



Confederation of Indian Industry



# CII SUMMIT FX

Animation | VFX | Gaming | Immersive

"Shaping the Emerging World of Creativity"

17 - 18 April 2026 | CHENNAI TRADE CENTRE, CHENNAI, TAMIL NADU, INDIA

DAY 1 (17 April 2026)

Inaugural Session	
<b>1030 - 1130 Hrs</b>	<p>Opening remarks &amp; Setting the Context - Mr Rajan Navani, President IDGS, Chairman &amp; Managing Director – Jetline Group of Companies, Founder &amp; CEO – JetSynthesys</p> <p>Address – Mr B. Thaigarajan, Chairman CII Trade Fair and Managing Director Blue Star Ltd</p> <p>Address - Mr Sean Sohn, VP, IDGS &amp; CEO, KRAFTON, India</p> <p>Whitepaper Release</p> <p>Exchange of MOU's (IICT &amp; Industry)</p> <p>Address by Chief Guest - Mr. Mandipalli Ramprasad Reddy, Hon'ble Minister for Transport, Youth and Sports, Government of Andhra Pradesh</p> <p>Closing Remark - Mr Subash Sapru, Secretary General, IDGS</p>

FIRESIDE CHAT	
<b>1130 - 1200 Hrs</b>	<p><b>Emerging trends in Video Games and Esports post PROGA</b></p> <p>This fireside chat will explore the evolving landscape of India's video games and esports ecosystem in the post-PROGA era, highlighting key trends shaping the industry's next phase of growth. The discussion will focus on emerging opportunities in mobile gaming, esports leagues, AI-driven innovation, and immersive technologies such as AR/VR, along with the rise of India-centric content and regional gaming audiences.</p> <p>Mr Rajan Navani, President IDGS &amp; Founder &amp; CEO Jetsynthesys in conversation with Mr Raghav Anand, Partner and Leader - M&amp;E EY-Parthenon</p>

KEYNOTE ADDRESS	
<b>1200 - 1230 Hrs</b>	<p><b>Future of Accelerated Computing &amp; AI</b></p> <p>The future of accelerated computing and AI is currently transitioning from basic assistants to "<b>agentic AI</b>"—systems capable of reasoning, interacting with other agents, and taking autonomous action. This shift is being driven by a move from traditional CPU-based processing to massive, parallel-processing GPU architectures that act as "AI factories," generating intelligence at an industrial scale.</p> <p>ACER* Google Play*</p>

<b>SESSION</b>
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<b>1230 - 1300 Hrs</b>	<p><b>Powering India's Game Developer Pipeline</b></p> <p>This session explores the critical need to build a strong, future-ready talent ecosystem for India's rapidly growing gaming industry. The session will highlight how structured industry led incubation, skilling pathways, academic integration, mentorship programs, can accelerate the development of high-quality game developers across the country.</p> <p>Mr Girish Menon, Chief Strategy officer, JetSynthesys Mr Anuj Sahani Head KIGI Mr Aditya Mani, Founder</p>
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<b>1300 – 1400 Hrs</b>	<b>Networking Lunch</b>
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<b>PANEL DISCUSSION</b>	
<b>1400 - 1500 Hrs</b>	<p><b>*Comics as IP Engines: Powering India's AVGC-XR Storytelling Economy*</b></p> <p>As India's AVGC-XR sector scales rapidly, the focus on animation, gaming, and immersive technologies has often overlooked one of the most critical foundations of strong storytelling: comics. This panel positions comics as powerful IP engines that enable world-building, character development, and narrative testing across formats.</p> <p>Globally, companies like Marvel and DC have demonstrated how comics can serve as the starting point for expansive, multi-platform content ecosystems. At the same time, the growing popularity of manga and anime in India signals a strong audience appetite for visually rich, serialized storytelling and offers important cues for the evolution of the Indian comics landscape.</p> <p>The discussion will bring together comic book companies and publishers, artists and creators, and animation studios that have adapted comics, to examine the current state of the ecosystem and its gaps. It will explore how comics can be more effectively leveraged as an IP incubation layer for animation, gaming, and XR, while also drawing lessons from the scale and success of manga and anime globally.</p> <p>The panel will focus on identifying practical pathways to strengthen creation, distribution, and cross-media adaptation, with the goal of positioning comics as a central driver of India's next generation of globally relevant content franchises.</p> <p><b>Session Chair &amp; Moderator</b> Ms Preeti Vyas - Strategic Transmedia Advisor &amp; Content Entrepreneur</p> <p><b>Panelists</b> Mr Alok Sharma - Co-Founder &amp; Chief Creative Officer, Indusverse, and Founder, Small Town Boys Studio Mr Viren Patil - Founder &amp; Director, Zebu Animation Studios Ms Preethi Nair - Creative Director &amp; Founding Partner, <i>Tiger Comics</i></p>

**PANEL DISCUSSION****1500- 1600 Hrs****Impact of Esport on Youth**

Esports is rapidly emerging as one of the most influential youth-driven industries, shaping aspirations, careers, and digital lifestyles across the world. This session will explore the growing impact of esports on young people—highlighting its role in developing critical skills such as teamwork, strategic thinking, leadership, and discipline, while also addressing concerns related to screen time, mental health, physical well-being, and online safety. The discussion will bring together industry experts and stakeholders to examine how esports can be nurtured responsibly through structured training, balanced engagement, and awareness initiatives, ensuring it becomes a positive force for youth empowerment and future-ready careers.

