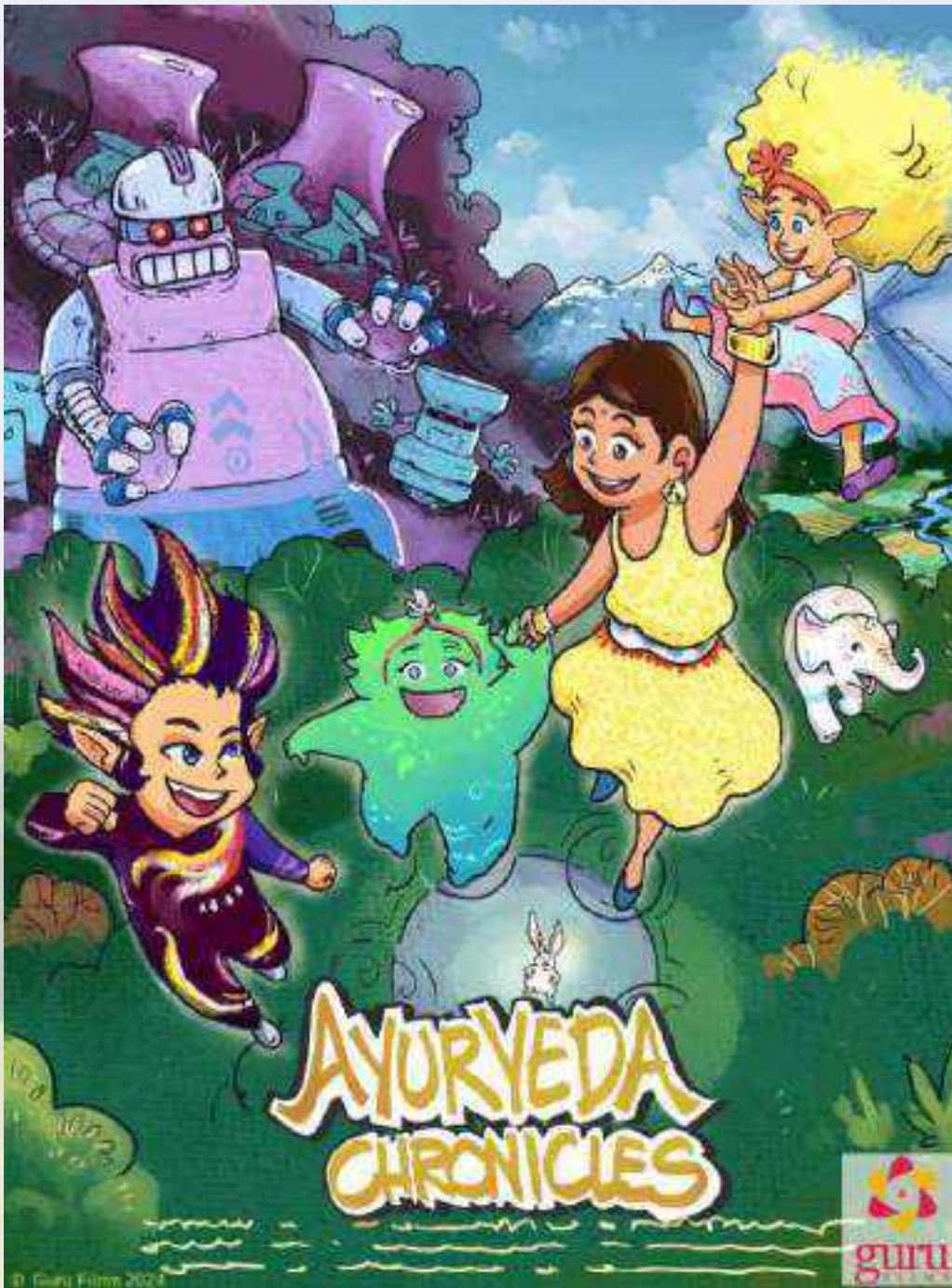


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# Feature Films





**Adapted and Story by:** Sunitha Tati, Vamsi Bandaru and Rituja Sawant

**Based on the book by:** Dr. Marisa Jackson-Kinman

**Logline:** Amala, a 10 year old girl, in a machine controlled dystopian future, seeks out a mythical lost book of knowledge called Ayurveda Chronicles with the help of mysterious spirits Vata, Pitta and Kapha, hoping to find a cure for her baby brother, and the ever increasing sickness of her people and her world.

**Duration:** 90 minutes

**Email ID:** [sunitha@gurugroup.co](mailto:sunitha@gurugroup.co), [vamsi@gurugroup.co](mailto:vamsi@gurugroup.co), [deepthi@gurugroup.co](mailto:deepthi@gurugroup.co)

Works	Time Duration
Screenplay	1 Year
Pre-production incl. Storyboarding	
<b>Production</b>	
Animation	1.5 years
Post-Production	6 months
<b>Project Timeline</b>	<b>3 years</b>

## Summary:

In the far future, humans live in domed cities with intelligent machines called Gluts manufacturing everything humans need from food to clothes to medicines. No one is allowed to venture outside the domes as the Gluts have concluded that it is very dangerous. Over time mysterious sicknesses which cannot be quantified by machines are slowly eating away their human companions, confounding the machines. Amala is always curious, venturing into the forbidden mainframe underground vaults and even the dangerous outer dome. When Arik's health deteriorates, Amala ventures outside the dome, hacking her Glut, and following her dream of finding a mysterious healer on top of a mountain.

The Healer tells her to look for a lost book of knowledge called Ayurveda but first she must find and win over three mysterious spirit beings called Vaata, Pitta, and Kapha. When Arik's health deteriorates, Amala ventures outside the dome, hacking her Glut, and following her dream of finding a mysterious healer on top of a mountain.

The Healer tells her to look for a lost book of knowledge called Ayurveda but first she must find and win over three mysterious spirit beings called Vaata, Pitta, and Kapha. Amala finds Vaata in a great glass palace in the clouds, Pita in an island overgrown with chillies and Kapha in a deep underground lake. But the Gluts intervene and capture the three spirits. But not before wise Kapha tells her a secret clue. Amala must follow the cryptic clue and dive deep into herself and the history of her world to save her brother, her people and her entire world from the approaching doom.

## Team:

**Sunitha Tati |**  
Founder & CEO,  
Guru Films |  
Producer |  
Storyteller



**Rituja Sawant |**  
Writer | Content  
Creator | Facilitator  
& Artist



**Vamsi Bandaru |**  
Illustrator |  
Storyteller |  
Entertainment  
Technologist



**Dr. Marisa Jackson-Kinman** Writer |  
Ayurvedacharya |  
Faculty, California  
College of Ayurveda



**We are seeking:** Potential and visionary co-production partners, collaborators, and investors to help bring Ayurveda Chronicles to a global audience.



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A 90 minutes Animated Family Feature Film by Ellen Xie & Pelixiano



Email  
[artcodestory@gmail.com](mailto:artcodestory@gmail.com)



WEBSITE  
[www.artcodestory.com](http://www.artcodestory.com)

"After the sudden loss of his father, A grieving Balinese boy accidentally embarks on a mystical journey to the afterlife. There, he has one last chance to find and reunite with his father. However, he must make an impossible choice: a possibility remain stuck in the spirit world or return to the living continuing his life."

Writer/Director : Pelixiano  
Producer : Ellen Xie

Genre : Adventure,  
Fantasy, Drama  
Durations : 90 minutes  
Target age : Kids and Family

Status : WIP 2nd draft script  
Technique : Hybrid 3D Animation  
Schedule : Completed 2027

Budget : \$2,750,000,-  
Looking for : Co-producers,  
Investors and Sales Agent  
Country Origin : Indonesia

Project Status :  
1. Selected Winner 1st Draft Script -  
Indonesiana Film 2024  
2. Selected INA France Film Lab 2024  
3. Selected HKIFF Film Mart 2025

Fly! tells a universal story of grief and finding hope in the darkest times—a theme that has become especially meaningful since the COVID-19 pandemic. The story mirrors the deep sadness of those who lost loved ones unexpectedly, especially children who struggle to understand such loss. This theme speaks not only to kids but also to adults still grieving the loss of parents, even years later, making it a heartfelt and timely project.

Fly! is a meaningful milestone for us, marking our first independent project after two decades of working with big IPs. our background in game projects has given us a fresh approach to storytelling and visuals, skills we are excited to bring into the world of film. As a movie lover, we've always been drawn to film's ability to move people and spark reflection. Writing and directing Fly! is our chance to blend storytelling with visual art, creating a film that both entertains and comforts.



ELLEN XIE  
PRODUCER

Ellen Xie is an Indonesian producer with 20 years of experience. Her journey started in the gaming industry before transitioning to animation and later into the VFX sector. She contributed her skills to renowned companies such as EA Canada, Lucasfilm Singapore, Timezone Arcade Games Australia, Omens Studio Singapore, and Infinite Frameworks. With her extensive background in the tech and entertainment industry, she brings a unique blend of business acumen, creative talent, and technical expertise. (<https://id.linkedin.com/in/ellenxie>)



PELIXIANO  
WRITER /  
DIRECTOR

Pelixiano is a seasoned professional with extensive experience spanning over 16 years in game production, both at local and international levels. Throughout his career, he has been instrumental in the development and execution of various successful gaming projects, contributing significantly to the growth and innovation of the industry. Passionate about storytelling and the art of cinema, Pelixiano has recently ventured into scriptwriting for films, bringing his wealth of creative expertise and unique perspective to the world of filmmaking. (<https://id.linkedin.com/in/pelixiano>)



DANCING ATOMS

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# DWARKA

## The Lost City of Shree Krishna

Director- Rohit Sankhla  
Writer- Kamod Gehlot

### LOGLINE-

A family's submarine tour of the legendary underwater city of Dwarka takes a perilous turn, forcing them to rely on courage, unity, and the mystical guidance of Krishna's spirit to survive and uncover ancient secrets.

**Duration:** 90 minutes

**Phone:** +91 9166146186

**Email:** sivajircreation@gmail.com



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### Summary

In the year 2030, India launches a groundbreaking tourism mission to the legendary underwater city of Dwarka—believed to be the ancient capital of Lord Krishna. Among the first to join the high-tech submarine expedition is 17-year-old Meera, a passionate student of Indian history, accompanied by her cautious parents and mischievous younger brother, Arjun.

As their submarine, led by the witty Captain Sharma, descends beneath the Arabian Sea, the family is awestruck by the sight of submerged temples, divine carvings, and ancient ruins. But wonder soon turns to terror when a massive prehistoric shark attacks their vessel, damaging it and trapping them deep underwater.

With systems failing and oxygen running low, Meera remains calm and recalls ancient legends suggesting Dwarka would only reveal itself to the worthy. She deciphers symbols from temple ruins that point to a hidden escape route. As they follow it, the shark returns—but instead of attacking, it guards a mysterious gate.

Reciting a verse from the Bhagavad Gita, Meera triggers a miracle—the shark calms, the gate opens, and a glowing path appears, leading them to safety and to a sacred, divine temple. The family escapes and is hailed as heroes. But for Meera, the real treasure is the discovery that faith, courage, and history combined can unlock ancient truths—and change lives forever.

**I am Rohit Sankhla**, a passionate creator dedicated to crafting immersive experiences through VR and 3D technology. My journey has been shaped by self-learning—through YouTube tutorials—I have honed my skills in Unreal Engine, film production, game design, animation, and 3D modeling. This self-driven learning has allowed me to develop advanced expertise, which I now apply to my creative projects. My vision is to produce a hyper-realistic animation film based on the ancient city of Dwarka, a project that I believe will captivate and inspire audiences. With a commitment to excellence and an innovative approach, I am confident that the final product will exceed all expectations.

