LEVEL-1 FUNDAMENTAL OF SKETCHING & COLOURING

This textbook is to highlight the creative/ artistic skills, it contains activities which will help in learning basic fundamentals of Sketching and Coloring. As coloring is the essential part of drawing there are many activities based on coloring and learning.

LEVEL-2 COLOURING & CLAY MODELING WITH FLAMINGO

This book is outlined to introduce new shapes to understand more about shapes, learn imitation- to copy the given object, learn the technique to draw with both the hands for stimulating brain. It consists of multiple activities which increase the creativity from guiding the ideas of creating numbers and words into a creature, to learn the basics to clay modeling in which there is more emphasis on the motor skills both- fine and gross-motors, to enhance artistic sense and creative skills.

LEVEL-3 DISPLAY & ACTS

This book is outlined to learn multiple tones of colors and their physical variables, to create a sense of using colors. The use of colors has been made in such a way that it would make the students learn about the types of landscapes, animals/birds and their natural habitats. This activity book is based on the activities which make dialogues easier to learn through the puppet acts and learning the multiple emotions. To enhance the cognitive skills it has solving exercises to stimulate the brain and help sorting the difference and assembling the structure in an appropriate manner.

LEVEL- 4 BUILDING CONCEPTS

This book is designed to make learn the basics to develop scripts which are an essential part of acting. Activities in the book has a different pedagogy to build the concepts which are essential for the acting/skits/mimesis apart from developing scripts. It is not only to develop scripts but in the respective chapters the students will also learn to develop the characters, backgrounds, sets, masks, to align and sequence the props according to the storylines.

LEVEL- 5 INFORMATION TECHNOLOGY 1

This book contains chapters which would help to understand the information technology and about the computer's basic output and input devices. The different chapters have been outlined to deliver the knowledge about the granular computing basics which is useful in understanding multiple functions, inbuilt software, different search engines, social media sites, information system, mailing platforms etc which is an essential part to enhance the technical, comprehensive, cognitive, perpetual, motor, artistic, engrossment and conceptual skills.

## LEVEL- 6 INFORMATION TECHNOLOGY 2

This book contains chapters which help in evaluating the typing skills and learn different software to depict the art in the new way i.e. digitally. The chapters consist of the information of the tool of designing software also the techniques to depict digitally on the designing software. It helps the child to enhance the technical skills, eye hand coordination, cognitive skills, conceptual learning and engrossment skills.

