

Oculus 2020 Report

Oculus is S.P.I.T.'s most awaited and flagship festival that all the students are excited for, every year. Oculus is an amalgamation of our Technical Fest, *Matrix*, and Cultural Fest, *Udaan*, and gave rise to a rather unique concept of a **Techno-Cultural Fest**. This was the second year since Oculus, as a fest, came into existence, and like last year, it saw some extraordinary events and breath-taking performances, in the *three-day extravaganza* from the **7th of February to the 9th**.

Oculus 2020, although a three-day festival, was alive since the beginning of the academic year, raising anticipation among the students about what was to come! First year students, who were unfamiliar with the college's year-long events, were first introduced to Oculus 2020, in an *induction session*, organised by the college's student council. The core team of Oculus had diversity in terms of branches as well as years, and ensured that each department and each batch is involved in organising. As quite a few members of the team were first years, they had an early advantage of understanding the logistics behind a large-scale event, as envisioned by our *Chairperson, Manav Sanghavi*. Similar was the case for the second year students, who would then be experienced enough to take up the responsibility of the fest, in the following year, and continue its legacy.



The first launch of Oculus, to all the students at S.P.I.T., happened at the **Freshers Eve** on the 9th of October. Amidst the turmoil due to the unexpected downpour that evening, the students managed to draw the crowd from the quadrangle, to the entrance, where the team performed

a jaw-dropping Flash Mob, for the students. Soon after, the first and the flagship

event of Oculus, that is **Tech Race 2k19**, took place on the 13th of October, 2019, where about 150-200 teams participated in the city-wide scavenger hunt. The start of the event was marked by a collaboration between the S.P.I.T. students and S.P.C.E.'s Racing Team, with a display of their newly-built racing machine speeding down the stretch right in front of the S.P.I.T. entrance!



This year, Oculus was closely associated with Red Bull, as they performed various events in the college throughout the year. One of them being the second event of Oculus, the **Red Bull BC One Activation**, on 30th October, 2019, where three street dancing artists took the floor and dazzled the crowd with their performances. As a tribute to dance and the Hip-hop culture, our in-house dance crew, High On Dance also brought in an amazing performance for the audience, which was led by *Siddesh Sonawane*, the *Cultural Secretary* of our college and the *chief executive* of the Cultural club, **MUDRA**.



Oculus, is known not only for its events but also by its aim to contribute to the society. Hence, the Oculus For A Cause initiative was led in collaboration with the **Cancer Patients Aid Association**, which is one of the oldest cancer-dedicated NGOs in India. With their support and help, we

organised **S.P.I.T.'s Annual Donation Drive** from 4th November to 7th November. Students showed extreme willingness towards contributing and doing their share, as about 200 people donated clothes, books, toys, and even packed food items, which summed up to a total of around 3000 items donated to the NGO.

After these events, S.P.I.T. and colleges from all around the city, were pumped up for the actual fest to start. Oculus had a variety of pre-events, starting with the **SPIT Model United Nations** that took place on the 25th and 26th of January, 2020, with participants coming from all across the state. The various bodies represented in this year's event, provided a sure platform for the MUNners to showcase their skills. Oculus 2020, although scheduled from the 7th to 9th February, had a smorgasbord of events live from the 1st of the month itself, making it somewhat like an Oculus week! On the 1st and 2nd of February, two of Oculus' most popular events were conducted simultaneously. The first being **Oculus Cube Open**, in collaboration with *Cubenama* and the *World Cubing Association*. With about 400 participants of all ages, participating in about 11 categories of cubing events, the college was completely filled with participants and their parents, who were also touched by the hospitality and arrangements for food and beverages along with the gaming corner, in the lounge. The second was

the **S.P.I.T. Hackathon**, organised by the *Computer Society of India (CSI)*, S.P.I.T. track. With students coming from as far as Punjab, there were more than 1000 applicants for the event, short-listed to about 200 participants in teams of 1 to 4, for the actual hackathon.