**Tentative production schedule-** 15 months

**Budget-** 5-6 cr

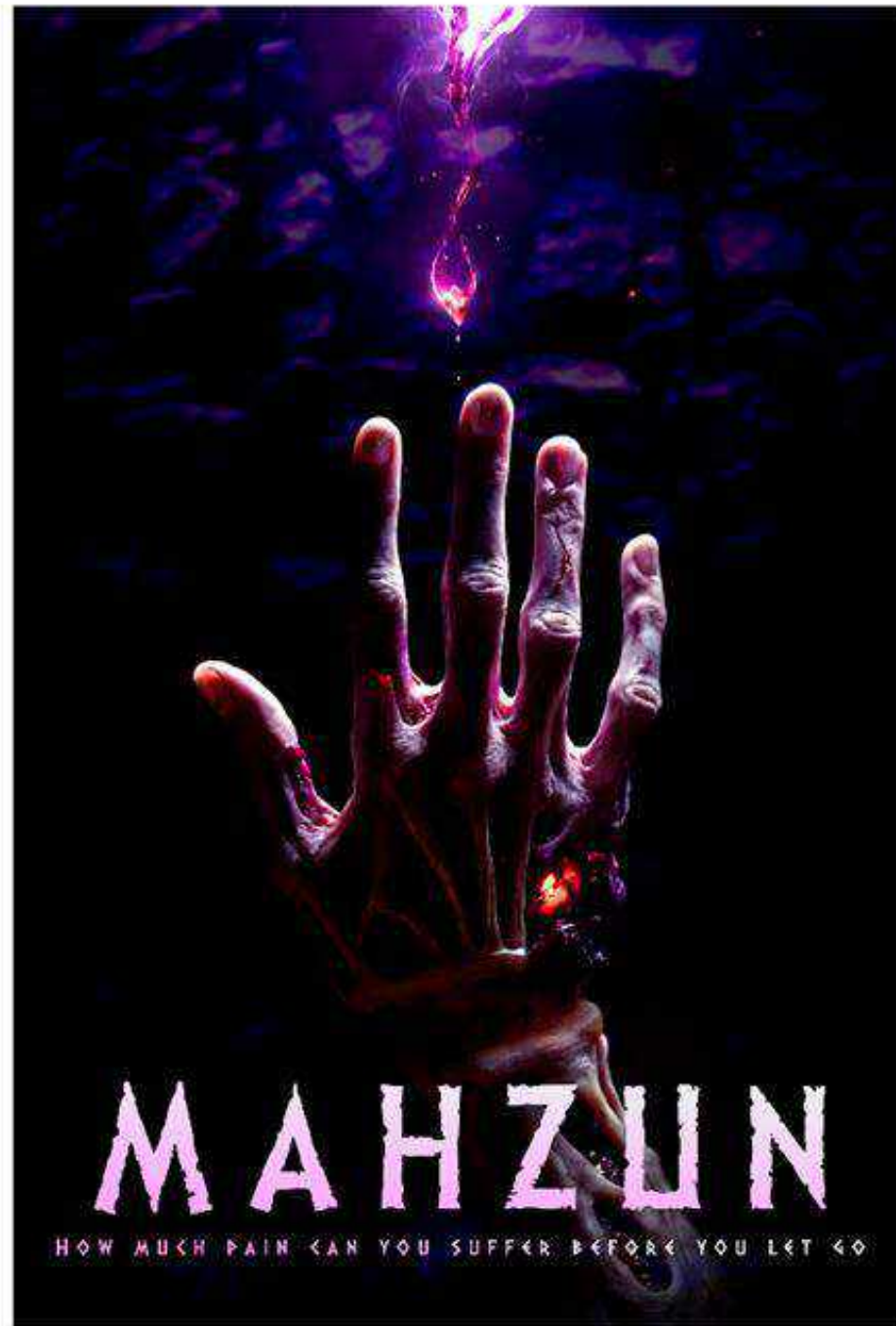


@rohit\_cgi

Scan &  
Play Trailer







# MAHZUN

A **MYSTERY, THRILLER, SLASHER**  
Film set in a **FICTIONAL** world.

**Afridi Ahmed**

Director | Writer

**Shubham Tomar**

Writer | Artist

**Piyush Shinde**

Writer | Artist

## Logline:

A Criminal living with schizophrenia along with a historian, an ex-military man and a young boy, must escape an ancient man-made structure in the middle of the ocean; their only key to survival is a mythical relic which is guarded by ruthless blood hungry zealots who are stuck back in the ancient times.

**Duration:** 90 minutes (approx)

## Contact:

stomar689@gmail.com

+91 84279 39185

## Project Brief:

'Mahzun' is a concept for a **CG Animated** Mystery, Thriller, Slasher Film, set in a Fictional world.

Because of the story's **unrealistic** and **unworldly aspects**, using **CG Animation** allows the story plots and characters to be expressed with freedom, and a more precise creative vision.

As the story takes place on an isolated structure surrounded by ocean and stormy weather, the **generic tone** comprises of **Cold, Dark, Wet, Rainy colors**, along with some **sharper key lighting** and **contrasts**, to amplify the mysterious mood. Also, the concept has a **strong emphasis** on **gore & death**; but all of it is underlined by the story and the history of the world, which the audience will explore as the story goes on.

## About us:

We are a group of Multimedia Artists who are proficient in creating content for Feature Films & Episodic projects. Experienced working in 3D pipelines and workflows, we as artists have always been enthusiastic to create some aspiring stories and animation films.

## What we are looking for:

Producers/Investors, Production Teams and Distributors for a completely CG Animated Film.

**Project Timeline:** 24 months

**Seeking Budget:** 40 - 50 CR INR

## Ready Content:

- > Story Script
- > Concept Art References.



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Afridi Ahmed

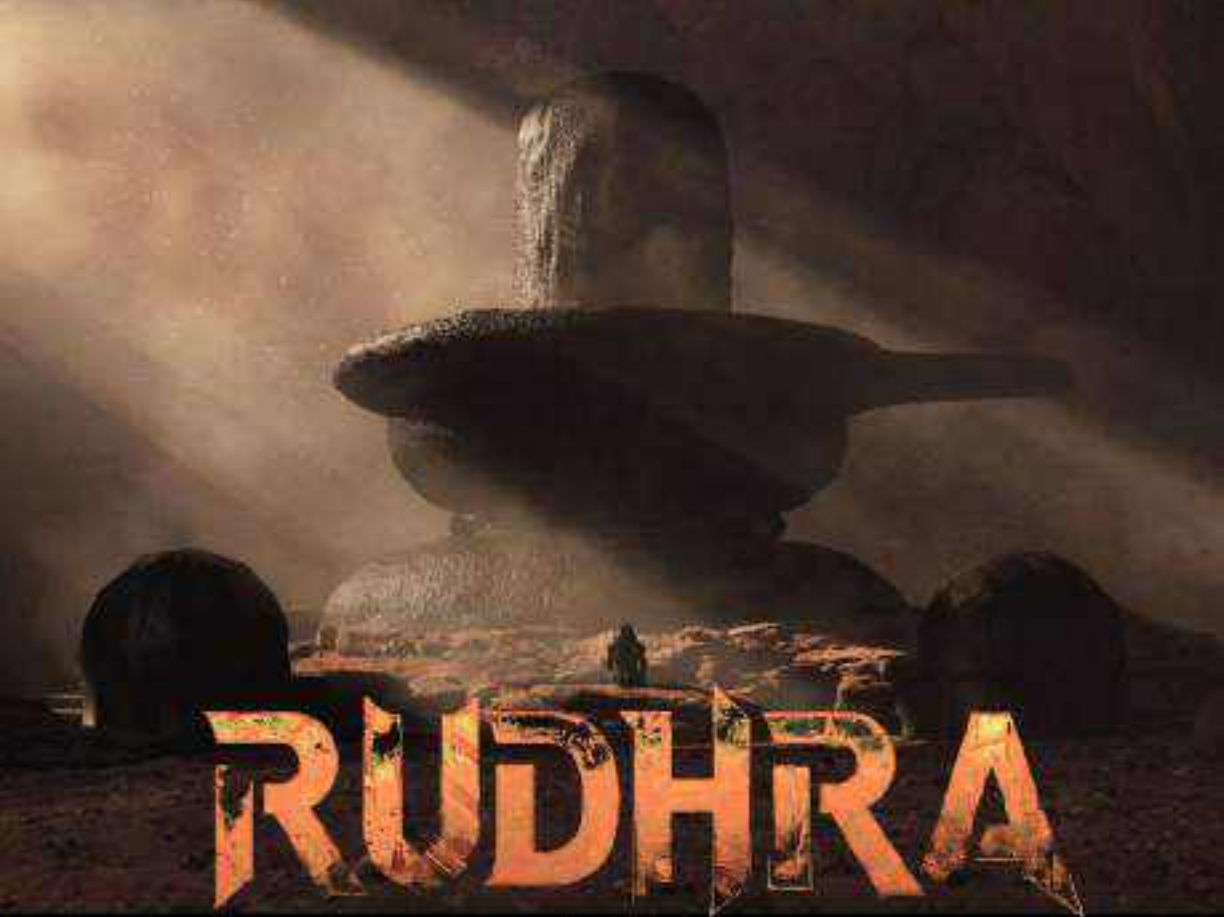


Shubham Tomar



Piyush Shinde





SCREEN WRITERS ASSOCIATION (SWA) : Ref No: 1900896998

## RUDHRA RX1Z8

Writer & Director  
**SRIKANTH BHOGI**

Duration : 130 mins

e-mail: [bhogi.cg@gmail.com](mailto:bhogi.cg@gmail.com)

### About the Project :

RUDHRA RX1Z8 is an Epic High Adrenaline Sci Fi Action Adventure with a Dystopian Future setting that is going to be an Intense Emotional ride taking the viewers on a thrilling and thought-provoking journey with stunning visuals and realistic Animation & VFX.

### Synopsis:

In a dystopian future ruled by a dictator, Rudhra, an elite commando, uncovers a shocking truth that endangers humanity. Betrayed and punished, he joins the rebel-humans and sentient robots-undergoing a profound transformation.

With the help of the mystical Android Monks, the Yantrushis, he leads the final battle against his former team and the tyrant. The dictator falls, and peace is restored between humans and AI.

### About the Creator : SRIKANTH BHOGI

With 15 years in VFX, specializing in animation for blockbuster films like *The Flash*, *Deadpool 2*, *Bahubali*, *Pacific Rim 2* & *Mickey 17*, He brings expertise in animation, storyboarding and high-quality, cost-effective visuals. Now developing original films and series for kids and adults, blending culture, spirituality, and Sci-Fi-aiming to elevate Indian content to a global standard.

### Production:

Proof of Concept Trailer is done. [Link to Trailer](#). Seeking CoProduction & Distribution. Budget of INR 20Cr to do it as full CG film. Also can be produced as an 8 episodic tv series over 1 year's time. Screenplay: First Draft is ready. Storyboarding in Progress.

[Website](#)

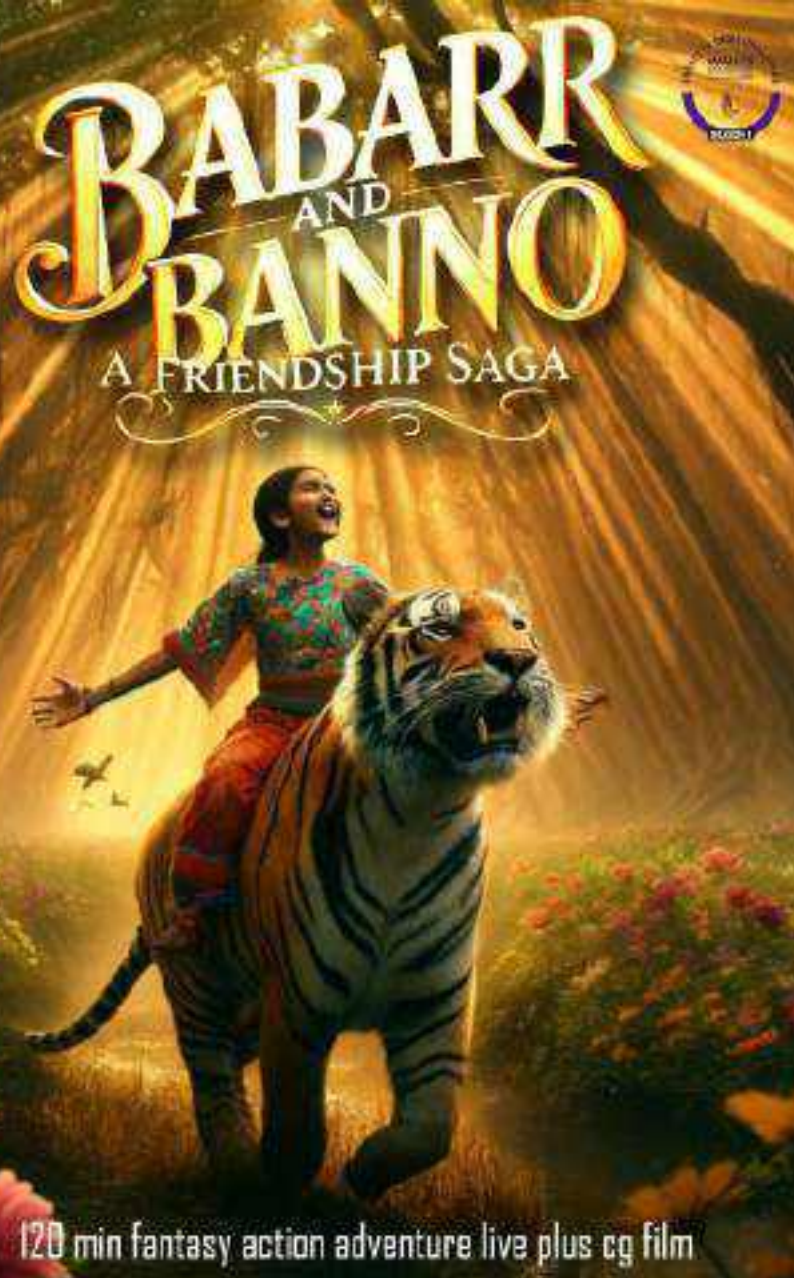
[LinkedIn](#)

[Instagram](#)



**LOGLINE :** In a dystopian dictatorial world where Artificial Intelligence and Faith are outlawed, an elite commando gets punished brutally after discovering a shocking truth and leads a rebellion against the oppressive regime to save humanity.





