Curriculum and Credit Framework
As per NEP 2020

For

B.Sc. Animation and Multimedia

(To be effective from the Academic Session 2024-25)

verified
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Department of Media Studies
Gurugram University, Gurugram
(A State Govt. University Established Under Haryana Act 17 of 2017)

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As per NEP 2020

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B.Sc. Animation and Multimedia
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Department of Media Studies
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Semester 3

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
Core Course(s)														
CC-ID7	3D Modeling	240/ANI/CC301	2	0	4	2	0	2	4	15	35	15	35	100
CC-ID8	3D Texturing, Lighting and Rendering	240/ANI/CC302	2	0	4	2	0	2	4	15	35	15	35	100
CC-ID9	Audio Recording & Editing	240/ANI/CC303	2	0	2	2	0	1	3	15	35	05	20	75
Minor/ Vocational Course(s)														
MIC-3	One from Pool								4					100
Multidisciplinary Course(s)														
MDC-3	One from Pool								3					75
Ability Enhancement Course(s)														
AEC-3	One from Pool								2					50
Total Credits									**20**					**450**

Semester 4

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
Core Course(s)														
CC-ID10	3D Character Rigging	240/ANI/CC401	2	0	4	2	0	2	4	15	35	15	35	100
CC-ID11	3D Character Animation	240/ANI/CC402	2	0	4	2	0	2	4	15	35	15	35	100
CC-ID12	Fundamentals of Match Move and 3D Compositing	240/ANI/CC403	2	0	4	2	0	2	4	15	35	15	35	100
Minor/ Vocational Course(s)														
MIC/VOC-4	One from Pool								4					100
Ability Enhancement Course(s)														
AEC-4	One from Pool								2					50
Value-added Course(s)														
VAC-3	One from Pool								**2**					**50**
Total Credits									**20**					**500**

B.Sc. Animation and Multimedia
SEMESTER – III

Name of Subject: 3D Modeling	Maximum Theory marks: 50 (15+ 35)
Course ID: 240/ANI/CC301	Maximum Practical Marks: 50 (15+ 35)

Instructions for External Examiner: This question paper shall be divided in two sections. The examiner is requested to set section A as compulsory question containing 7 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit. The students will be required to attempt one question from each unit. All questions from each unit will carry equal marks.

Objectives: The objective of this course is to introduce students to the fundamental principles and techniques of 3D modeling. Students will learn to create detailed and realistic 3D models using industry-standard software, focusing on both technical skills and creative processes.

Course Outcomes:
By the end of this course, students will be able to:

- Understand and apply the principles of 3D modeling.
- Use 3D modeling software to create detailed models.
- Develop and texture 3D models for various applications.
- Critically analyze and refine 3D models based on feedback.

COURSE CONTENTS:

Unit 1: Introduction to 3D Modeling
1.1 Overview of 3D modeling and its applications 1.2 Introduction to 3D modeling software (e.g., Blender, Autodesk Maya) 1.3 Understanding the 3D workspace and interface 1.4 Basic modeling techniques (e.g., extruding, scaling, rotating)
Unit 2: Creating 3D Models
2.1 Modeling basic shapes and objects 2.2 Polygon modeling and topology 2.3 Using modifiers and deformers 2.4 Creating complex models through subdivision and sculpting
Unit 3: Modeling an Interior Scene

3.1 Starting with measurements or image based modeling 3.2 Understanding box modeling 3.3 Creating objects using splines 3.4 Adding details to objects
Unit 4: Character Modeling
4.1 Setting up the references and understanding the different angles 4.2 Starting with the face and understanding the edge flow for animation 4.3 Creating the torso with hand and feet 4.4 Adding details and finalising the complete model

Suggested Readings:

- **"Blender 3D By Example" by Romain Caudron and Pierre-Armand Nicq**
- **"Digital Modeling" by William Vaughan**
- **"Introduction to 3D Modeling and Animation: Using 3ds Max" by Adam Watkins**
- **"The Art of 3D Computer Animation and Effects" by Isaac V. Kerlow**

B.Sc. Animation and Multimedia
SEMESTER – III

Name of Subject: 3D Texturing, Lighting and Rendering	Maximum Theory marks: 50 (15+ 35)
Course ID: 240/ANI/CC302	Maximum Practical Marks: 50 (15+ 35)

Instructions for External Examiner: This question paper shall be divided in two sections. The examiner is requested to set section A as compulsory question containing 7 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit. The students will be required to attempt one question from each unit. All questions from each unit will carry equal marks.

