



Free and Open-source
Creative Art Library

FOSSEE Summer Fellowship 2025 Report

On

Graphics & Animation (Using Open-Source Softwares)

Submitted by

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Under the guidance of

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Acknowledgement

I would like to express my sincerest gratitude to **Prof. Kannan Moudgalya** whose vision of FOSSEE has enabled me to unleash my creative side. I extend special gratitude to my project mentor, **Mr. Khushalsingh K. Rajput, Project lead (FOCAL) & Sr. Software Engineer (FOSSEE), IIT Bombay**, whose constructive suggestions, empowering guidance and encouragement, helped me to build a successful project.

I thank them for ceaseless support throughout the internship, add to that their valuable feedback, intuitive approaches, and perspective towards working. I also appreciate the guidance given by other supervisors as well as the panel for their support and guidance in the journey of this fellowship.

As part of the **Animate Hackathon 2025**, I contributed to the creation of promotional content including posters, webpages, and an animated promotional video. These creative efforts were aimed at promoting the hackathon and encouraging collaboration among students, artists, and educators.

I perceive this opportunity as a big milestone in my career development. I will strive to use gained skills and knowledge in the best possible way and I will continue to work on their improvement, to attain desired career objectives. I also hope to continue cooperation with all of you in the future.

With Regards,

Palak Marothiya

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Introduction

About the Fellowship

The FOSSEE project (Free/Libre and Open Source Software in Education) promotes the use of FLOSS (Free/Libre and Open Source Software) tools in academia and research. This project is part of the National Mission on Education through Information and Communication Technology (ICT), Ministry of Human Resource Development (MHRD), Government of India.

The FOSSEE Summer Fellowship is a grand opportunity for students from any stream to be a part of the FOSSEE project, with the ultimate aim being promotion and development of Free/Libre and Open Source Software in education.

I was selected as Graphic Designer in the Graphics and Animation category of the fellowship and was placed under the mentorship of Mr. Khushalsingh K. Rajput, Project lead (FOCAL) & Sr. Software Engineering (FOSSEE), IIT Bombay.

Duration of the Fellowship

I chose the Hybrid FOSSEE Summer Fellowship 2025 which spanned from 9th June 2025 to 18 July 2025

Aim & Objectives





AIM:

To utilize open-source tools for designing creative and promotional content for Animate 2025 Hackathon. This includes crafting posters, certificates, webpages, and animated videos to enhance outreach and engagement.

OBJECTIVES:

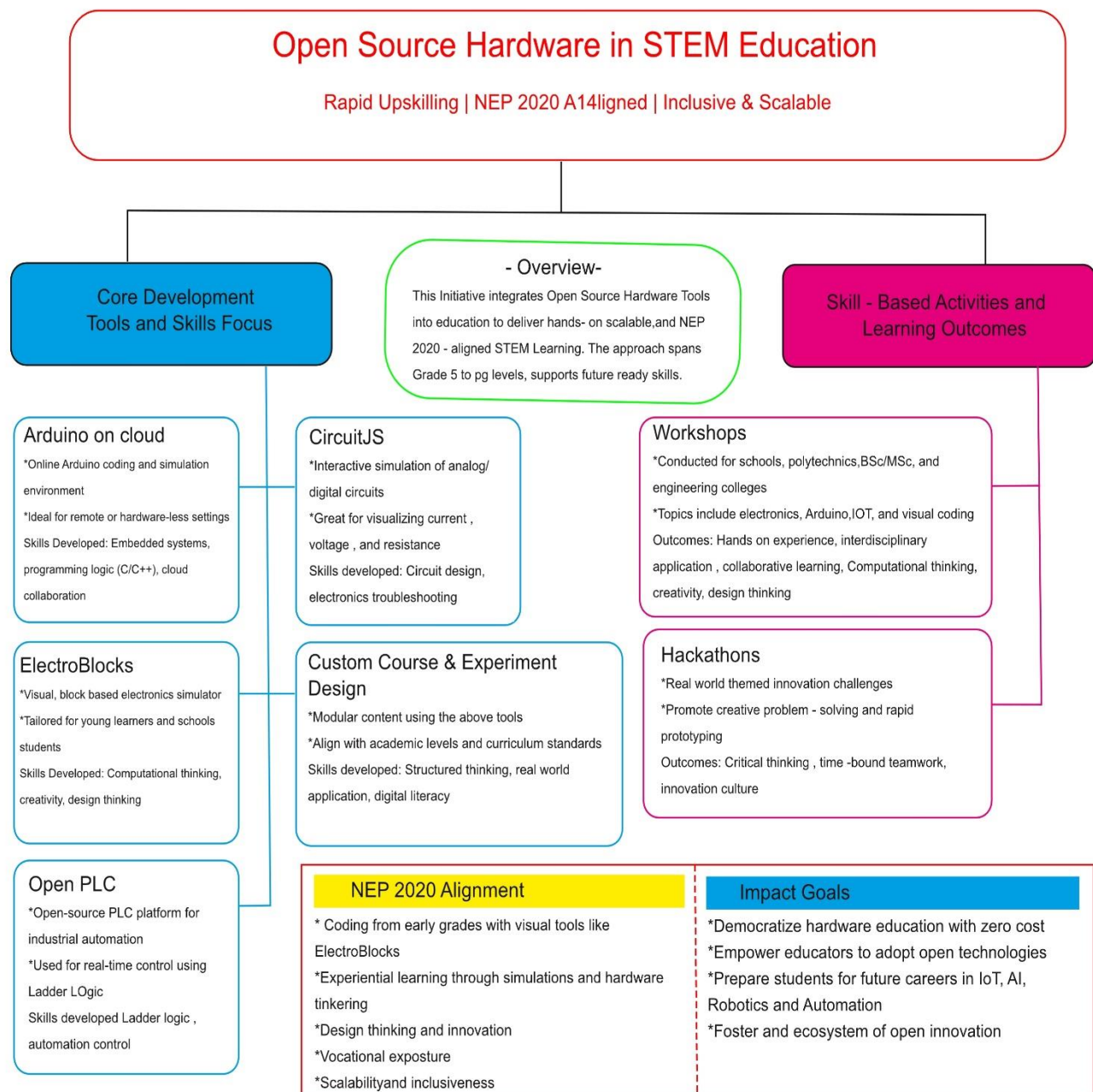
1. **To design visually appealing posters and certificates** using *Inkscape* for effective branding and recognition of the Animate 2025 Hackathon.
2. **To develop user-friendly and responsive web interfaces** using *Penpot* to showcase event details and attract participants.
3. **To create engaging animated promotional videos** using *Blender for 3D* and *Synfig for 2D*, highlighting the theme and spirit of the hackathon.
4. **To promote collaboration and creativity** among students, educators, and artists through open-source tools.
5. **To gain hands-on experience with open-source design software** and demonstrate its capabilities in real-world creative projects.

Software -The following FOSS tools are used in this project:

	Inkscape	Vector graphics editor
	Penpot	Open-source collaborative UI/UX design platform
	Scribus	Desktop Publishing (DTP) software
	Synfig Studio 2D	2D Animation Open Source Software

Project Outcomes-

TASK 1- Create a Flowchart Using Scribus



TASK 2- Design a FOSSEE Sem Long Internship Certificate-

CERTIFICATE OF INTERNSHIP

QR
CODE

FOSSEE
Semester
Long Internship
2025

This is to certify that

Name

From **Institute Name**
has successfully completed
FOSSEE Semester Long Internship in Offline Mode
From **12/01/2024 to 27/03/2025**
in **AI-Based Suggestion/Debugging Tool for eSim**

Prof. Kannan Moudgalya

*Principal Investigator - FOSSEE
(Free/libre and Open Source Software in Education)
IIT Bombay*



Ministry of Education
Govt. of India

The FOSSEE Project is funded by the National Mission on Education through ICT, Ministry of Education(MoE), Govt. of India.
This is a computer generated certificate and requires no signature. To verify, scan the QR code or visit: <https://fossee.in/certificates/verify/>