**Director-** Anirban Majumder  
**Writer-** Darshana Radhakrishnan  
 and Anirban Majumder

**Duration:** 120 minutes

**Phone:** +919701244660

**Email:** [sendit2anirban@gmail.com](mailto:sendit2anirban@gmail.com)

**Linkdin :** <https://www.linkedin.com/in/anirban-majumder-a5056826/>

**Instagram:** sendit2anirban



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5078/2025-CO/L



The story begins with a chilling nightmare as Babar, a young tiger cub, recalls his parents' brutal killing by poachers, depicted as monstrous demons. Startled awake and driven by hunger, Babar ventures into the wild, marking the first steps of his survival journey. Meanwhile, in the bustling village of Sonpur, playful Banno races through the marketplace, her vibrant mischief contrasting with her home life's gravity. Her father Rahim, a honey collector, departs for the village yearly expedition in the Sundarbans for honey collection, leaving Banno to care for her ailing mother, Ruksana. Tragedy strikes when Rahim sacrifices himself to save his companions from Pinaka, a ferocious man-eater, leaving Banno fatherless.

As Ruksana's condition worsens, Banno learns from the village Vaidya of a mysterious herb deep in the jungle, guarded by deadly creatures. Determined to save her mother, Banno secretly joins next year forest expedition but slips away into the jungle amidst a chaotic attack by Pinaka. Unknown to her, Babar, shadows her journey. Banno's attempts to navigate the wilderness are both humorous and perilous until a fateful encounter with Pinaka puts her life in jeopardy. Just as the man-eater strikes, Babar leaps to her rescue and proclaim his territory, driving Pinaka away. Grateful, Banno ties her protective talisman around Babar's injured leg while treating his wounds, forging a magical bond that allows them to understand each other.

Their wary relationship blossoms into friendship as they navigate the jungle together, sharing their stories of loss and hope. They work together to retrieve the elusive violet herb, overcoming a nest of venomous snakes, Ghostly forest and a wild protector elephant through their combined ingenuity. On their way back, however, Babar is caught in a villager's trap. Despite delivering the herb and saving her mother, Banno cannot abandon her friend. She devises a daring rescue plan, freeing Babar from captivity just as Pinaka attacks again. In a climactic showdown, Babar and Banno face the fearsome tiger together, ultimately weakening him with help from the villagers.

Realizing Babar's innocence, the villagers release him, and peace returns to Sonpur as Pinaka is captured and the poachers are apprehended. In a bittersweet farewell, Banno parts ways with Babar, who retreats into the jungle. Yet, in the heartwarming finale, they reunite by the river, celebrating their bond as the forest comes alive with joy and song.

**ANIRBAN MAJUMDER** With 19 years of experience in visualization, content writing, directing, and branding kids' content, I bring a deep understanding of storytelling and audience engagement. My expertise spans animation, live-action, and CG production to Singer, Anchor, song writer, making me a versatile creative force in the industry. As a director and content strategist, I specialize in developing compelling narratives, ensuring high-quality execution, and delivering impactful media experiences. Passionate about innovation and collaboration, I am dedicated to bringing visionary projects like Babar and Banno to life with creativity and precision. I have a team and studio collaborations for that.

**Tentative production schedule-** 24 months

**Budget-** 40-50 cr (Investment TOL NOW 23,30000 INR)

**I have a scene breakdown draft ready**



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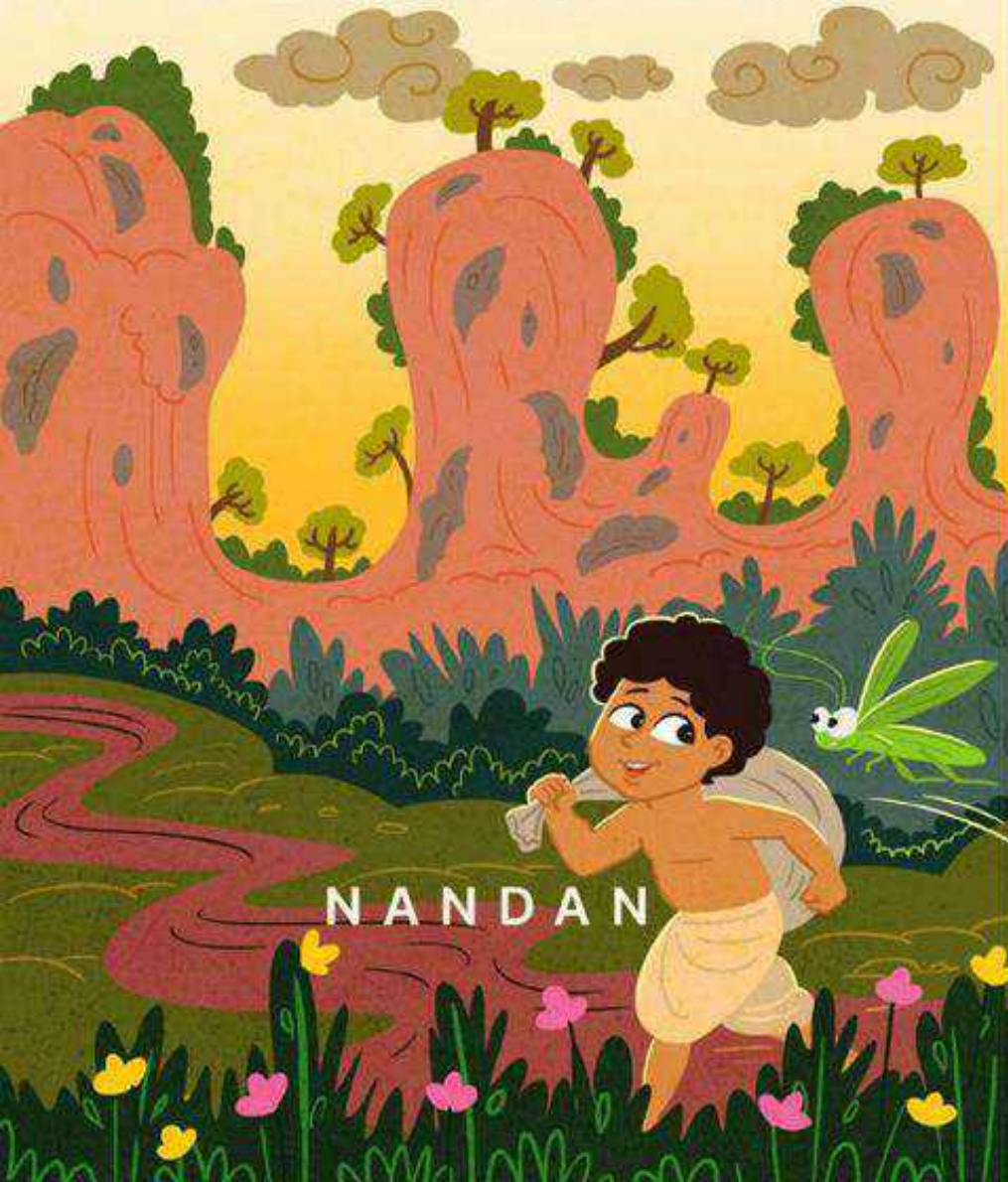


## LOGLINE-

A brave 13-year-old girl ventures deep into the perilous Sundarban forest to find a magical herb that can save her ailing mother. Along the way, she forms an unlikely bond with a tiger cub orphaned by poachers, and together they embark on a breathtaking and dangerous journey of survival, resilience, and friendship.



# The DREAM BALLOON



## THE DREAM BALLOON

Director and Writer  
NANDAN

When the dreams of an entire nation are stolen, a young boy embarks on an epic quest to retrieve them, navigating breathtaking landscapes, treacherous obstacles, and the depths of his own heart.

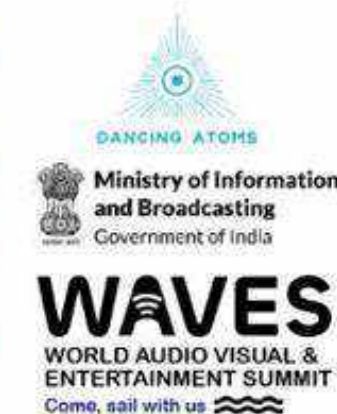
Duration : 80 minutes

Email : [nandansdreamfactory@gmail.com](mailto:nandansdreamfactory@gmail.com)  
Phone : +917045494797

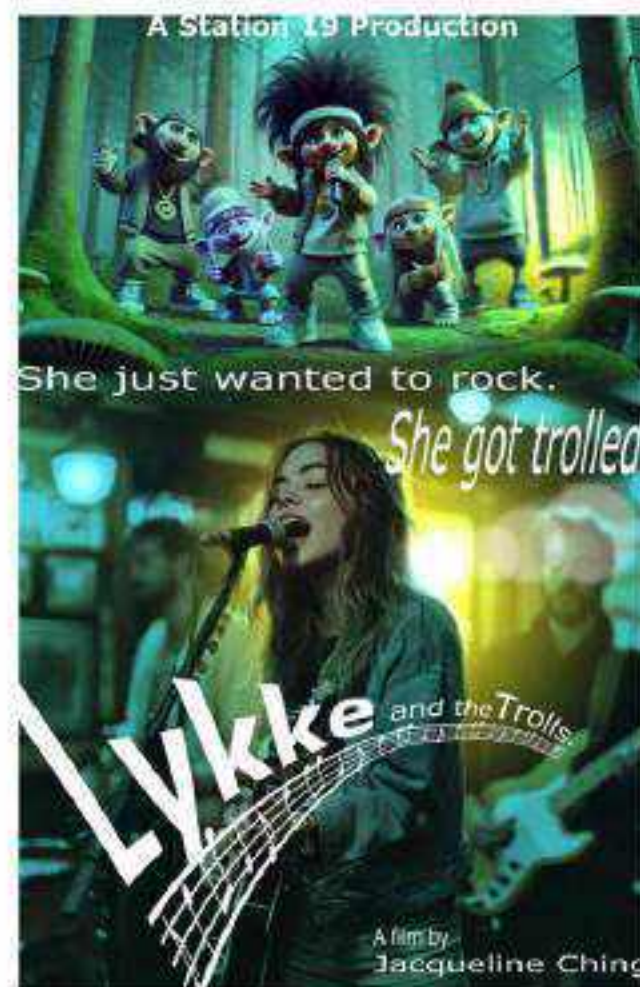
*The Dream Balloon* will be a 2D animated feature film in the genres of fiction and fantasy, designed to captivate children and families. With its enchanting storyline and vibrant animation, the film promises to deliver a magical cinematic experience for audiences of all ages. The primary language will be Hindi, with plans to dub it into English and other languages, broadening its global appeal.

*The Dream Balloon* is scheduled for production over a period of approximately 20 months. The total budget for the film is estimated at ₹20 crores. Toonz Media Group has expressed strong interest in the project and will be bearing a significant percentage of the overall budget. We are currently seeking a co-producer or funding partner to support the remaining portion of the budget and collaborate in bringing this heart-warming story to life. The screenplay is ready, and the project is well-positioned to move into the next phase of development.

Creator's Biography : Nandan is a filmmaker and writer acclaimed for his directorial works such as *Breath* and *Dreaming of Words*. He has authored three books — *The Dream Balloon*, *Manam*, and *New Desertlands* — and has also contributed to comic anthologies. His works have earned him numerous accolades, including the prestigious National Film Award at the 68th National Film Awards. Visit [www.nandan.in](http://www.nandan.in) to know more.







**Director:** Jacqueline Ching  
**Writer:** Jacqueline Ching

In an arctic town ruled by ancient magic, talented Lykke and her bandmates must find common ground with hostile neighboring trolls, as well as rival acts, on the eve of a high-stakes music competition.