Objectives: The objective of this course is to introduce students to the advanced techniques of 3D texturing, lighting, and rendering. Students will learn to create realistic textures, effectively light their scenes, and produce high-quality renders using industry-standard software.

Course Outcomes:
By the end of this course, students will be able to:

- Understand and apply the principles of 3D texturing.
- Implement effective lighting techniques in 3D scenes.
- Utilize rendering techniques to produce high-quality images.
- Critically analyze and refine their work based on feedback.

COURSE CONTENTS:

Unit 1: Introduction to 3D Texturing
1.1 Basics of texturing and its importance in 3D modeling 1.2 Introduction to texturing software (e.g., Autodesk Maya or Blender) 1.3 UV mapping and unwrapping techniques 1.4 Creating and applying textures to 3D models
Unit 2: Advanced Texturing Techniques
2.1 Understanding and creating different types of textures (e.g., diffuse, specular, normal maps)

2.2 Procedural texturing techniques 2.3 Using texture baking for optimization 2.4 Creating realistic and stylized textures
Unit 3: Lighting in 3D
3.1 Basics of lighting theory and its impact on 3D scenes 3.2 Types of lights e.g., point, directional, area lights, cone or spot light, sky and sun light 3.3 Setting up basic lighting rigs 3.4 Understanding shadows, reflections, and refractions
Unit 4: Rendering Techniques
4.1 Introduction to rendering engines (e.g., V-Ray, Arnold, Cycles) 4.2 Rendering settings and optimization 4.3 Understanding render passes and randering the same 4.4 Compositing and post-processing rendered images

Suggested Readings:

- "The PBR Guide: A Handbook for Physically Based Rendering" by Wes McDermott
- "Digital Lighting and Rendering" by Jeremy Birn
- "Essential CG Lighting Techniques with 3ds Max" by Darren Brooker
- "The Art of 3D Computer Animation and Effects" by Isaac V. Kerlow

B.Sc. Animation and Multimedia
SEMESTER – III

Name of Subject: Audio Recording & Editing	Maximum Theory marks: 50 (15+ 35)
Course ID: 240/ANI/CC303	Maximum Practical Marks: 25 (05+20)

This question paper shall be divided in two sections. Examiner is requested to set section A as compulsory question containing 11 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit; these questions will be of 8 marks each. The students will be required to attempt one question from each unit.

Objectives: The objective of this course is to introduce students to the fundamental principles and techniques of audio recording and editing. Students will learn to capture, manipulate, and enhance audio using professional tools and software, focusing on both technical proficiency and creative application.

Course Outcomes:
By the end of this course, students will be able to

- Understand and apply the principles of audio recording.
- Use audio recording equipment and software.
- Edit and enhance audio recordings for various applications.
- Critically analyze and refine audio projects based on feedback.

COURSE CONTENTS:

Unit 1: Introduction to Audio Recording
1.1 Basics of sound and audio technology 1.2 Introduction to audio recording equipment (microphones, audio interfaces, mixers) 1.3 Setting up a recording environment 1.4 Recording techniques for different audio sources (voice, instruments, ambient sounds)
Unit 2: Advanced Recording Techniques
2.1 Multi-track recording 2.2 Microphone placement and pick up patterns 2.3 Understanding audio signal flow 2.4 Troubleshooting common recording issues
Unit 3: Introduction to Audio Editing

3.1 Overview of audio editing software (e.g., Audacity, Adobe Audition, Pro Tools)
3.2 Basic editing techniques (cutting, trimming, fading)
3.3 Understanding waveforms, spectral views, and Editing for clarity and coherence
3.4 Final project: producing a polished audio piece