TASK 3 – Create a Posters For Animate 2025

Poster 1-



Poster 2-

Unleash Imagination with
the Power of Animation Creativity



 FOSSEE, IIT BOMBAY
Presents

ANIMATE 2025

Create | Express | Inspire

2D and 3D Animation Hackathon


***Futuristic
Cityscape***



Scan for registration

Poster 3-

Unleash Imagination with
the Power of Animation Creativity





FOSSEE, IIT BOMBAY
Presents

ANIMATE 2025

Create | Express | Inspire

2D and 3D Animation Hackathon

Mythical Creatures



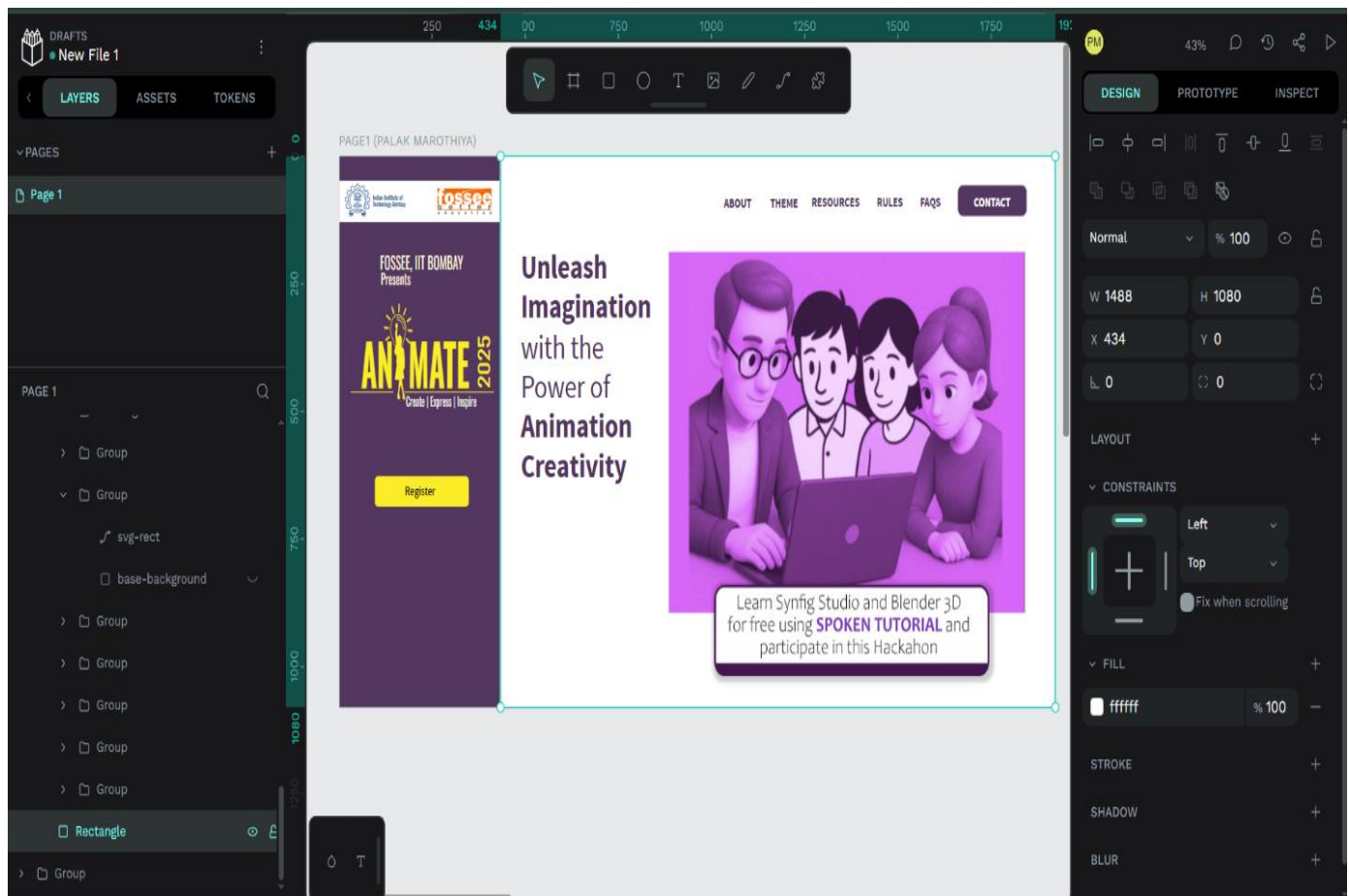
Scan for registration

TASK-4 Design a Certificate for Hackathon-



TASK 5- UI Design For Home Page of Animate Hackathon 2025 (Penpot)