**Duration:** 1 hour and 30 minutes.

**Contact:**  
 +44 7960624565  
 jaqc@aol.com

©2024 Jacqueline Ching

In an arctic town, ancient magic is just another part of everyday life. There are people with low magic, such as shapeshifters, and people with high magic; none of it is unusual in this enchanted land, where people have trolls for neighbors. What brings great excitement to the young folk is the annual Top Band competition! When a rock band, the Warlocks, reaches the semi-finals, the jealous mayor, who has ambitions for his son's band, turns them into trolls.

Now transformed into trolls, Lykke, the lead singer of the Warlocks, and her friends, retreat into the woods. All hope seems lost until a musical mentor teaches them how to make the most of what they still have, and they emerge with a new sound that blows away the Top Band competition.

*Lykke and the Trolls* is a musical adventure fantasy film about perseverance, overcoming setbacks, and friendship. The captivating soundtrack and romance makes it a classic that will have audiences singing along for generations to come.

**Jacqueline Ching**, the writer and director of *Lykke and the Trolls*, is a storyteller who was an editor at DC Comics, the publisher of *Superman* and *Batman*. She edited titles in the Milestone line of superhero comics, including *Hardware*, *Static*, and *The Shadow Cabinet*.

Jackie wrote and directed the short film *Eli's Camera*, screened at the 2010 Cannes Film Festival.

She collaborated with artist Prentis Rollins on *How to Draw Sci-Fi Heroes and Villains* (Phaidon, 2023), discussing the art of writing superhero stories.

This project is in pre-production.

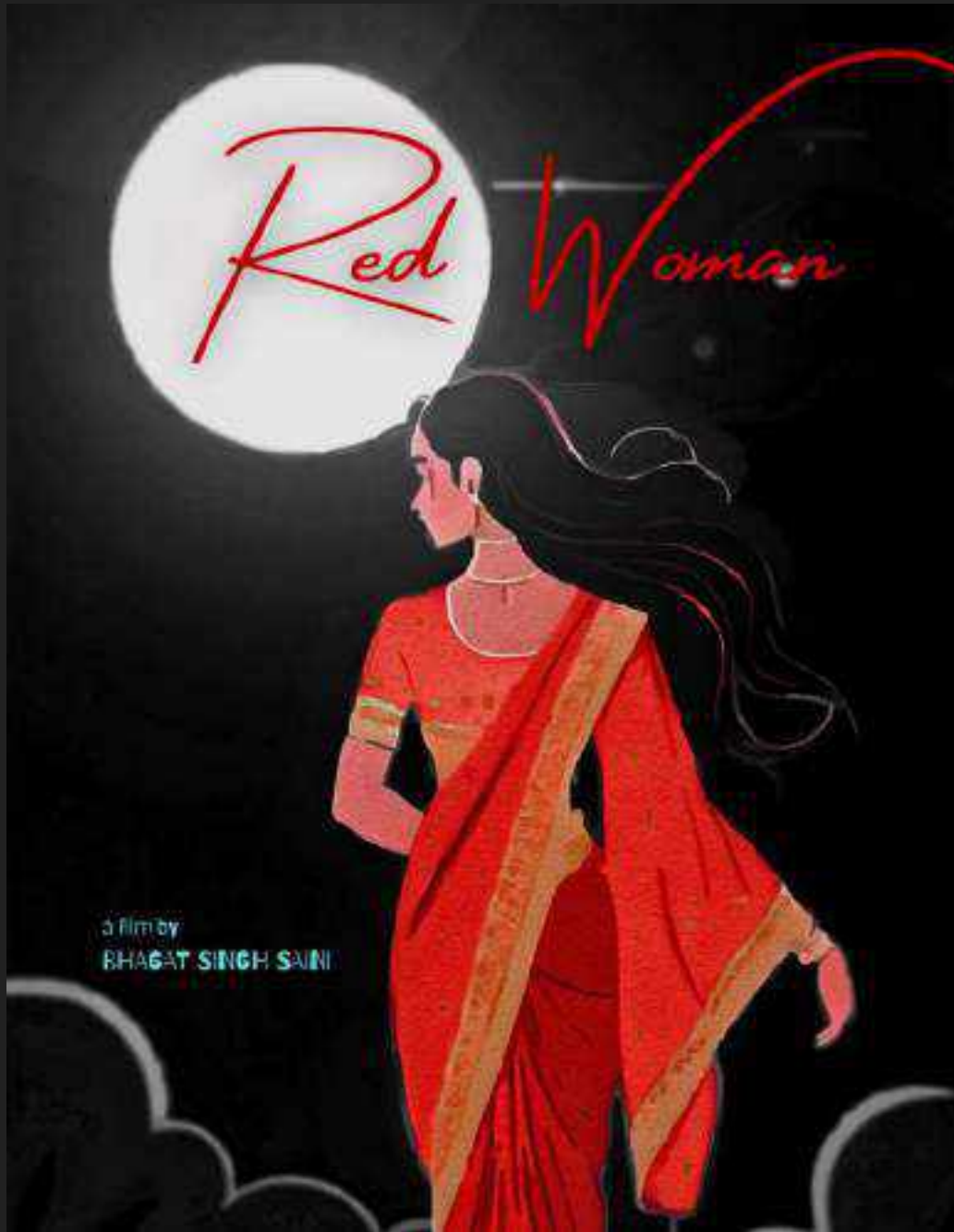
I am seeking mentorship, financing, and collaboration with animators, artists, and producers. I have raised 500,000 INR, but am seeking up to 21,000,000,000 INR.

A draft screenplay is ready.

[www.linkedin.com/in/jackieching](http://www.linkedin.com/in/jackieching)







RED WOMAN

Writer/Director  
Bhagat Singh Saini

Duration  
120 mins

Phone Number +91-  
9716771283

Email id  
bhagat726@gmail.com

SWA Reg No  
113167957321

The film begins with a prologue, followed by seven chapters and culminating with an epilogue.

*Prologue: The women with red hair* – It begins when Rati is twelve and she develops grey strands of hair, her mother worriedly applies henna giving the hairs a red tint. Rati falls in love with her red hairs.

*Chapter – I: The lost husband and the unborn child* – Years later, Rati is happily married to Karma. But when crops fail, Karma leaves behind a pregnant Rati for work in the city. Their child is born dead. The husband never returns, leaving Rati to face the wrath of his family.

*Chapter – II: The magical child and abuse behind* – Rati gets pregnant after her brother-in-law rapes her. Questions arise about the pregnancy. Rati self-aborts. The same night, Dharma dies by a snakebite.

*Chapter – III: The exorcism and status quo* – Rati's father-in-law tries to get Rati exorcised. Sometime later the father-in-law dies when a buffalo accidentally kicks him. Rati's mother-in-law entirely stops speaking. The fear of death and rumour stories spread throughout the village.

*Chapter – IV: The maniac and the hero* – Bharat, a teenager, gets infatuated by her and stalks her. Om Prakash, a newly posted government officer, hears about a local witch, and visits Rati to introduce himself.

*Chapter – V & VI: The lover or the saviour & The jilted lover turns villain* – Om courts her and proposes for a marriage which she rejects. Bharat kills Om in a fit of rage and jealousy before killing himself.

*Chapter – VII: The woman with red in her hairs* – With so many deaths attributed to Rati, the angry villagers march on to her house and kill both Angoori and Rati.

*Epilogue: The husband returns* – Many years later, Karma returns only to find his home abandoned, a new temple of the red goddess in the village and silently leaves before anyone can recognise him.

Bhagat Singh Saini is a self-taught filmmaker based in Haryana, India. As a writer- director, he has created commercials, short films and documentaries and theatre productions. He is an alumnus of Jawaharlal Nehru University, New Delhi from where he is pursuing his doctorate in media studies specialising in New Media performances. He also served as a Guest Faculty at Shri Ram Centre for Performing Arts, New Delhi where he taught 'World Theatre' & 'Narrative Techniques'. In 2024, he was selected as part of Creative Minds of Tomorrow in the "Script Writer" category and the film went on to win the runner-up award. Recently, his film debut feature film Levir have completed post-production and gearing up for distribution.

Parveen Saini is a filmmaker, educator, and storyteller passionate about uncovering hidden narratives. Currently the Content Head at Kinoscope Films, she holds a Master's in Journalism from Panjab University and has taught film and media at Chandigarh University. Her work includes short films like Nazarbattu, Paanch Thappad aur Ek Tractor, and Snaan. She debuted as a producer with Levir (2025). She is now developing her feature film Kishtein.

Shishir Uniyal is a filmmaker, writer, and actor with over fifteen years of experience. His work spans regional films, theatre, editing, commercials, and socially impactful films. At Kinoscope Films, he serves as Creative Producer and Writer-Director, with award-winning shorts, documentaries, and a feature film to his credit. He is currently in post-production on his feature film Raibaar.

Balraj Jangra, Executive Producer at Kinoscope Films, blends creative insight with grassroots awareness. Active since 2019, he has produced shorts like Snaan and Paanch Thappad aur Ek Tractor, and features like Levir and Raibaar. He also teaches at ITI Siwani and occasionally acts.

Production Schedule: 18 to 24 months

Looking for: Producers, Co-producers, Studio Partners

Budget: 15-20 Crores INR (2-3 million USD) [1 crore INR raised]

I have a screenplay ready: YES



How does a woman become witch? In 1971, Rati, a red-haired woman abandoned by her husband, despised by her in-laws, and desired by predatory men, battles a village that spins the myth of her witch-hood to mask the truth.



# LAPALANG

A Khasi Folklore Reimagined

A FILM BY  
Khambor Batei Kharjana

## LAPALANG:

A Khasi Folklore Reimagined

### Writer & Director

Khambor Batei Kharjana

### Logline:

When eighteen-year-old Akhet's thirst for rebellion pulls him into a hidden world where animals speak and ancient dangers lurk, he must team up with a mysterious deer and a brave British girl to survive. As they navigate this strange new realm, Akhet uncovers truths about his past and the legendary beast that threatens them all. To find their way home, they must confront both monsters and secrets that challenge everything they know.

**Duration:** 100 minutes

### Theme:

Is it worth forgiving your enemy after what they've done to you?

### Genre:

Fantasy, Drama and Adventure

For any queries please email to:  
[lapalang.the.film@gmail.com](mailto:lapalang.the.film@gmail.com)

**Lapalang: A Khasi Folklore Reimagined** is a 2.5D animated fantasy adventure rooted in the ancient Khasi legend of a curious deer. Set in 1873 during British-ruled Northeast India, the story follows Akhet, a rebellious Khasi teenager, who stumbles into a mystical world where animals talk, spirits rule, and forgotten legends come alive. Joined by a British girl and a mysterious deer named Lapalang, the trio must confront a shape-shifting monster born from ancient hatred—and uncover the truth about their intertwined pasts.

Lapalang balances mythical wonder with emotional depth, weaving together moments of awe, suspense, and heartfelt connection. The tone is adventurous and cinematic, filled with mystery, humor, and magic, yet grounded by themes of identity and forgiveness. Think of a world where the serious stakes of ancient folklore meet the charm and energy of animated storytelling—inviting audiences of all ages to laugh, gasp, and reflect.



**Khambor Batei Kharjana** is a passionate storyteller and emerging filmmaker from Meghalaya, India. Deeply inspired by his roots and the rich oral traditions of the Khasi people, Khambor aims to bring local folktales to the global stage through bold, imaginative cinema. His love for film began in childhood, and over the years, he has worked tirelessly in every role imaginable—extra, assistant, crew, and more—just to stay close to the world of filmmaking.

With a background in storytelling and a growing skillset in 3D animation and VFX, he brings a unique and heartfelt voice to the project—one that blends myth, culture, and fantasy into unforgettable adventures.