Suggested Readings:

- "The Recording Engineer's Handbook" by Bobby Owsinski
- "Audio Production Worktext: Concepts, Techniques, and Equipment" by Sam Sauls and Craig Stark
- "Modern Recording Techniques" by David Miles Huber and Robert E. Runstein
- "Pro Tools All-In-One For Dummies" by Jeff Strong

B.Sc. Animation and Multimedia
SEMESTER – IV

Name of Subject: 3D Character Rigging	Maximum Theory marks: 50 (15+ 35)
Course ID: 240/ANI/CC401	Maximum Practical Marks: 50 (15+ 35)

Instructions for External Examiner: This question paper shall be divided in two sections. The examiner is requested to set section A as compulsory question containing 7 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit. The students will be required to attempt one question from each unit. All questions from each unit will carry equal marks.

Objectives: The objective of this course is to introduce students to the fundamental principles and techniques of 3D character rigging. Students will learn to create and manipulate character rigs using industry-standard software, focusing on both technical skills and creative problem-solving.

Course Outcomes:
By the end of this course, students will be able to:

- Understand and apply the principles of 3D character rigging.
- Use rigging software tools to create functional character rigs.
- Develop and refine character rigs for animation.
- Critically analyze and troubleshoot rigging issues based on feedback.

COURSE CONTENTS:

Unit 1: Introduction to 3D Character Rigging
1.1 Overview of character rigging and its importance in animation 1.2 Introduction to rigging software (e.g., Autodesk Maya, Blender) 1.3 Understanding the 3D workspace and rigging interface 1.4 Basic concepts: joints, bones, and hierarchies
Unit 2: Building a Basic Character Rig
2.1 Creating and placing joints and bones 2.2 Setting up IK (Inverse Kinematics) and FK (Forward Kinematics) systems 2.3 Skinning and weight painting

2.4 Basic control rigs for character movement
Unit 3: Advanced Rigging Techniques
3.1 Facial rigging and blend shapes 3.2 Creating custom rigging controls 3.3 Rigging for complex character movements (e.g., quadrupeds, wings) 3.4 Using scripts and expressions to enhance rigs
Unit 4: Rigging for Animation and Final Project
4.1 Preparing rigs for animation 4.2 Testing and refining rigs 4.3 Troubleshooting common rigging issues 4.4 Final project: creating a complete character rig

Suggested Readings:

- "Body Language: Advanced 3D Character Rigging" by Eric Allen and Kelly L. Murdock
- "Stop Staring: Facial Modeling and Animation Done Right" by Jason Osipa
- "Maya Character Creation: Modeling and Animation Controls" by Chris Maraffi
- "Rig it Right! Maya Animation Rigging Concepts" by Tina O'Hailey

B.Sc. Animation and Multimedia
SEMESTER – IV

Name of Subject: 3D Character Animation	Maximum Theory marks: 50 (15+ 35)
Course ID: 240/ANI/CC402	Maximum Practical Marks: 50 (15+ 35)

Instructions for External Examiner: This question paper shall be divided in two sections. The examiner is requested to set section A as compulsory question containing 7 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit. The students will be required to attempt one question from each unit. All questions from each unit will carry equal marks.

Objectives: The objective of this course is to introduce students to the fundamental principles and techniques of 3D character animation. Students will learn to animate characters using industry-standard software, focusing on both technical skills and creative expression.

Course Outcomes:
By the end of this course, students will be able to:

- **Understand and apply the principles of 3D character animation.**
- **Use animation software tools to create dynamic character animations.**
- **Develop and animate characters with realistic and expressive movements.**
- **Critically analyze and refine animated sequences based on feedback.**

COURSE CONTENTS:

Unit 1: Introduction to 3D Character Animation
1.1 Overview of 3D character animation and its applications 1.2 Introduction to animation software (e.g., Autodesk Maya, Blender) 1.3 Understanding the 3D workspace and animation interface 1.4 Basic animation concepts: keyframes, timelines, and interpolation
Unit 2: Principles of Animation
2.1 Fundamental principles of animation (e.g., squash and stretch, timing, anticipation, follow-through) 2.2 Creating believable motion: weight, balance, and inertia 2.3 Understanding pose-to-pose and straight-ahead animation techniques