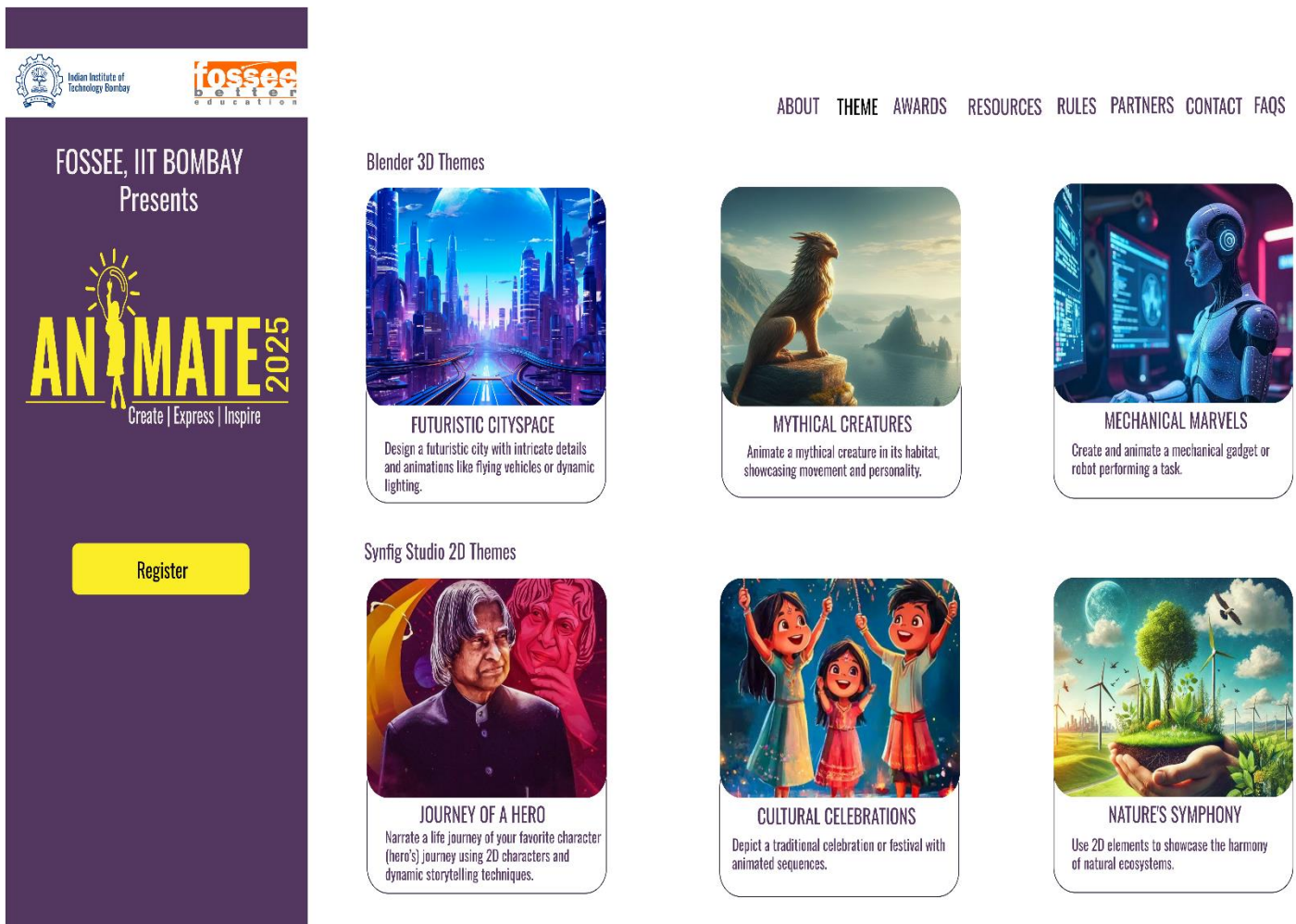
1.Iteration one- Homepage



TASK 6- UI Design For Theme Page of Animate Hackathon 2025 (Penpot)

