

## FTV STUDENTS EXHIBIT CINEMATIC CREATIVITY THROUGH 60-SECOND SHORT FILMS

By Sikandar Javed

The 3rd-semester students of the Department of Film & TV (FTV) at IAC successfully submitted 60-second short films as part of their Cinematography course, taught by Mr. Sikandar Javed. This project served as a platform for students to demonstrate their technical proficiency and artistic vision in filmmaking.

The short films showcased the students' expertise in cinematography, storytelling, and art direction, highlighting their ability to create compelling visual narratives within a limited timeframe. Through this hands-on exercise, students explored camera techniques, lighting, framing, and composition, applying theoretical concepts to practical filmmaking.



## SPECIAL EFFECTS (SFX) MAKEUP BY ABEERA FARHAN

By Sikandar Javed

The Department of Film & TV recently organized an engaging workshop on Special Effects (SFX) makeup, led by the talented Abeera Farhan. A passionate filmmaker and accomplished makeup artist, Abeera brings over 12 years of extensive experience in diverse makeup artistry, with a specialization in SFX makeup for the past 7 years. Her impressive portfolio includes acclaimed telefilms such as Mai Kahani Hu on Express Entertainment and Bol Kahani on Bol Entertainment.

The workshop began with a warm welcome extended to Abeera by Mr. Sikandar Javed, Head of the Department of Film & TV, along with Ms. Rabia Arshad, President of the Film & TV Society. The session provided students with hands-on training, allowing them to explore and practice the intricacies of SFX makeup under Abeera's expert guidance.

The event concluded with a certificate distribution ceremony, where Mr. Sikandar Javed, HoD-FTV, awarded certificates to the trainers acknowledging their active involvement and contributions to the workshop.



## SOUND WORKSHOP BY AZEEM DANISH

By Sikandar Javed

The Department of Film & TV at IAC successfully conducted a Sound Workshop on 16 January 2025. The session, led by Azeem Danish, provided participants with hands-on training in sound design, recording, and mixing techniques. Azeem Danish is a multi-instrumentalist, vocalist, music producer, and audio engineer with a Master's in Musicology from Punjab University and an MS in Film & TV from BNU. He serves as an Audio Engineer and Lecturer of Musicology at BNU and is the CEO of Sound Lab Studio, specializing in music production and audio engineering.

The workshop offered practical insights into professional audio production, equipping aspiring sound designers and filmmakers with essential technical skills. The interactive session was well-received, fostering a deeper understanding of sound in media. At the session's conclusion, Mr. Sikandar Javed, Head of the Film & TV Department, awarded Azeem Danish a certificate of appreciation for his valuable contribution.



## MR. SIKANDAR JAVED HONORED AT THE 4TH UCP FILM FESTIVAL FOR PROMOTING CREATIVE EXCELLENCE

By Sikandar Javed

Mr. Sikandar Javed, Head of the Film & TV Department at IAC, was honored as a guest at the 4th UCP Film Festival held on December 19 - 20, 2024. The festival was hosted by the Faculty of Media and Mass Communication at UCP, showcasing an impressive collection of short films, documentaries, and music videos from university students and independent filmmakers. Mr. Javed was awarded a shield by Dr. Fawad Baig, Dean of FMMC, in recognition of the participation of IAC students through their submissions to the festival. We congratulate him for representing IAC and encouraging creative excellence. We also extend our congratulations to the dedicated UCP festival team for orchestrating this successful event.



## FTV STUDENTS ENGAGE IN INTERACTIVE ACTING SESSION AT BOTANICAL GARDEN

By Sikandar Javed

Students from the Department of Film & TV (FTV) at IAC actively participated in an engaging "Introduction to Acting" class conducted in the Botanical Garden. The session was led by Ms. Maryum Yousaf, course instructor, and provided students with a dynamic outdoor learning experience.

During the session, students improvised various characters and demonstrated their acting skills by performing situational exercises. The interactive class successfully encouraged students to refine their acting abilities in a natural setting. Such experiential learning activities continue to enrich the academic experience at IAC, fostering confidence among aspiring actors.



## PERFORMING ARTS SOCIETY ELECTIONS

By Sikandar Javed

The Department of Film & TV successfully conducted the Performing Arts Society elections in a lively and well-organized event held at the Auditorium. The Performing Arts Society comprises various dynamic societies, including the Theatre Society, Mime Society, Dance Society, Music Society, Film & TV Society, and Fashion Society. These societies are guided and mentored by faculty patrons: Mr. Sikandar Javed, Mr. Syed Ali Sultan, and Mian Umar Farooq.

The elections witnessed enthusiastic participation from students, reflecting their passion for the performing arts and commitment to contributing to their respective societies. The event concluded on a celebratory note as the president and vice president of the societies were officially announced.

This milestone highlights the Department of Film & TV's dedication to fostering creativity, leadership, and collaboration among students, ensuring a thriving platform for artistic expression and growth.