**Session Chair & Moderator**

Dr. Ritesh Jain, CEO & Founder at Infynit

**Panelists**

Mr Rohit Jagasia, Founder, Revenant Esports  
 Mr Abhijeet (Ghatak) Andhare, Founder & CEO, Trident Gaming  
 Mr Sashank Bhandaru – Founder, OutFox Gaming

**SPECIAL SESSION****1600 – 1630 Hrs**

Esports Horizons: Insights into Emerging Technologies and Market Dynamics Shaping the Next Decade. A Strategic Whitepaper on Innovation Pathways and Market Futures in competitive Gaming

**Speakers:**

- Mr Raghavendra, Partner, INNOIPS
- Ms Sharadha Damle, Advocate, JetSynthesys

**Session Chair & Moderator**

Mr Mehul

**DAY 2 (18 April 2026)**

<b>PANEL SESSION</b>	
<b>1100 - 1145 Hrs</b>	<p><b>Emerging Technologies - Storytelling in FX</b></p> <p>Storytelling in visual effects (VFX) and emerging technologies has reached a transformative milestone in 2026, where the primary focus has shifted from mere visual spectacle to achieving deep <b>emotional authenticity</b> and <b>personalization</b>. Advanced tools like <b>real-time rendering engines</b> (e.g., Unreal Engine) and <b>agentic AI</b> are now core components of the creative process, allowing filmmakers and creators to automate labor-intensive tasks like rotoscoping and character rigging, thereby freeing them to focus on high-level narrative strategy.</p> <p><b>Session Chair and Moderator:</b> Mr Biren Ghose, Governing Council Member, IICT</p> <p><b>Speakers:</b></p> <ul style="list-style-type: none"> <li>• Mr Bejoy Arputharaj, Founder &amp; CEO – PhantomFX</li> <li>• Mr Sandeep Kamalasanan – VFX Supervisor and Creative Director, Mihira Visual Lab Pvt Ltd</li> <li>• Mr KV Sanjit, Independent VFX Supervisor</li> <li>• Mr Seshaprasad A.R, Head of Studio, DNEG</li> </ul>

<b>SPECIAL PRESENTATION</b>	
<b>1145 - 1215 Hrs</b>	<p><b>Building a Global South Corridor for AR/VR/XR – Role of India</b></p> <p>India is pioneering a Global South Corridor for AR/VR/XR by fostering collaborative digital infrastructure, leveraging its massive 5G expansion and IT talent to enable affordable, locally relevant immersive solutions. By partnering with nations in Africa, Asia, and Latin America, India is fostering a trusted, inclusive "BharatVerse" ecosystem that emphasizes skills, open standards, and high-value, cross-border digital economy growth. India's proactive role aims to build a resilient, shared digital future that bridges the divide between global tech leaders and laggards, establishing the Global South as a significant player in the future of XR</p> <p>Prof Manivannan – IIT Madras</p>

<b>SESSION</b>	
<b>1215 - 1315 Hrs</b>	<p><b>Phases of the Indie Journey</b></p> <p>This panel explores how indie game studios at different stages approach game development, team building, and company growth. It will examine the key challenges encountered across phases and practical strategies to navigate them.</p> <p><b>Session Chair &amp; Moderator:</b> Mr Jai Naresh, Director, Immersive Technology, Cavin Infotech</p> <p><b>Speakers</b></p> <ul style="list-style-type: none"> <li>• Mr Mario Royston - CEO, WeLoadin Studio</li> <li>• Mr Prashanth Krishnan - CPO, Highbrow Interactive</li> <li>• Ms Prayathna - Co-Founder, Thumbi Games</li> <li>• Mr Harish Chengaiah - CEO, Outlier Games</li> <li>• Mr Anurag Banerjee – Co-Founder &amp; CPTO, Lightfury Games</li> </ul>



<b>1315 - 1400 Hrs</b>	<b>Networking Lunch</b>
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<b>PANEL DISCUSSION</b>	
<b>1400 – 1500 Hrs</b>	<p><b>Building a High Value AVGC-XR Workforce</b> Building a high-value <b>AVGC-XR</b> (Animation, Visual Effects, Gaming, Comics, and Extended Reality) workforce is essential for India to transition from a primary service-provider and "back-office" hub to a global leader in original intellectual property (IP) and digital storytelling. A specialized workforce that can handle complex, high-end creative collaborations rather than just basic outsourcing is critical to meet the massive demand for <b>20 lakh (2 million) skilled professionals</b> expected by the end of this decade. Beyond direct economic impact, a high-value workforce enables India to harness its rich cultural heritage to create globally resonant content, effectively boosting India's <b>soft power</b> and cultural diplomacy.</p> <p>Session Chair &amp; Moderator: Mr B S Srinivas, Educationist, Arena Animation &amp; Vedatma College Of Design, Technology &amp; Management</p> <p>Speakers:</p> <ul style="list-style-type: none"> <li>• Mr Easo Thampy Mathew, Executive Vice President, Aptech Ltd</li> <li>• Mr Saurabh Shah, Head People Operations, KRAFTON India</li> <li>• Dr Piyush Roy, Dean – School of film, media and creative arts RV University</li> <li>• Mr Biren Ghose, Governing Council Member, IICT</li> </ul>

<b>SESSION</b>	
<b>1500 - 1530 Hrs</b>	<p><b>Emerging Technology Deployment in the Industry</b></p> <p>This session will explore how emerging technologies such as AI, cloud infrastructure, automation, immersive tools, and next-generation digital delivery platforms are transforming the media and entertainment ecosystem.</p> <p>Mr Jayendra Panchapakesan, Co-founder, Qube Cinema &amp; Bhoomika Trust</p>

\*Awaiting confirmation