2.Iteration Two: Theme Page – Published on the Official FOSSEE Animate 2025 Website

<https://animate2025.fossee.in/>



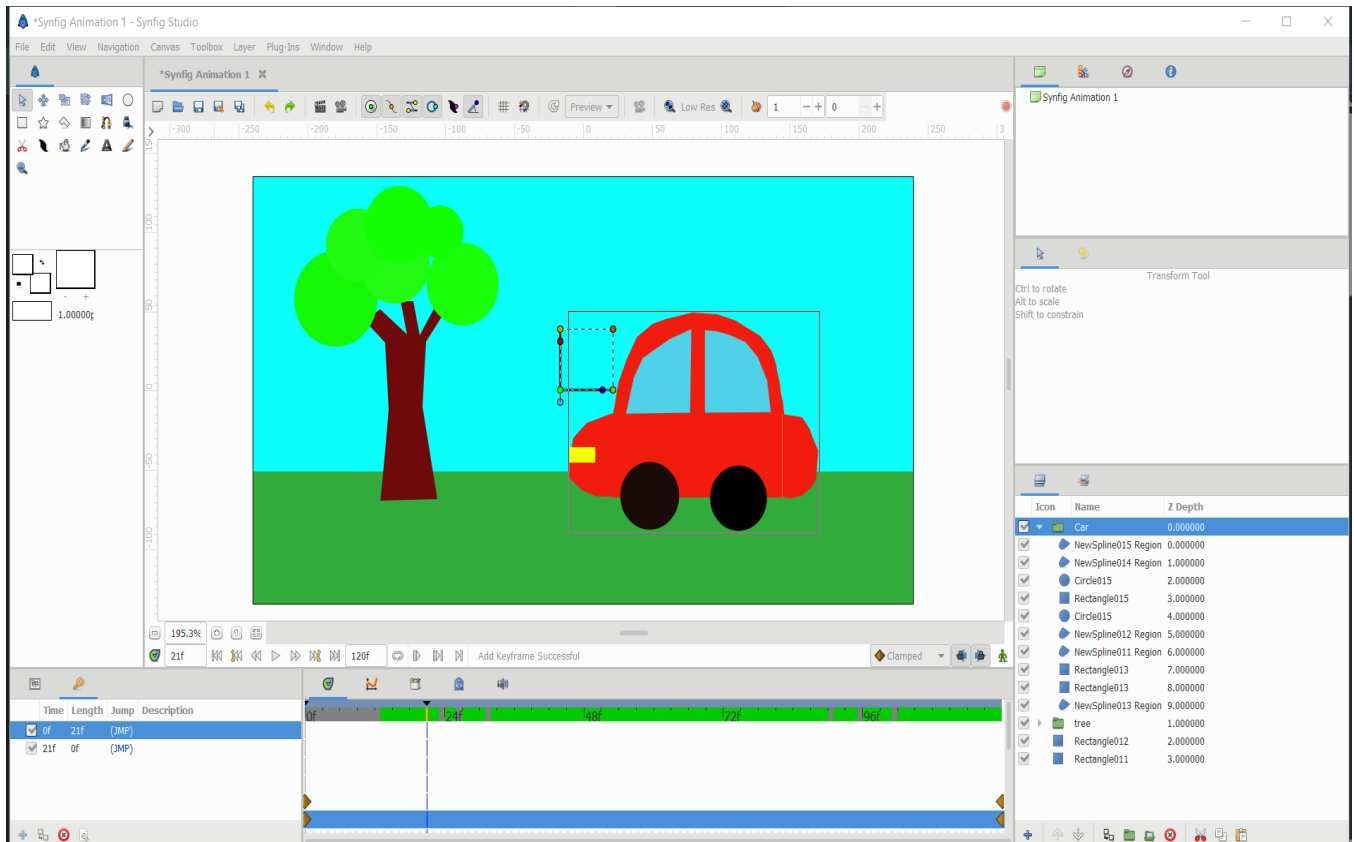
UX Principles Used in Webpage Design

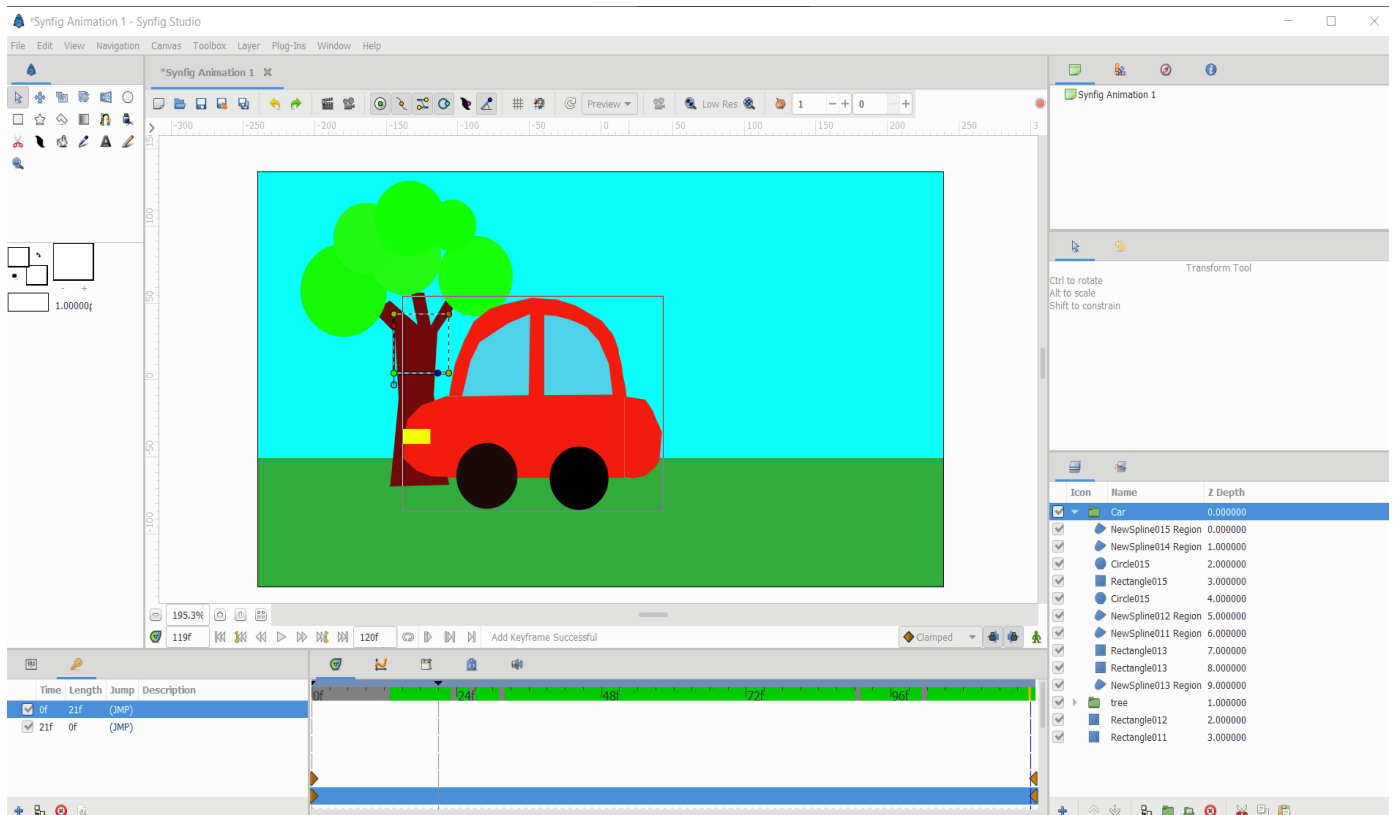
- **Visual Hierarchy**: Important elements, for example event title, registration button, and theme categories are thoughtfully placed and styled to guide user attention from top to bottom.
- **Card Style**: Uniform card layouts, rounded corners help maintain visual harmony across different sections.
- **User-Centered Design**: The layout is intuitive, allowing users, especially educators and students to easily understand the event themes and navigate to registration or theme details.
- **Responsive Design**: The grid layout of theme cards and sidebar makes it responsive and changeable according to the screen sizes.
- **Accessible Call to Action**: The bright yellow "Register" button stands out against the purple background, acting as background and foreground, ensuring it's easy to find and act upon.
- **Theme Categorization**: Clear segmentation of **Blender 3D** and **Synfig 2D** themes helps users quickly find relevant options based on their skillset or interest.
- **Emotive Imagery and Color Use**: Theme illustrations and color choices evoke curiosity and creativity, aligning with the animation event's tone and purpose.