LEVEL- 7 BASICS OF FLASH LIGHT

This activity book is outlined to make the students learn what is camera the interface and technicalities to operate the device. It teaches to capture the ideas, memories and events to store, also the types of multiple angles of capturing, different shots to enhance the beauty of the captured subject along with many other associated functions which is required for the photography. In the different chapters multiple techniques, sense, ideas and methods are taught to understand the depth and uniqueness of learning photography.
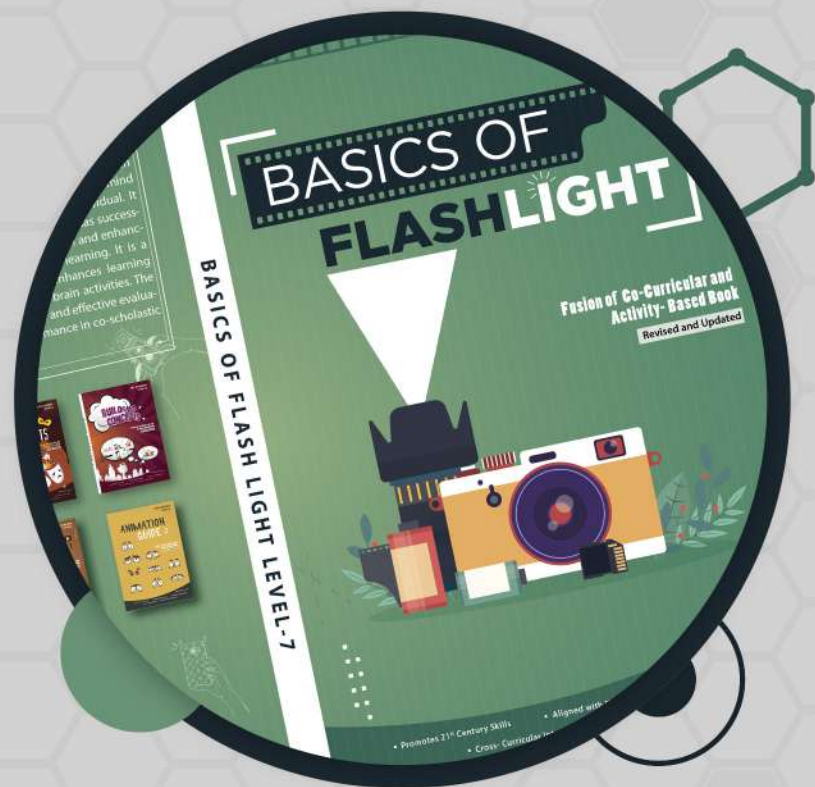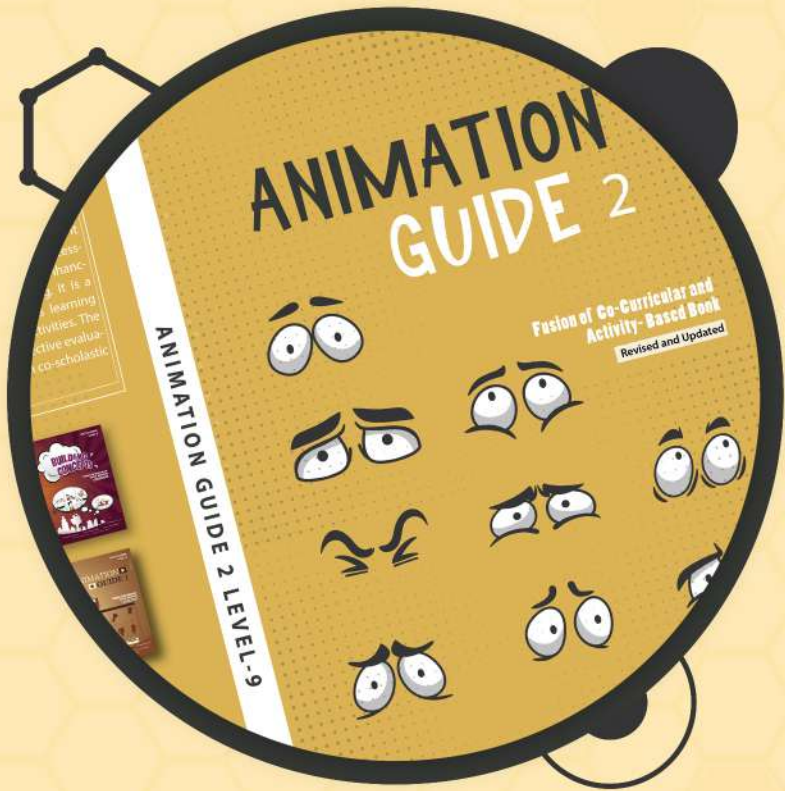
LEVEL- 8 ANIMATION GUIDE 1

This book consists of the guidance to your learning which has been done in the previous levels such as sketching, claying, character designing, photography which is the part of the pre-production. In this level enhance your creactivity, artistic sense along with the technical skills and conceptual skills by learning more tools and techniques. In the 'Animation Guide 1' the outlined activities would help to learn the techniques and methods to give motion to your depicted characters and objects.

LEVEL- 9 ANIMATION GUIDE 2

This book comprise of the most simplest but interesting and profound concepts, methods and techniques of one of the animation. The outlined activities will help to remember the methods and techniques in the easiest form to refine the performance.