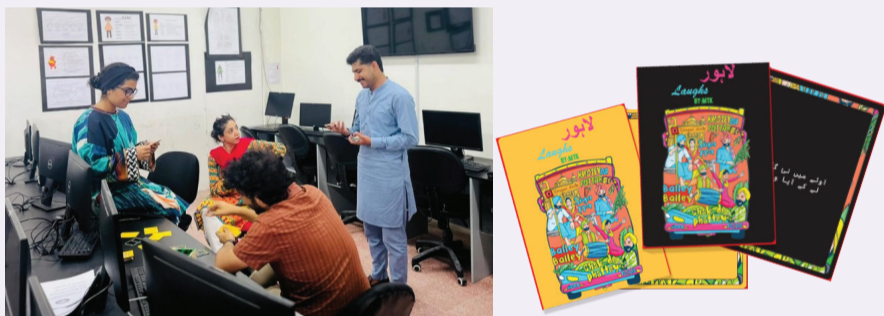


FINAL JURY OF ANIMATION DESIGN BACKGROUND AND CONCEPT ART



Students had the opportunity to receive guidelines and directions for their Final Year Project in animated films from Mr. Usman Tasleem. The students presented their Final Year Projects and received valuable feedback based on industry standards.

SECOND SEMESTER STUDENTS DIVE INTO CARD GAME DESIGN



Second-semester students recently took a creative leap by transitioning from board games to experimenting with card games. Building on their earlier experience, they were given with an exciting challenge: to pick an existing game, transform it into a card game, and add their own rules and variables while staying true to the original theme.

The results were nothing short of impressive. Each student brought a unique twist to their chosen game, resulting in a variety of innovative and out-of-the-box designs. The task encouraged them to think critically about game mechanics, storytelling, and player interaction, leading to some truly creative outcomes.

Their review session turned into a lively and engaging experience, where students shared their creations and received feedback from peers and instructors. The session was filled with fun as everyone got to play and explore each other's games. While all ideas were celebrated for their creativity, a few stood out for their contextual relevance and clever execution.

These standout games will soon be on display in the department's gallery, showcasing the ingenuity and fresh perspectives of our second-semester students. This project not only refined their design skills but also sparked a deeper interest in game development, setting the stage for their future work in the program.



Recently, students in the Game Design Department took a hands-on approach to understanding animation by experimenting with stop motion, one of the earliest animation techniques. Through this process, they gained valuable insights into the technical aspects of framing and timing—key elements essential for designing in-game animations.

Working with different materials like clay, puppets, and everyday objects, the students discovered that stop motion is more than just moving things around. Each frame required careful planning, with every small movement contributing to the overall effect. They quickly realized that even a slight change in position or lighting could significantly impact the outcome, teaching them the importance of precision.

This project provided a practical understanding of how framing and timing work together to create compelling in-game animations, reinforcing the idea that sometimes, going back to basics can lead to the most important technical insights.

THESIS REVIEW WITH PROFESSOR REZA ABBAS



Final-year students from both the seventh and eighth semesters recently had the opportunity to engage in a thesis review session with Professor Reza Abbas, a seasoned expert with a strong background in both

academics and industry practice. The session proved to be a valuable learning experience, offering deep insights into the strengths and weaknesses of their game proposals.

Professor Abbas's feedback was instrumental in helping the students identify critical loopholes in their designs. For the eighth-semester students, this review was a crucial step in preparing for their final juries. They left the session with a clearer understanding of how to refine their projects and present them confidently.

Meanwhile, the seventh-semester students gained a deeper understanding of game design fundamentals. Professor Abbas emphasized the importance of core mechanics in games and how these mechanics shape the overall player experience. He also highlighted the significance of choice in game storytelling, explaining how meaningful decisions can enhance player engagement and immersion.

This review session not only helped the students improve their current projects but also equipped them with the knowledge and skills needed for future success. As they move forward, they now have a stronger foundation in game design, thanks to the guidance and expertise of Professor Reza Abbas.

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