TASK 7- Assistance For Synfig Studio 2D

- A hands-on **2 Day workshop** was organized on Synfig Studio, an open-source 2D animation software, held in **Byte Lab, IIT Bombay**.
- Aimed at introducing its features and functions to educators.
- The session was attended by **school teachers and principals across India**, focusing on building their basic skills in using the software.
- Participants learned how to navigate the interface, use key animation tools, and create simple animations.
- The primary objective was to **familiarize them with Synfig's capabilities** and encourage the adoption of open-source tools in their professional practice.







Key Takeaways From the Workshop-

- Gained hands-on experience in guiding participants through the features and tools of Synfig Studio.
- Improved my ability to explain **technical concepts** in simple, easy-to-understand terms.
- Enhanced my **communication and presentation skills** while interacting with teachers and principals from diverse backgrounds.
- Strengthened my own understanding of 2D animation techniques and the software's workflow.
- Learned how to manage time and coordinate activities during a live training session.
- Contributed to solving real-time participant doubts, which boosted my confidence as a facilitator.

TASK 8 - Voiceover For Animate 2025 Intro Video- Using AI Generated Voice-

Script-

Welcome to ANIMATE 2025 — an exciting national-level animation hackathon!

This unique event brings together students, educators, and enthusiasts from across India to showcase their creativity and storytelling through animation.

In ANIMATE 2025, we are conducting a hackathon for 2D and 3D animation.

Participants will use Synfig Studio to create 2D animations, and Blender for developing 3D animations.

This initiative promotes the use of open-source animation tools and provides a platform for aspiring animators to express their imagination while building industry-relevant skills.

Registration is completely free!

Entries will be judged by experts, with separate results for 2D and 3D based on creativity and skill.

Join us in shaping the future of creative expression — through open source!