**We are seeking Producers and Investors to breath life into the project.**

Planned Budget: **17.6 Crores Rupees**

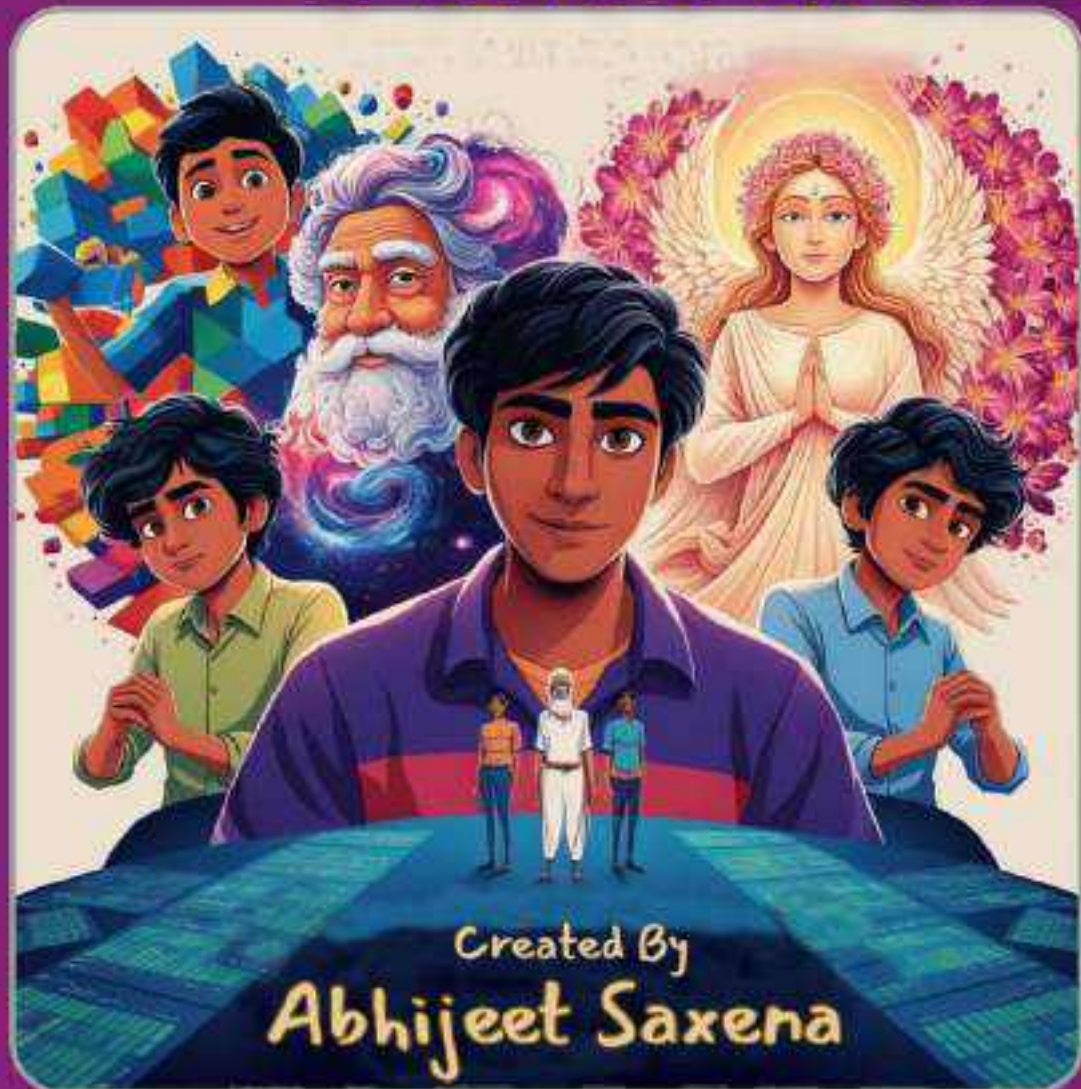
### Production Schedule

- 01. Pre-production: **9 Months**
- 02. Production: **18 Months**
- 03. Post-production: **6 Months**
- 04. Marketing: **9 Months (Parallel to Post-production)**





# ARISE AWAKE



**Created By**  
**Abhijeet Saxena**

**Duration : 70-90 Minutes**  
**Genre : Fantasy Drama**

## LOGLINE

Young college graduate *Oknack* for innovation attracts him to a challenging ISRO contest. When the difficulty of the problem statement in contest stress him out, personified intelligent agents - *Aakar*, *Axar*, *Gitanjali* and Twins *Lekha-Jokha* all representing his cognitive processes (thoughts) - come to life and acts of courage and sacrifice save the day.

**Contact**  
**+91 9052137467**  
[abhijeetsaxena.in@gmail.com](mailto:abhijeetsaxena.in@gmail.com)

**Arise, Awake** is the story of a 23 year old Indian tinkerer - *Sanatan*. His CV includes - building a makeshift boat as an emergency ambulance during floods - AND his marvelous app built during UG days that tracks water intake. Innovative thinking is both a reflex action and a comforting meditative process for him. During the contest **Avishkar2025** organized by ISRO for college graduates, *Sanatan* is naturally inclined to participate. But the problem statement proves to be a bit challenging. *Sanatan* must stay up all night to work out the solution with just a day to the **Avishkar** pitching event.

In the plot setup, there are lively and mystical characters *Agent Aakar* and *Agent Axar* in the intelligence bureau - ambience of a mid-sized firm with cubicles and cabins. They meet characters in a field setting - angelic *Gitanjali* in a scenic boathouse on a lake, twins *Lekha-Jokha* in an ultra-modern tech campus. When the story of *Sanatan* is told through these personifications, it weaves an engaging narrative.

**Abhijeet Saxena** leverages his passion for imagineering to craft innovative solutions that uplift bold ideas . With a flair for fresh storytelling and a knack for design thinking, he drives projects forward with a unique blend of artistic flair and engineered precision.

**Amateur** storyteller seeking studio mentorship, incubation, and development.

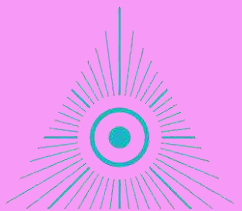
**Production** Schedule: 180 days in 2025-2026.

**Screenplay** to be available after SWA registration



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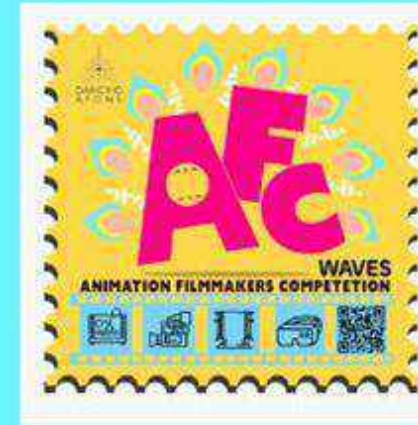
**DANCING ATOMS**



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# Episodic





*Jackie and Jilal went down a well,  
and found a horde of monsters.  
They messed about, the monsters broke out,  
now they must fix the disasters!*

## Jackie & Jilal

A monster hunting adventure across time!

Created by  
**Kalyan Sura**

**Format:** Animated half-hour TV  
**Genre:** Action/ Adventure  
**Length:** 22 mins/ episode  
**Series:** 42 episodes (3 seasons)  
**Audience:** Family/ 4-quadrant

**Logline:** Two rival monster hunters trapped across realms by ancient monsters must work together to recapture them and return home.

**Contact:** [sjkalyan@gmail.com](mailto:sjkalyan@gmail.com)  
[www.kalyansura.com](http://www.kalyansura.com)

### Project Status:

- Award-winning pilot script ✓
- 3 season series treatment ✓
- Series Bible ✓
- Registration (WGA) ✓

### The Project:

Jackie Bright (13) and Jilal Shah (13), novice monster hunters and bitter rivals, are teamed up for a test of admission into the School of Monster Studies. But they clash and accidentally unleash 12 ancient monsters from a prison well, which trap them in a medieval realm and wreak havoc. Stranded in an unfamiliar world, the kids are forced to work together and forge unlikely alliances to capture the escaped monsters, only to uncover a greater truth: this battle isn't just across worlds—it's across time itself. Season 1 follows their monster-hunting journey in a medieval realm, while Season 2 thrusts them into a high-tech future, but after a shocking betrayal, Season 3 splits them across time, forcing them to fight separately in a final battle against the timeless evil lurking in the well.

The friendships they form and the lessons they learn during their swashbuckling adventures forms the heart of the series. Told as 42 episodes across 3 seasons, Jackie & Jilal will be serialized with a monster of the week structure – think Avatar the Last Airbender, and Trollhunters.

**The Ask :** Seeking Creative Producers and Studio Partners to pitch the series to Streamers and Networks, targeting a global audience.

### The Creator:

Kalyan Sura is a Writer, Director, Producer and VFX Supervisor whose work spans animation and live-action. He is known for award-winning projects backed by Netflix and GunPowder & Sky, including the groundbreaking sci-fi short “The Lie Game” (first Indian film on DUST, Youtube’s premiere sci-fi channel) and the acclaimed animated series “Jackie & Jilal” (ISA TV Pitch Challenge winner). His Netflix-backed short film “Dos Bros Force” screened at 50 film festivals, earning 15 awards. Kalyan holds a B.E. (Hons) in Computer Science from BITS Pilani, an MFA in Film and TV Production from the prestigious University of Southern California and is member of the Visual Effects Society. His work blends Hollywood’s technical expertise with his Indian heritage, creating narratives that resonate globally.



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@jk.sura

/sjkalya

/jksura





## CHUPI

SILENCE BEHIND LAWS  
(VFX / Limited Series)

**Tuhin Chanda**  
Director/ Writer

### LOGLINE:

where all eyes of the people shouts the tears of justice for a "**raped victim**," a helpless sister wipes her tears and knocks the door of court to give justice to her "**acused**" brother.

### Duration:

6 episodes (30-40 minutes each)

Phone: +916309865670

Email: risingmoon1426@gmail.com

Language: Hindi, Bengali, Telugu, English  
and other Indian languages

Genre: Court Drama, Crime Thriller,  
Suspence and Mythological



### SUMMARY:

When a high-profile rape case involving college student Shivangi Kaur goes viral, it sends shockwaves across the nation. The dead accused, Naresh Kalapa, becomes a symbol of public outrage, and the media frenzy leaves little room for nuance. In the midst of this chaos, his elder sister, Rudrani Kalapa, a quiet, reclusive woman with a haunted past, steps into the courtroom—not just as a witness, but as his fiercest defender. Facing severe backlash and personal threats for defending an alleged rapist, Rudrani holds her ground. But her fight isn't only for her brother—it's a confrontation with her own demons. Since childhood, Rudrani has been plagued by strange, vivid visions that play out like holograms before her eyes. Only recently has she realized these are more than hallucinations—they're glimpses of hidden truths, moments buried in the past and present alike. As Rudrani begins to use these visions to unravel the layers of the case, she discovers inconsistencies and buried secrets that paint a more complex picture than the public ever imagined. But her journey is made more difficult by the presence of Rajveer Dalal—Shivangi Kaur's powerful and charismatic lawyer, who shares a dark and painful history with Rudrani. Their past, long buried, reemerges in tense courtroom encounters, adding emotional volatility to an already explosive trial. Presiding over the case is the enigmatic Mr. Tushar Roy, the youngest judge in High Court history. Calm, poised, and unnervingly perceptive, Roy occasionally breaks the fourth wall, hinting to the audience that he is far more than he appears. In truth, he is Yama—the god of death—disguised as a human judge, watching the drama unfold with knowing detachment. He sees all, yet does not intervene. As Rudrani peels back the layers of deception, she comes face-to-face with devastating revelations that will not only determine the fate of her brother—but force everyone involved to confront the cost of truth.

### TUHIN CHANDA:

I was born and raised in Hyderabad, yet deeply rooted in Bengali culture and its rich artistic heritage, I am currently pursuing a B.A. Honours in Multimedia (VFX). A passionate storyteller and aspiring cinematographer, my love for cinema began in childhood. Inspired by the legendary Satyajit Ray, whose masterpieces shaped my creative vision, my dream is to bring India its next Oscar. With every script I writes and every frame I studies, i get one step closer to turning that dream into reality. My journey is not just about filmmaking—it's about crafting stories that resonate across cultures and time.

