

Working with Machines & Materials

7.8. Tool list – AVGC & Media Content Creation

S. No.	Tool / Equipment	Specification	Quantity
1	Graphics Desktop Computers	Intel i3 / Ryzen 3, 8–16GB RAM	10
2	Standard Desktop / Laptop Systems	Basic systems for theory & browsing	5
3	Drawing Tablets (Pen Tablet)	Entry level tablets	5
4	Headphones	Basic studio headphones	10
5	Microphones	USB / Lavalier microphones	3
6	Multimedia Speaker System	Classroom speaker system	1
7	DSLR / Mobile Video Camera	Entry DSLR or smartphone camera	1
8	Tripod Stand	Adjustable tripod	1
9	Web Cameras	USB webcams	2
10	LED Lights	Basic LED panels	2
11	Green Screen Cloth	Fabric background for VFX	1
12	Projector / LED Display	Short throw projector or 55–65 inch display	1
13	Whiteboard with Marker Set	Teaching board	1
14	Animation Software	Blender (Open Source)	Installed
15	Graphic Design Software	GIMP / Krita / Inkscape	Installed
16	Video Editing Software	Shortcut / DaVinci Resolve	Installed
17	Audio Editing Software	Audacity	Installed
18	Game Development Software	Godot / Unity	Installed
19	High-Speed Internet Connection	Minimum 50–100 Mbps	1
20	External Storage	2 TB backup drives	2

***Quantity (for a class of 40 students)**