Participants were determined to triumph in the event, but there could only be one winning team, which bagged a whopping amount of ₹1 lakh! On the 3rd of February, was the **IEEE-SPIT Conclave**, which was a Tech-talk organised in collaboration between *IEEE-SPIT* and *Oculus*, for about 70-80 attendants. The speakers were renowned professionals from companies like Voltas, who spoke about how to apply engineering to our lives, and how to correctly identify the best-suited stream for oneself. The speakers were felicitated by our Principal, Dr. Y. S. Rao.

The 5th of February had one of the most awaited events of the year, the **Open-Mic Night**, organised by our college's official editorial, *SPark*. The event was organised at the picturesque lake-side amphitheatre with shimmering fairy lights, and needless to say, such scenic view calls out to all the poets and singers who serenaded



the audience with their performances. The event on the 6th of February was quite a surprise for everyone, and not anticipated by anyone, up until the 5th, when we officially promoted the event. We had our very own Bollywood superstars,



Ayushmann Khurana and **Jitendra Kumar**, who had come down to S.P.I.T., to promote their upcoming movie "*Shubh Mangal Zyaada Saavdhan*", and also performed for our beloved audience, who was getting hysterical, on their arrival. With performances by the dancers and singers from our college and the

trailer launch of MUDRA's web-series, the event ended on a great note when Ayushmann ended the show with his most popular song "*Paani Da*", which made the audience swoon with love and admiration for the artist.

Then followed the official three days of Oculus 2020. There were about **15+ events** held simultaneously across the 3-day spectrum. Being a Techno-Cultural festival, attention was given towards both technical as well as cultural events throughout. Events like *Codatron* and *Capture The Flag*, under the umbrella, **Oculus Coding League**, thrived marvellously and managed to gather participants not only from the first year students, but also the



second and third year students. This was accompanied by events like Virtual Stock Market and IPL Auction, which was a calling to all the stock market and



cricket enthusiasts to earn astounding prizes whilst playing these games. Furthermore, **inter-college events** like *Sargam* (singing competition), *Aelan-E-Jung* (dance competition) and *Carnival* (fashion show), brought in teams from colleges all

across Mumbai, and displayed a great performance for the audience. In addition to that, other fun events like *Beat It Out*, *Footpool*, *LAN gaming*, and so on, also gathered a considerable amount of audience, especially **Paintball**, which was a new event organised in our college, and had full slots for almost the entirety of the two days.

Lastly, there were the pronites, the cream of all the events. This year the pronites were rather unusual since they were held on 7th February (Friday) and 8th February (Saturday), as opposed to the usual weekend pattern. However, this did not affect the amount of people who turned up for them. On the 7th of February, there was a **Sunburn Activation night**, which brought in the artists by the name *TNO*, to our campus, and gave us a DJ night worth remembering for days. The next day, 8th of February, was the most hyped event of all, the **Red Bull Spotlight**.

A rapping competition organised by Red Bull. One may wonder what was the hype all about, but the real deal were the judges who were the very popular artists from **Gully Gang - D'Evil, Shah Rule and Proof**, who had



come down as judges for the competition. The night ended with a flamboyant showcase by the three artists, who won the hearts of their audience through their

famous raps. Lastly on the 9th of February, as Oculus came to an end, we reached its culmination with the college's most awaited dance battle, **War of Branches**, performed by all the branches of the college at the lake-view amphitheatre. The students cheered for their branches and dissed the others with utmost excitement! The night ended with the Computer department, ultimately taking the win, and thus marking the end of the six-month long Oculus season!



Great things come to an end, and so was the case for Oculus as well. With the never-ending support from the college, especially the faculty and the student council, along with mutually beneficial collaborations with committees, within and beyond our college, the fest could retain the firm foundation and

could build further on it. In addition, a hard-working and enthusiastic team, and constant support and guidance from the last year's team, especially the *Chairperson of Oculus 2019, Anukrit Jain*, made this year's Oculus 2020, soar to greater heights, and helped set a high standard for the forthcoming events in our college.