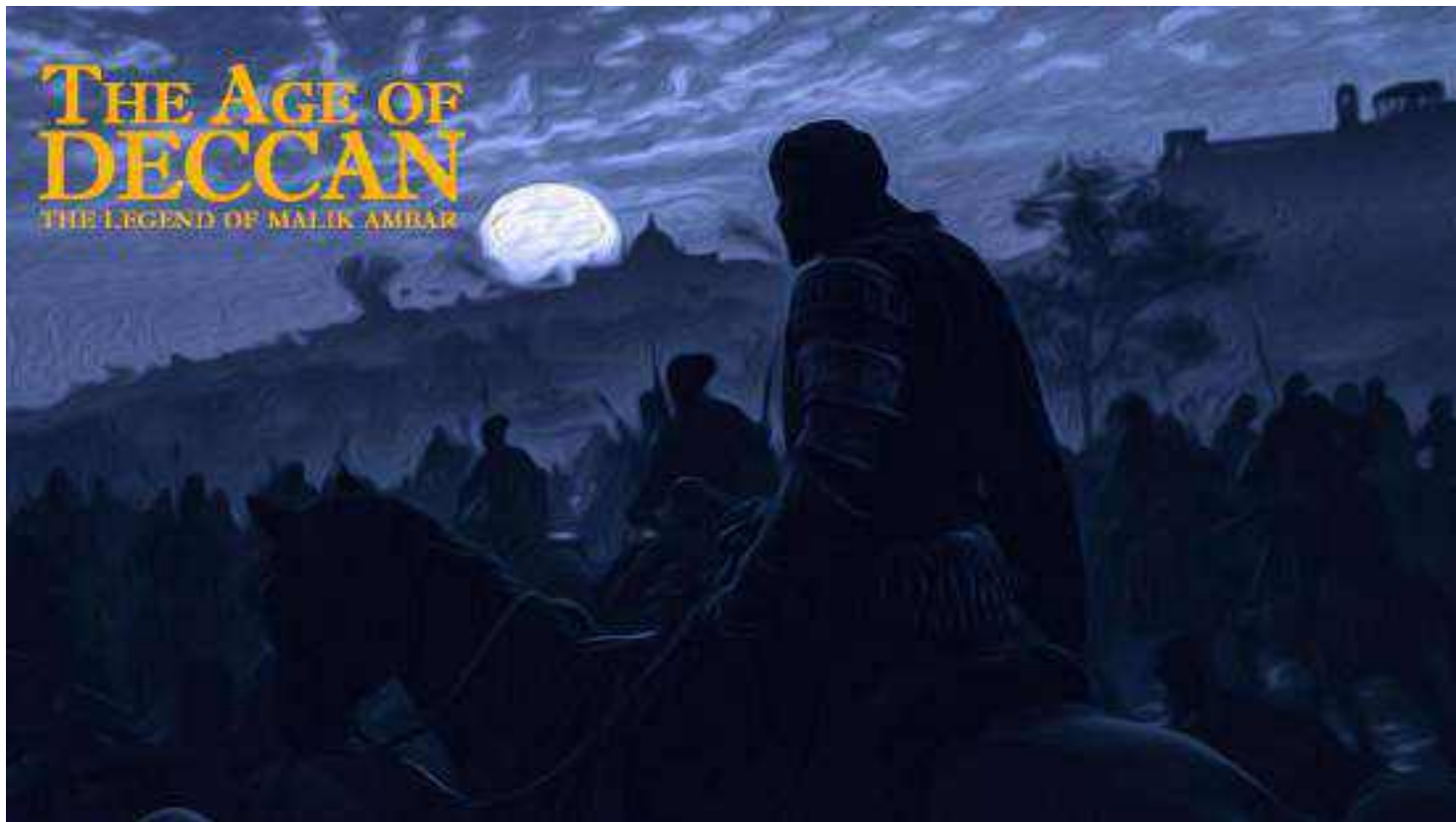
Tentative production schedule- 24 months  
Budget- 8-9 cr

I have a screenplay draft ready 1st Episode  
and i need mentorship so i can complete the screenplay and get a direction mentorship.





# The Age of Deccan - The Legend of Malik Ambar



**Logline:** The incredible story of an Ethiopian slave boy rising to the ranks of a kingmaker during a very significant period in the history of Deccan India. On the onset of a Mughal invasion, Ambar becomes the guardian of the Deccan amidst internal political chaos.

**Director:** Krish Jagarlamudi

**Season 1:** 9 episodes

**Writer:** Kishore Kedari

**Episode Duration:** 45 - 50 min

**Email:** [kedari@arkamediaworks.com](mailto:kedari@arkamediaworks.com)

**Copyright info:** SWA Membership 60017

## ABOUT THE PROJECT:

The story covers an eventful century that follows the end of Battle of Talikota, a battle where the five sultanates of Deccan joined hands to defeat the greatest Hindu dynasty, the Vijayanagara. A decade after the war when the amicable relations between these sultanates are slowly fading, enters Ambar as a slave into this turbulent world, to be remembered as one of the greatest personalities that shaped the present day Deccan India.

While the overarching conflict of the narrative explores the Mughal's ambition to conquer Deccan India, our protagonist craves for the sense of belonging and self that is taken from him. Once realised, he swears his blood to the land that owned him as its own.

The Age of Deccan envisions bringing two continents together in the name of a Protagonist and a world bringing the globe under one audience, crossing barriers of region, religion, language and race.

**Shobu Yarlagadda**, co-founder of Arka Mediaworks, is renowned for producing the Baahubali franchise, a milestone in Indian cinema. Collaborating with director S.S. Rajamouli, he transformed Baahubali: The Beginning and The Conclusion into pan-India and global blockbusters. His multilingual release strategy and international promotions redefined Indian cinema's reach, setting new standards in scale, storytelling, and marketing.

**Kishore Kedari** brings over a decade of experience in film and long-format content production, playing a pivotal role at Arka Mediaworks. He has been instrumental in the success of the acclaimed Baahubali franchise and original series like Parampara, Anya's Tutorials, and Yakshini.

**Current Status:** Story / Episode Outlines for Season 1

**We Are Seeking:** potential co-production partners to help us develop, produce, and present the project to a global audience.



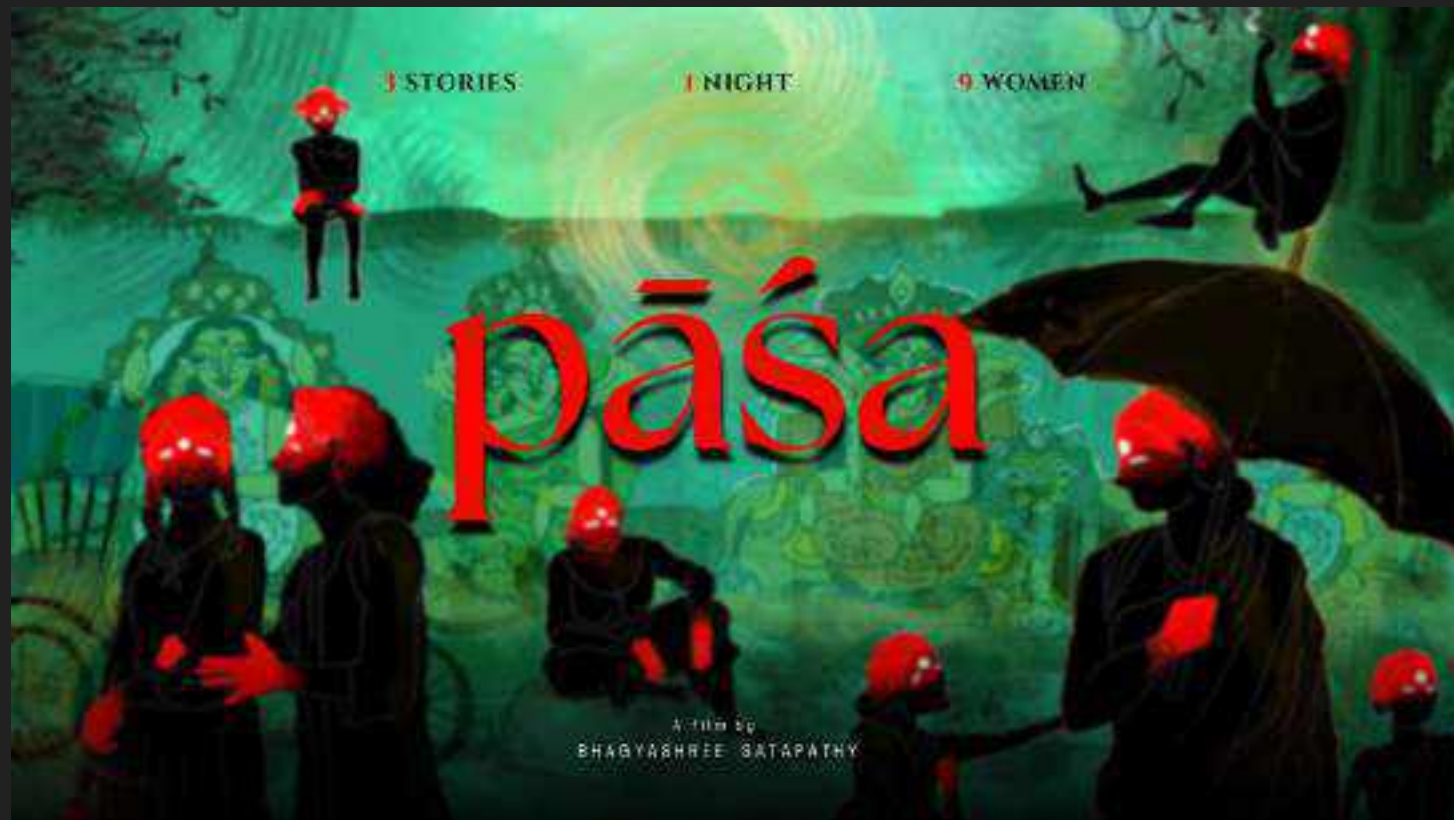
**Shobu Yarlagadda**  
(Producer)



**Kishore Kedari**  
(Co-Producer)

**Linkedin|Instagram|Website|**





## PASA

Animated short series (3 episodes)

## Duration

2 hrs 35 mins (Total)

## Bhagyashree Satapathy

Writer, Director

## Contact

+91-8917595029

bhagyashreesatapathy777@gmail.com

## Logline

**ONE** fateful night, **NINE** women, strangers from three different social worlds, are all tied to the same man, Bhishwa, whose actions destroyed them, knowingly or unknowingly. That night, their stories collide, and they unite to plan their revenge.

## About the project

PASA is a crime thriller—three stories about nine women, all linked by one night. One man connects them all: Bhishwa. He ruined their lives, whether he meant to or not.

**Ep 1: NISHKRIYA-** Cuttack, 2018. Ritu and her friend Aashita protest against Vicky, Bhishwa's nephew, for sexual harassment. He is protected by power. One night, Ritu disappears—people say a demon took her. This starts the chain.

**Ep 2: DROHA-** Sanju, a trans person, lives on the streets. His police father couldn't accept him. After years, Sanju returns to find his father murdered. He meets Radha, a kind sex worker. They fall in love. But on that same night, Radha is killed. Sanju now wants revenge.

**Ep 3: PRATIH-** We see Bhishwa's past. His mother killed his abusive father. He grew up around violence and power. He learned to control through fear. Slowly, we see how all the pain of the nine people began with him—and that night.

## Production schedule

Trailer is complete  
Script is in work in progress

Tentative Budget- **4.5 crores rupees**  
Acquired Budget- **3 Lakhs rupees**

Estimated Timeline-**3 years**

I am looking for funding to produce my film and distribute it to festivals and various viewing platforms.

## Creator's Bio

**Bhagyashree Satapathy** is an animation filmmaker from Cuttack, Odisha, currently pursuing her Bachelor's in Animation & Film Design at the **National Institute of Design**, Ahmedabad. She has a passion for reinterpreting existing stories, giving them a fresh, new perspective. Her work blends engaging and emotional narratives rooted in culture and tradition, always aiming to connect and inspire.

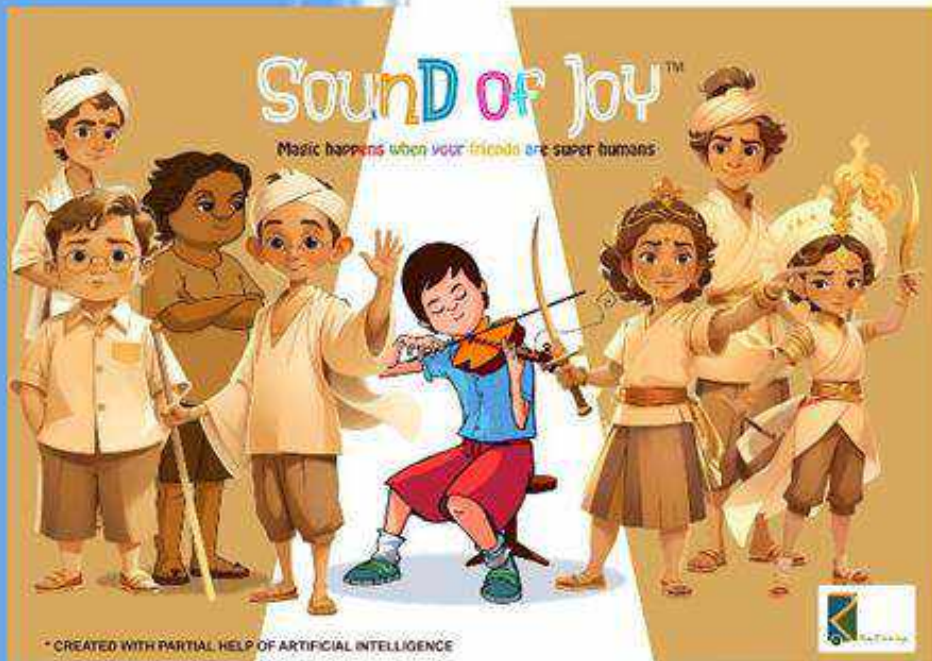
@\_bhogart\_

www.behance.net/bhagyashreee

www.behance.net/bhagyashreee







**GENRE**  
Adventure, Fun & Frolic  
Inspirational

**MEDIUM**  
2D Animation

**TARGET AUDIENCE**  
Kids, Family

**DURATION**  
22 Minutes X 12 Episodes

**LANGUAGE**  
Hindi, English  
other Indian Languages

**FORMAT**  
Full HD

**STORY AND SCREENPLAY**  
Sukankan Roy

Joy is a fickle minded, restless and adventurous young boy, who is a certified disaster with everything he aspires to do. As fickle as he is, His ambitions keep changing every now and then. He wants to be like every famous persona he comes to know about. That is what he wants but the Master knows what he needs to achieve his wishes.