## FTV STUDENTS ENGAGE IN PRACTICAL CHROMA LIGHTING TRAINING IN CINEMATOGRAPHY COURSE

By Sikandar Javed

Students of the Department of Film & TV (FTV) participated in a hands-on training session on chroma lighting as part of the Cinematography course, under the guidance of Mr. Sikandar Javed. This practical exercise focused on building foundational skills in chroma lighting, a critical aspect of film production.

During the session, students learned the basics of chroma lighting techniques, including achieving even lighting for a chroma setup and maintaining consistency to ensure seamless results. Additionally, they gained insights into the technical aspects of chroma lighting and the process of cutting chroma during post-production.

This practical training provided students with valuable skills, preparing them for advanced cinematographic challenges in professional filmmaking. It reflects the department's commitment to delivering industry-relevant education and fostering a strong technical foundation among its students.



## GAME DESIGN SOCIETY ELECTS NEW LEADERSHIP WITH EXCITING TURNOUT

By Ushna Imran



The Game Design Department recently buzzed with excitement as students gathered for their second round of elections. The atmosphere was charged with enthusiasm and anticipation, showcasing the department's vibrant community spirit.

Amidst fierce competition and spirited engagement, Asim from the 5th semester emerged victorious as the new President of the Game Design Society. His vision and dedication shone through, promising to lead the society to new heights. Joining him in this journey is Hadia from the 3rd semester, elected as the Vice President, bringing fresh ideas and perspectives to the team.

The turnout from across different departments highlighted the inclusive and immersive environment that the Game Design Society fosters. It was evident that there's something for everyone to learn and contribute, reflecting the diverse interests and talents within the department.

"We have high hopes for Asim and Hadia," remarked Noman Riaz, Head of Department- Game Design, reflecting on the election results. "Their election marks a new chapter filled with innovation and creativity. We look forward to the exciting initiatives and community engagement they will bring to the student body."

As the Game Design Department gears up for another dynamic semester, the stage is set for Asim, Hadia, and the entire team to spice up student life with their passion for gaming and design.

## ANIMATION SOCIETY HOSTS ENGAGING CHARACTER DRAWING SESSION

By Zubair Zafar



The Animation Society recently organized a dynamic drawing session aimed at refining the artistic skills of participants. This interactive activity focused on the fundamentals of character design, allowing students to explore and express their creativity.

Participants learned how to bring life to their characters by focusing on key aspects such as proportions, expressions, and unique features that make characters memorable. The session not only enhanced their drawing techniques but also encouraged collaboration and creative exploration among peers.

The event was a testament to the society's commitment to fostering artistic talent and providing a platform for students to develop their passion for animation. It left participants inspired and eager to take their skills to the next level.

## GAME DESIGN SOCIETY HOSTS THRILLING POST-ELECTION ICEBREAKER

By Ushna Imran



Following the intense yet exciting Game Design Society elections, the fun didn't stop there. The department set the stage for an engaging interactive session with a twist—students got to play the infamous "Red Light, Green Light" game, inspired by Squid Game.

The game brought a much needed energy to the otherwise exhausted students as they tested their reflexes, balance, and strategy. The excitement wasn't limited to just the players; students sitting around couldn't resist joining in, turning the event into a lively and inclusive experience.

The game proved to be the perfect icebreaker for all the fresh faces who showed up, providing them with a glimpse of the society's vibrant and welcoming culture.

The laughter, competitive spirit, and camaraderie truly reflected the immersive and engaging environment the Game Design Society strives to create.

This event was a reminder that at the Game Design Department, there's always room for creativity, fun, and connection—both inside and outside the classroom.



## GAME DESIGN DEPARTMENT HOSTS WORKSHOP ON GAME DESIGN

By Ushna Imran



The Game Design Department recently organized an enlightening workshop focused on the pipeline of game design, featuring Hexa Short, a successful mobile game developed by Mindstorm Studios. The session was designed to provide students with a comprehensive understanding of the game development process, combining commercial insights with academic learning.

During the workshop, the team from Mindstorm Studios walked students through each stage of the game's development—covering ideation, prototyping, production, and post-launch strategies. The breakdown of Hexa Short offered students an invaluable look into the meticulous planning and creative problem-solving required to bring a mobile game to life.

"It was fascinating to see how a professional studio operates," said one of the attendees. "The insights shared during the session made the connection between theoretical learning and industry application so much clearer."

The workshop aimed to inspire students by exposing them to real-world practices, encouraging them to think critically and creatively about their own projects. The Game Design Department's initiative to host this event reflects its commitment to bridging the gap between academia and industry, preparing students for the challenges and opportunities in the world of game development.

With collaborations like these, the department continues to strengthen its role as a hub for innovation, knowledge-sharing, and professional growth.

## EXPLORING ANIMATION AT NCA: A LEARNING EXPERIENCE FOR IAC STUDENTS

By Zubair Zafar



Students from IAC recently visited the Multimedia Arts Department at NCA, where they got a hands-on introduction to the world of animation. The visit included an interactive session where they learned about animation techniques.

During the visit, they explored student projects, including works related to Animation, gaining inspiration from creative ideas. Throughout the session, an instructor guided them, explaining key concepts and helping them understand how to use different tools effectively.

This experience provided valuable insights into the animation industry, sparking creativity and curiosity among the IAC students!

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