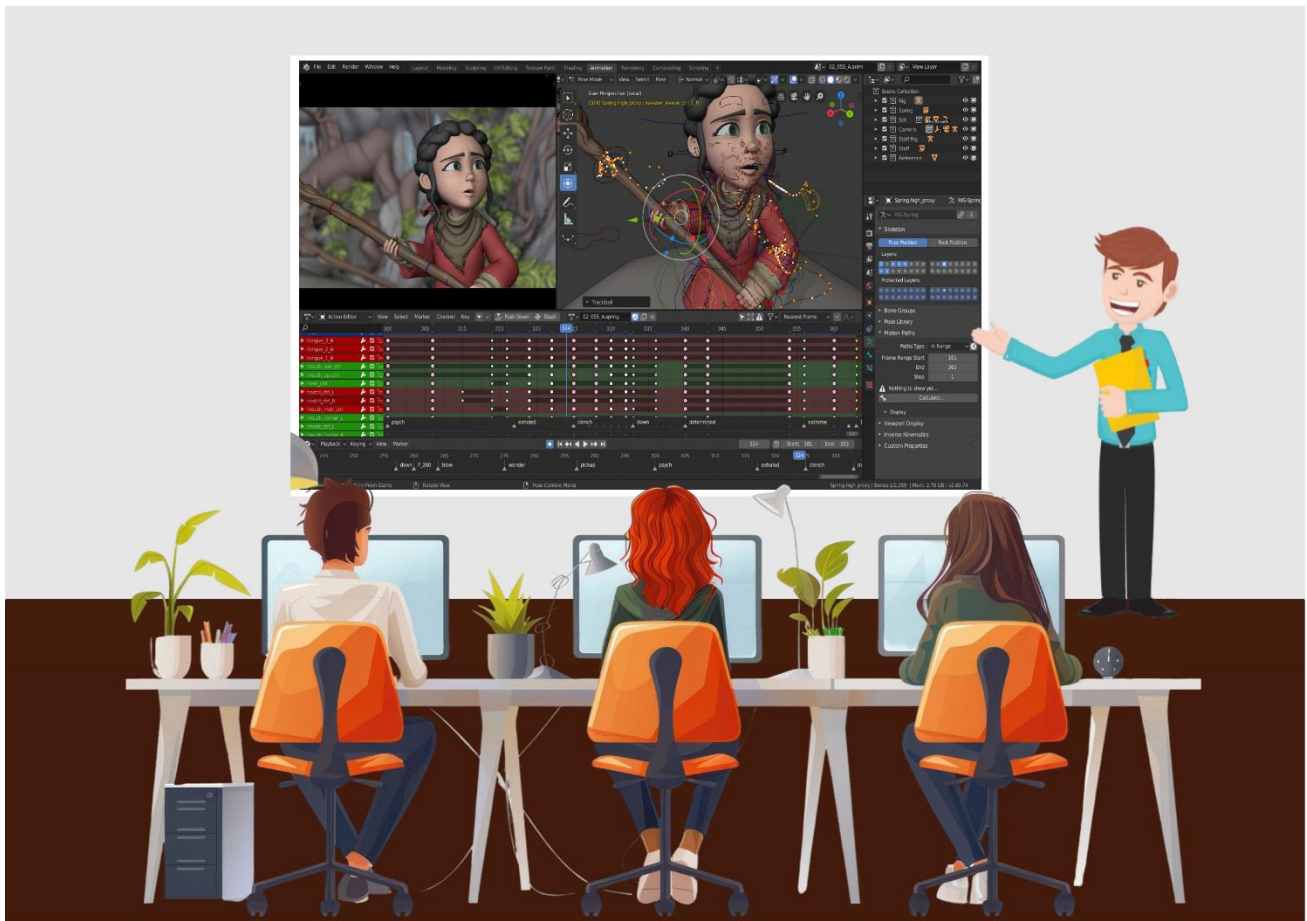
Register now and be a part of ANIMATE 2025!

Key Learning-

- I have gained knowledge of **voice modulation**, **pitch control**, and **tone setting** to match the mood and energy of the intro video.
- Understood the importance of **variability** in voice to keep the narration engaging and natural, I have used this feature to show excitement at some instances.
- Also, learned to adjust **pacing and emphasis** based on script flow and visual timing.
- Experimented with different **AI voices** and selecting the most appropriate one for our target audience , we want a voice suitable for a promo video.
- Developed basic audio editing skills to align voiceovers smoothly with background music and animation transitions.
- Used **Audacity** , for audio editing and recording.

TASK 9- Clip 1 For Animate 2025 Intro Video Using Inkscape-

Scene Description- Judges reviewing animation clips on screens



TASK 10- Clip 2 For Animate 2025 Intro Video Using Inkscape-

Scene Description -Celebration scene with winners, confetti or fireworks



Future Plans and Follow Ups-

This has been a big learning opportunity in my life. Since I am an aspiring UI/UX Designer , I plan to combine the skills I have learned in the fellowship with my future goals and help the society.I have also learned to collaborate,and communicate effectively which helps in personality development. I see multiple possibilities from this.

I am always happy to join hands and work for the FOSSEE project in the future. I admire the FOSSEE team as well as their goal.

Reference-

- Google
- Freepik
- Pinterest
- Wikipedia