It's these real life super humans who have walked the earth who have showed people the right path time and again. The Master has different ways of reaching out to Joy with the childhood stories of the legendary world icons. He never preaches nor he discloses the real names of the heroes at first. He uses their nicknames but brings up the appropriate story to fit the plot. Joy and his friends are always given a scope to discover the thing they need to excel.

Joy has a very dear friend in June, a nerdy but adventurous girl who is the victim of his favorite pranks. Every time Joy gets a new idea, June knows that the sky is going to fall on their heads but she knows who can help them in crisis and eventually Joy and his friends together crosses over all odds to excel and grow. Sound of Joy, is though stories of greats and their influence on Joy but strongly emphasizes the awakening of the hidden power within a kid which can do wonders without the help of any gadget or super power.

BASED ON THE FILM "SOUND OF JOY"

- 62nd NATIONAL FILM AWARD  
Rajat Kamal, Best Animation Film  
NIFF 2014
- Best Animation Film, International  
DCGAA 2014
- Gold Winner, Best CG Film, Professional Category  
19th ICFFI, CFSI 2016
- Certificate of Merit, Asian Panorama  
2nd NCFF, CFSI
- Film of Honour, Opening Film  
FICCI BAF 2014, DADASAHEB PHALKE 2014, CDGI 2014



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Fact is stronger than fiction! Super humans and not super heroes!

Fictitious super heroes and magical gadgets have always fascinated children, but eventually they grow up and grow out of these super heroes the moment they realise the fact of their non-existence. The impact of these super heroes on them vanishes at that very moment, along with the goodness imbibed in them. What if these children are given a choice of the super humans to idolize, who really walked this earth. The ones who did not need a gadget or super power but banked on immense inner strength to create wonders. These legends of human history were no less than any Super Hero of the comic world and they really existed. This fact may trigger the children to grow up to such legends, themselves. And better is, if the children can befriend these legends rather than studying them in the pages of a history book. One relatable way to present these great men of repute is in their childhood avatar. This way, the children will identify with them and love them more, rather than creating an unsaid distance from them.

Sound of Joy is an effort to create future world leaders inspired by the existing legendary world leaders.

**PRESENT PRODUCTION STATUS**  
Historical Character Research and  
Asset Designs are in place.

**PRODUCTION TIMELINE**  
Around 12 to 16 months

**BUDGET DETAILS**  
Approximately INR 30,00,000 per episode.

**MAIN FOCUS**  
To find a strong Distribution and Exhibition Partner.

Sukankan Roy is a director and producer from India, looking forward to find platforms and like-minded co-producers from Indian and other parts of the globe. Cruising for the last two and a half decade in film making business he was trained by the best of the animation and film academia from both the Eastern and Western world, making him an artistic filmmaker but the entrepreneur within drove him to create around 6000 minutes of global and domestic animated content, along side 60 odd live action television commercials and two Feature Films. He has directed more than 15 different animated Television Shows for various global TV platforms, 12 Indian and European home entertainment features and 3 Feature Films in animation of which two of them are in co-production with UAE and Poland. He has also co-produced a live action film in co-production with Italy, directed by renowned filmmaker, Goutam Ghose, slated to be released soon. He was awarded the Highest Indian Film Award conferred by the I&B Ministry, Government of India, the 62nd National Film Award for his maiden Indian animation feature film, Sound of Joy in both Best Animation Film and Best Director Category, apart from winning several other Indian and International awards and accolades.







Presents

# मोर KAKA

WRITER: ATREYEE  
PODDAR  
PRODUCER: SANGEETA  
CHOUDHURY

## MORAY KAKA

By  
**Fairycows Animation Studio**

### Logline

A traditional grand uncle and a modern tech-savvy boy struggle to connect, until an unexpected love for dance brings them together.

### Limited series

**Duration:** 15 minutes x 10 episodes



**Email:** fairycows@gmail.com

**Mobile no:** +91 9833085999

**Website:** www.fairycows.co.in

### What is our Vision?

To make a heartfelt comedy that celebrates the evolving definition of family and the beauty of embracing change. Through situational humor, the show explores the playful clash between tradition and technology, while highlighting the quiet strength found in connections.

At its core, it strives to create the silence between the clap—a moment in the chaos where people can just be.

### Synopsis

Left in Kaka's care while his father is busy working, Vasu's noisy gadgets and modern habits clash with Kaka's traditional ways.

A true Mumbaikar, Kaka meets every urban problem with endless bickering, until Vasu, fed up with the complaints, starts fixing things just to silence him. As their clashes turn to unexpected teamwork, Kaka begins to see Vasu in a new light, while Vasu uncovers Kaka's secret love for dance. Encouraging Kaka to embrace his passion, Vasu realizes there's more to his grumpy grand-uncle than he thought.

Adding to the mayhem is Jiji, Kaka's mischievous tortoise, always finding new ways to stir trouble.

**Atreyee Poddar** is a young storyteller and content/copywriter with multi-sector experience. She contributed as a writer on Fairycows' award-winning film Radha and collaborated on Moray Kaka.

**Sangeeta Choudhury** is a producer at Fairycows Animation Studio since 2013. She has led acclaimed commercials, films, and music videos. Her film Radha won the 67th National Film Award and accolades for audiography, and animation.

**Production Time:** 22-24 months;

**Production Status:** Episode Outlines for Season 1 & Central Characters Design ready.

**We are looking for** co-production partners to collaborate on developing, producing, and bringing the project to a global audience.



DANCING ATOMS

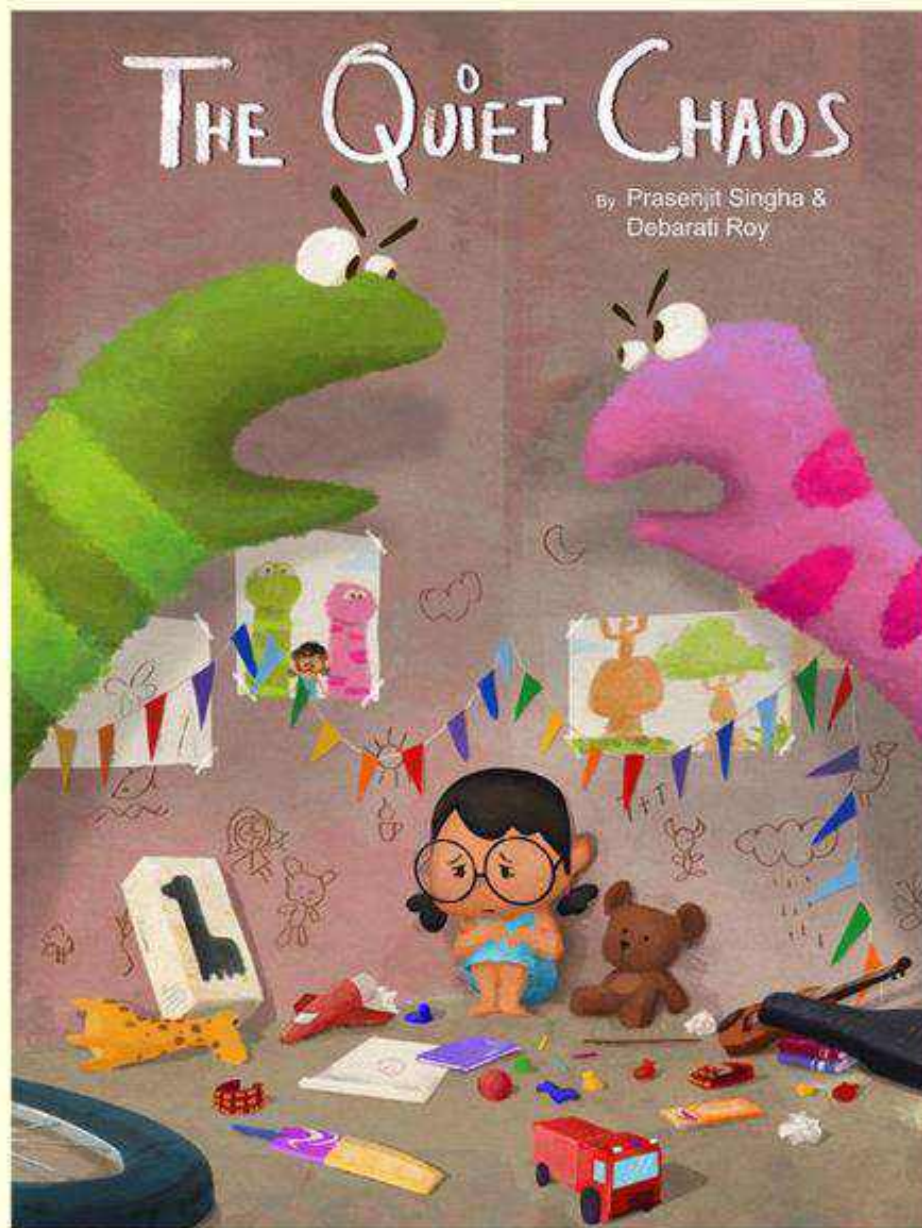


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## The Quiet Chaos

### Director & Writer

Prasenjit singha & Debarati Roy

**Logline** - "Children are not things to be molded but people to be unfolded." Titly, a 10-year-old girl with ADHD, feels trapped by others expectations, she escapes into a magical forest in her mind with her confidant Teddy where she discovers her worth isn't tied to perfection. Her journey teaches us the profound truth: the way we talk to our children becomes their inner voice.

**Duration** - 200 min  
(10 Episode, 20 min each)

**Contact** - 7278134946  
9007718652  
singha.rantu@gmail.com

Copyright Registration No.  
1744891923-1980264781

## About The Project

The Quiet Chaos is a limited animation series that follows the emotional journey of Titly, a little girl with big feelings navigating a world that doesn't always know how to support her. Being diagnosed with ADHD as an adult brought clarity to the emotional challenges Debarati (one of the creators) faced growing up in a world that often didn't understand or support her. This project is rooted in that lived experience emphasizing the importance of addressing mental health from an early age. In our society mental health especially for children is often overlooked.

This series will be a blend of classical 2D and 3D animation to bring Titly's world to life with a sense of both childhood wonder and raw emotional truth. Each episode explores a different emotional milestone leading up to a moment of destruction and then a sense of renewal. Also We currently have the first draft of the screenplay ready for review and further development. The total budget sought for this project is ₹15 crore, of which ₹10 lakh has already been arranged. We are currently looking for a producer to bring this vision to life.

## Creators

Prasenjit Singha and Debarati Roy are the creator of this project. They are a married couple and together they have 23 years of experience.

**Prasenjit Singha** - Director, Storyboard Artist, has over 15 years of experience in the animation industry. He began his career as a 2D traditional animator and has worked on various projects both Indian and international, including LEGO, Oddbods, Paw Patrol, Sound of Joy, Krishna, and more as a storyboard artist and supervisor. He has also directed many animation projects for ADNOC UAE. Currently he is developing his own IP and supervising multiple projects.

**Debarati Roy** - Debarati Roy, an animator with over 8 years of experience, has worked on various projects such as The Jungle Book, Blinky Bill, Bug Rangers, Vic the Viking, and many more. She is also a textile artist who creates art pieces. In addition she won Cosmopolitan's Artist of the Year Award for '23-'24.



## Production Timeline

Pre-Production : 1 year (Script writing, Voice over, Concept art, Colour script, Character design, Modeling, Texturing, Storyboard, Animatics)

Production : 1.5 year (Layout, 2d cell animation, VFX)

Post Production : 6 months (Lighting, rendering, Edit to final Output)





## MAAPU

**Segun Samson** - Creator / Artist  
**Omotunde Akiode** - Creator / Writer

While on an archaeological dig with their parents  
 On an ancient ruin, two siblings discover a magic map that takes them back in time to the ancient kingdom in all its glory.