2.4 Blocking and refining animation
Unit 3: Character Performance
3.1 Animating character walks, runs, and cycles 3.2 Facial animation and lip-sync techniques 3.3 Expressing emotions and personality through animation 3.4 Animating interactions between characters
Unit 4: Advanced Animation Techniques and Final Project
4.1 Advanced techniques: secondary motion, overlapping action, and 4.2 Exaggeration Techniques 4.3 Animation for different styles (realistic, cartoony, stylized) 4.4 Final project: creating a polished character animation

Suggested Readings:

- "The Animator's Survival Kit" by Richard Williams
- "Animation Mentor: Animation Tips and Tricks" by Shawn Kelly
- "Character Animation Crash Course!" by Eric Goldberg
- "The Illusion of Life: Disney Animation" by Frank Thomas and Ollie Johnston

Name of Subject: Fundamentals of Match Move and 3D Compositing	Maximum Theory marks: 50 (15+ 35)
Course ID: 240/ANI/CC403	Maximum Practical Marks: 50 (15+ 35)

Instructions for External Examiner: This question paper shall be divided in two sections. The examiner is requested to set section A as compulsory question containing 7 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit. The students will be required to attempt one question from each unit. All questions from each unit will carry equal marks.

Objectives: The objective of this course is to introduce students to the essential principles and techniques of match moving and 3D compositing. Students will learn to integrate 3D elements into live-action footage seamlessly using industry-standard software

Course Outcomes:
By the end of this course, students will be able to:

- Understand and apply the principles of match moving and 3D compositing.
- Use software tools to track and match move live-action footage.
- Integrate 3D models and animations into live-action scenes.

COURSE CONTENTS:

Unit 1: Introduction to Match Moving
1.1 Overview of match moving and its applications in visual effects 1.2 Introduction to match moving software (e.g., Mocha, Autodesk MatchMove) 1.3 Understanding the 3D workspace and match moving interface 1.4 Basic concepts: camera tracking, object tracking, and 3D solving
Unit 2: Camera Tracking Techniques
2.1 Preparing footage for tracking 2.2 2D and 3D camera tracking methods 2.3 Solving the camera motion

2.4 Refining and optimizing the camera solve
Unit 3: Introduction to 3D Compositing
3.1 Basics of compositing and its importance in visual effects 3.2 Introduction to compositing software (e.g., Adobe After Effects, Nuke) 3.3 Understanding layers, nodes, and the compositing interface 3.4 Integrating 3D elements with live-action footage
Unit 4: Advanced Techniques and Final Project
4.1 Advanced compositing techniques (e.g., rotoscoping, keying, color correction) 4.2 Working with multi-pass renders 4.3 Lighting and shadow integration for realistic compositing 4.4 Final project: creating a seamless match move and composite sequence

Suggested Readings:

- "Matchmoving: The Invisible Art of Camera Tracking" by Tim Dobbert
- "Digital Compositing for Film and Video" by Steve Wright
- "The Art and Science of Digital Compositing" by Ron Brinkmann
- "After Effects Compositing Cookbook" by Angie Taylor

Multidisciplinary Course from the department for pool of the Courses in the University

(These courses are to be offered to students of different discipline/Subject)

Semester 3

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
MDC-3	Introduction to 2D Animation	240/ANI/MD 301	2	0	2	2	0	1	3	15	35	05	20	75

Name of Subject: Introduction to 2D Animation	Maximum Theory marks: 50 (15+ 35)
Course ID: 240/ANI/MD301	Maximum Practical Marks: 25 (05+20)

This question paper shall be divided in two sections. Examiner is requested to set section A as compulsory question containing 11 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit; these questions will be of 8 marks each. The students will be required to attempt one question from each unit.

Objectives: To introduce students to the foundational principles and techniques of 2D animation, enabling them to create engaging animations using industry-standard tools and methods.

Course Outcomes:

By the end of this course, students will be able to:

- Understand the basic principles and history of 2D animation.
- Use industry-standard software for 2D animation.
- Create character designs, storyboards, and animated sequences.

COURSE CONTENTS:

Unit 1: Foundations of 2D Animation
1.1 Overview of 2D animation and its historical context 1.2 Principles of animation: squash and stretch, anticipation, staging, straight ahead and pose-to-pose, follow-through, and overlapping action 1.3 Introduction to animation software (e.g., Adobe Animate, Toon Boom Harmony) 1.4 Basic drawing and sketching techniques for animation
Unit 2: Character Design and Storyboarding
2.1 Designing characters for animation: proportions, expressions, and movement 2.2 Creating model sheets and turnaround views 2.3 Storyboarding: visual storytelling, shot composition, and sequence planning 2.4 Developing an animation script and storyboard
Unit 3: Animation Techniques and Final Project
3.1 Techniques for creating smooth motion 3.2 Keyframes, inbetweens, and timing 3.3 Working with layers and backgrounds 3.4 Adding audio with animation

Suggested Readings:

- **"The Animator's Survival Kit" by Richard Williams**
- **"The Illusion of Life: Disney Animation" by Frank Thomas and Ollie Johnston**
- **"Cartoon Animation" by Preston Blair**

Minor Course from the department for pool of the Courses in the University
(These courses are offered by each department for students of other departments/same department to gain a broader understanding beyond the major discipline)

Semester 3

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
MIC-3	Video Editing	240/ANI/MI 301	2	0	4	2	0	2	4	15	35	15	35	100

Name of Subject: Video Editing	Maximum Theory marks: 50 (15+ 35)
Subject Code: 240/ANI/MI301	Maximum Practical Marks: 50 (15+ 35)

Instructions for External Examiner: This question paper shall be divided in two sections. The examiner is requested to set section A as compulsory question containing 7 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit. The students will be required to attempt one question from each unit. All questions from each unit will carry equal marks.

Objectives: The objective of this course is to introduce students to the fundamental principles and techniques of video editing. Students will learn to effectively edit and enhance video footage using industry-standard software, focusing on both technical skills and creative storytelling to produce compelling visual narratives.

Course Outcomes:
By the end of this course, students will be able to:

- Understand and apply the principles of video editing.
- Proficiently use video editing software.
- Develop and edit video projects that convey clear narratives and emotions.
- Critically analyze and refine video projects based on feedback.
- Export video projects in formats suitable for various platforms and media.

COURSE CONTENTS:

Unit 1: Introduction to Video Editing

1.1 Overview of video editing and its importance in storytelling 1.2 Introduction to video editing software (e.g., Adobe Premiere Pro, Final Cut Pro, DaVinci Resolve) 1.3 Understanding the workspace and Importing and organizing media 1.4 Basic concepts of resolution, frame rate, and codecs
Unit 2: Basic Editing Techniques
2.1 Cutting and trimming clips 2.2 Working with the timeline and sequencing 2.3 Basic transitions and effects 2.4 Syncing audio with video and storytelling through editing
Unit 3: Advanced Editing Techniques
3.1 Advanced transitions 3.2 Effects 3.3 Color correction and grading techniques 3.4 Working on video footage
Unit 4: Finalizing and Exporting Projects
4.1 Adding titles, credits, and graphics 4.2 Export settings and formats 4.3 Compression techniques and file management 4.4 Final project: creating a polished video edit from start to finish

Suggested Readings:

- "In the Blink of an Eye: A Perspective on Film Editing" by Walter Murch
- "The Technique of Film and Video Editing: History, Theory, and Practice" by Ken Dancyger

Minor Course from the department for pool of the Courses in the University
(These courses are offered by each department for students of other departments/same department to gain a broader understanding beyond the major discipline)

Semester 4

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
MIC-4	Audio Editing for Animation	240/ANI/MI 401	2	0	4	2	0	2	4	15	35	15	35	100

Name of Subject: Audio Editing for Animation	Maximum Theory marks: 50 (15+ 35)
240/ANI/MI401	Maximum Practical Marks: 50 (15+ 35)

Instructions for External Examiner: This question paper shall be divided in two sections. The examiner is requested to set section A as compulsory question containing 7 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit. The students will be required to attempt one question from each unit. All questions from each unit will carry equal marks.

Objectives: To provide students with the essential skills and knowledge required for audio editing in animation. Students will learn how to create, edit, and integrate sound effects, dialogue, and music to enhance the storytelling and overall impact of animated projects.

Course Outcomes:
By the end of this course, students will be able to:

- Understand the principles and importance of audio in animation.
- Use audio editing software proficiently.
- Create and edit sound effects, dialogue, and music for animation.
- Integrate and synchronize audio elements with animated visuals.

COURSE CONTENTS:

Unit 1: Introduction to Audio Editing for Animation

1.1 Overview of audio's role in animation 1.2 Basic principles of sound: frequency, amplitude, and waveforms 1.3 Introduction to audio editing software (e.g., Audacity, Adobe Audition) 1.4 Understanding audio formats and quality (bit rate, sample rate)
Unit 2: Sound Effects and Foley
2.1 Importance of sound effects in animation 2.2 Techniques for recording and creating sound effects 2.3 Foley artistry: replicating everyday sounds for animation 2.4 Editing and layering sound effects
Unit 3: Dialogue and Voiceover
3.1 Recording high-quality dialogue 3.2 Voiceovers 3.3 Techniques for directing voice actors 3.4 Editing and cleaning up dialogue recordings
Unit 4: Music and Final Project
4.1 Selecting and integrating background music 4.2 Editing music to fit the timing and mood of scenes 4.3 Balancing and mixing audio elements: dialogue, sound effects, and music 4.4 Final project: creating a complete audio track for an animated short

Suggested Readings:

- **"The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects" by Ric Viers**
- **"Audio Post Production for Film and TV" by Mark Cross**
- **"The Foley Grail: The Art of Performing Sound for Film, Games, and Animation" by Vanessa Theme Ament**

Value Added Course from the department for pool of the Courses in the University

(All the departments will offer value added course for semester 3 for the students of same or different departments. In the first year, students will study (i) Human Values and Ethics and (ii) Envioronmental Studies as value added course)

Semester-4

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
VAC-3	Understanding Indian Values Through Animation	240/ANI/VA301	0	0	4	0	0	2	2	15	35	00	00	50

Name of Subject: **Understanding Indian values through animation**	Maximum Theory marks: 50 (15+ 35)
240/ANI/VA301	Maximum Practical Marks: 00

This question paper shall be divided in two sections. Examiner is requested to set section A as compulsory question containing 13 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit; these questions will be of 11 marks each. The students will be required to attempt one question from each unit.

Objectives: To explore the representation and integration of Indian values through animated media, focusing on how animation can effectively communicate cultural narratives and ethical principles.

Course Outcomes:

1. Understand the significance of Indian values and cultural narratives. Analyze how animation can be used to depict and promote Indian values.
2. Develop skills in creating animation that reflects Indian cultural and ethical values. Evaluate the impact of animated media on cultural education and value dissemination.

COURSE CONTENTS:

Unit 1: Introduction
1.1 Defining Key Indian Values 1.2 Cultural Context of Indian Values 1.3 Representation of Indian Values in Popular Animation 1.4 Techniques of Integrating Cultural Traits in Animation
Unit 2: Animation Techniques for Value Integration
2.1 Storytelling Narratives that Reflect Indian Values 2.2 Visual Representation of Culture: Symbols, Colour, and Aesthetic 2.3 Crafting Meaningful and Respectful Conversations 2.4 Screening and Case Studies of Animated Works Depicting Indian Values

Suggested Readings:

- **"Animation in India: History, Trends and Texts" by Anjali Monteiro and K.P. Jayasankar**
- **"Indian Animation Industry: Pathways to Success" by Rahul Swain**