### Episodic TV series

#### Email

segun.samson22@gmail.com  
 omotundeakiode@gmail.com

#### Mobile no.

+2348033195769 +14378333272

Maapu is a captivating episodic series with the potential for multiple seasons. Through rich storytelling and expansive world-building, we seek to create a series that deeply engages audiences and keeps them invested over time. To bring this vision to life, We are seeking funding support on any scale to Move forward and realize the full potential of This is an ambitious project.

We aim to develop MAAPU as a high-quality 3D animated series crafted to meet the standards of globally celebrated titles like Bluey. The show is designed for young audiences and combines heartfelt storytelling, professional voice acting, custom music, and intricate animation to create an emotionally engaging and visually rich experience. To balance excellence and efficiency, the projected budget is \$7.8M CAD, covering 26 episodes at CAD 300,000 each. To bring this ambitious vision to life, we are actively seeking co-production partners who can contribute complementary expertise across animation, writing, and post-production. We also welcome distribution partners who can help extend the show's reach through strategic marketing and global rollout opportunities. Additionally, we are inviting experienced producers to collaborate in packaging the project into a compelling, market-ready offering. Your involvement will be instrumental in aligning our creative goals with industry expectations, ensuring the project resonates with both broadcasters and audiences worldwide. With the right partnerships, we believe this series can become a standout success, both artistically and commercially, within the global children's entertainment landscape.

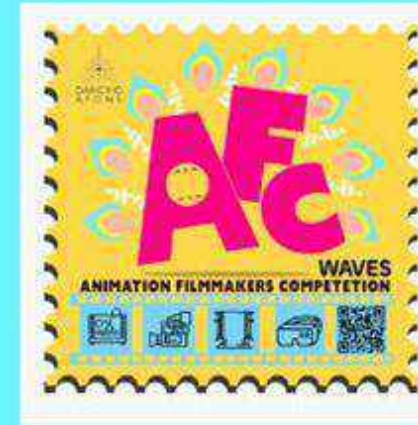
**Segun Samson** brings over a decade of experience to the in animation and gaming industry, his impressive portfolio includes contributions to Jungle Beat, Seal Team, Kizazi Moto, iWAJU, The Dragon Prince, and Monster High Electrified.

**Omotunde Akiode** is a distinguished Nigerian screenwriter with a remarkable career spanning 15 years in live-action and television with projects on global platforms like Netflix, Disney, and other prominent studios.





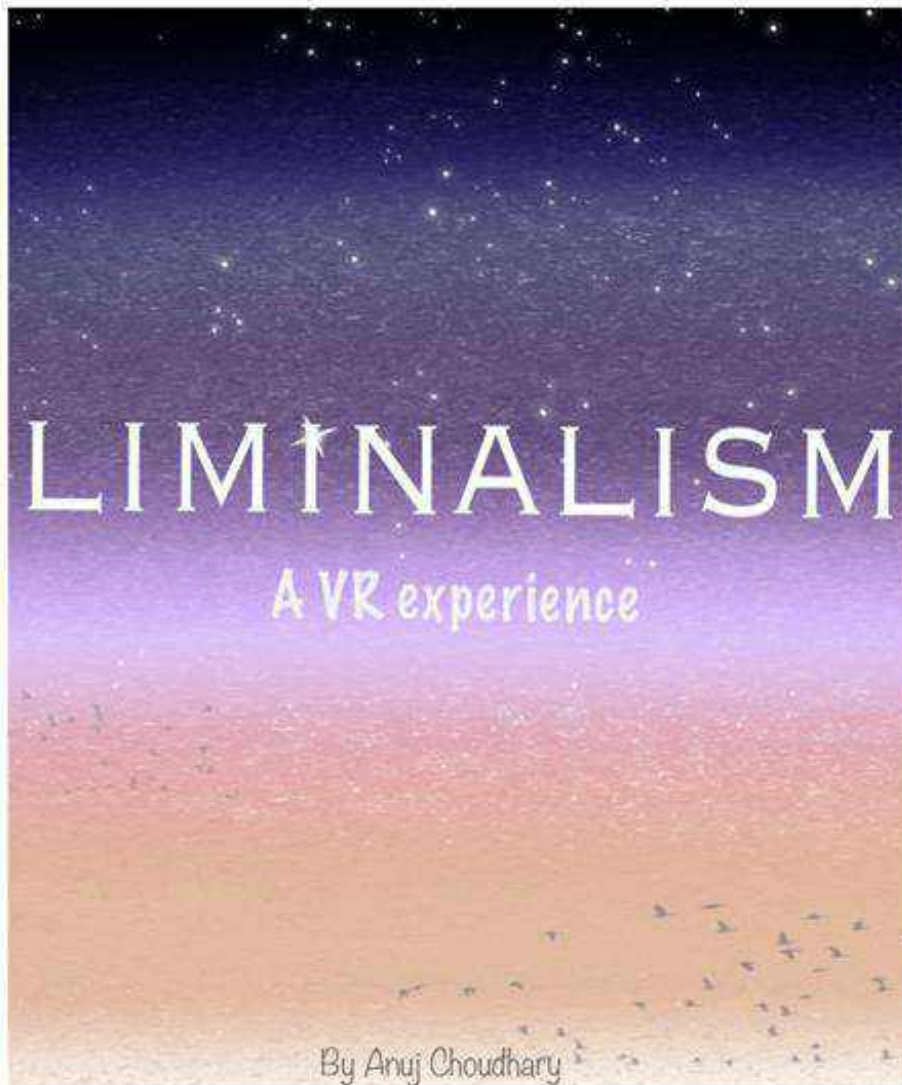
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AR/VR





## Liminalism- a VR experience

By  
Anuj Choudhary

anuj7195@gmail.com

+917991122880

In Internet aesthetics, liminal spaces are empty or abandoned places that appear eerie, forlorn, and often surreal. Liminal spaces are commonly "dream-like" places of transition, pertaining to the concept of liminality.

Such places are often associated with a forlorn atmosphere, a disconnection from the concept of reality, and a fluid or sometimes neglected aesthetic. Invoking emotions and states like Deja-vu or nostalgia. They are spaces which seem to be uncanny and sway from their intended purpose in subliminal and "liminal" ways. An infinite dream-like liminal virtual environment.

This VR experience will allow people to interact within these spaces and indulge in dreaming with their eyes open!

This VR experience lets people interact and immerse themselves into a dream-like virtual world where they can experience profound feelings. The sheer uncanniness and the nostalgic vibe can trigger liminal and subliminal feelings that are barely perceptible stimuli. It makes the intangible, tangible.

Heterotopia is a concept elaborated by philosopher Michel Foucault to describe certain cultural, institutional and discursive spaces that are somehow "other": disturbing, intense, incompatible, contradictory or transforming. Heterotopias are worlds within worlds, mirroring and yet upsetting what is outside. My VR experience will allow people to experience these spaces and shower in multitude of feelings from nostalgia to Deja vu and its types to other dream like vibes brought forth into reality. This VR experience can also be therapeutic in nature as it may transport a person into a particular space and time where traumas can be resolved and memories relived. My VR experience allows viewers to trigger certain emotions manually, it might help people experience an out of body experience at the same time while feeling deep sense of heterotopia, it could invoke sensations of hypnagogia and hypnopompia.

Although I do not have a script yet, I have figured out the textures, sounds, colors and the compositions that make a space/environment feel liminal and with your support, wish to execute it as intended.

I am looking for producers or studios to make this concept into a reality. I am also looking for a technical guide/team to handle the execution in VR, a design team to convey the liminal aesthetics, and sound engineers or designers to put life into this experience. I will require distributors to make the product sell and reach the target audience.

I am seeking an initial budget of 3 lakh INR to gather our team and equipment to kickstart this project.



A story teller from Ranchi, Jharkhand. Animation Film student at Satyajit Ray film and television institute of India. screenwriter, director, animator, GIS Engineer. I make 2d animations and dabble with all aspects of an animated film production pipeline from writing to storyboarding to actual animation and post.

Completed B-tech in 2015, but ever since I can remember, drawing and doing crafty things with my hands has been a huge part of my identity. I have explored all kinds of art techniques, from oil paintings to sculptures, from making posters to graphic design. But my life as an artist truly began the day when for the first time I made an animation, seeing my drawings living and breathing, I knew that I wanted more. I wouldn't have known it at the time that it would forever change me.

Currently I am working on a short animated documentary and previously I have made an animated student short film "Curiosos" that has been received well by national and international festivals and also assisted in many live action projects as well.

I put my heart and soul to every artwork I create. Every film I make, every time my drawings come to life, it always has elements that are a reflection of my own deepest inner self.

Working with me is like choosing someone that lives and breathes creating art and wants the people around to have a smile on their faces during the time and also is retrospected of working with me.

My time, resources and soul go into the process, so you can rest assured that You will have my involvement in every step of the creation.

I have been part of teams where I got really well, I guarantee quality work and a very friendly yet efficient work environment.

Cheers!

[www.linkedin.com/in/anuj-choudhary-b9a48818a/](https://www.linkedin.com/in/anuj-choudhary-b9a48818a/) |  
[https://www.instagram.com/anuj\\_art/#](https://www.instagram.com/anuj_art/#) | [https://m.imdb.com/user/ur113081039/?ref\\_=nv\\_usr\\_prof\\_2](https://m.imdb.com/user/ur113081039/?ref_=nv_usr_prof_2) |  
<https://www.behance.net/anujchoudhary1>



# Toxic Affect Substance Abuse On Human Body

**Director & Writer**  
Isha Chandna

A VR experience that shows the real impact of substance abuse on the body and mind, helping people understand the risks, feel empathy, and raise awareness to prevent addiction.

**Duration:** 5 minutes

**Email**  
ishachandna2001@gmail.com

**Mobile no.**  
91-9929095306

I am a student at Pearl, specializing in UI/UX design, with a passion for creating impactful and user-centred solutions. My focus is on combining creativity with empathy to design experiences that not only engage users but also address their needs effectively. I believe that my skills in UI/UX, coupled with a strong understanding of how to design immersive and meaningful digital experiences, make me a strong candidate for this competition. I am eager to contribute fresh ideas and create solutions that can truly make a difference.

This project uses virtual reality (VR) to show how harmful drugs can be to your body and mind. Instead of just reading about it, you *experience* it—up close and personal.

You'll see what happens inside your body when you use substances like nicotine, weed, alcohol, or other drugs. For example, you might go inside a smoker's lungs and watch them slowly turn black or explore how alcohol damages the liver over time.

In this VR experience, *you* are the main character. You'll walk through real-life scenarios where drug use takes a toll not only on health but also on emotions, relationships, and life choices. The tone is serious and eye-opening. The visuals are realistic—showing damaged organs and mental breakdowns—not to scare, but to make you think.

## Who is it for?

It's designed for people who already use or are at risk of using drugs. It helps them truly understand the damage and take a step toward change. It's also a great tool for teachers, doctors, and rehab centers to support education and recovery.

## Why it matters:

This isn't just another lecture. VR makes the danger *real*, personal, and unforgettable—helping people rethink their choices before it's too late.

[www.linkedin.com/in/isha-chandna-297bb9277](https://www.linkedin.com/in/isha-chandna-297bb9277)

<https://ishachandna.framer.website/>

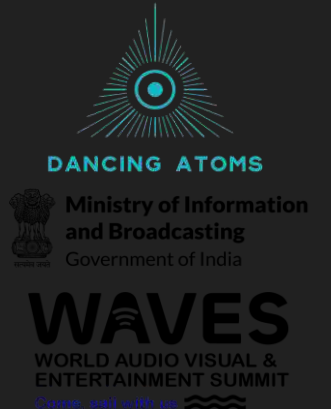
VR PROJECT WAVES DANCING ATOMS ISHA CHANDNA

# REALITY



YOUR DECISION

TOXIC EFFECT OF SUBSTANCE ABUSE ON HUMAN BODY







# Ashvamedha

THE PRINCE'S TRIAL

Director & Writer  
Sundar Mahalingam

Email ID : [Spiddymax@gmail.com](mailto:Spiddymax@gmail.com)

Duration : 20 min

Phone no : 9099633620

## LOGLINE

In the Vedic era, a young prince embarks on the sacred Ashvamedha ritual to claim his throne, only to uncover an ancient, sealed entity whose release threatens to destroy his kingdom, forcing him to confront destiny, power, and sacrifice to restore balance.

**Project Title: The Ashvamedha: Rise of the Prince**

**Genre: Mythological Fantasy | Animation | XR Immersive Experience**

## Summary:

*The Ashvamedha: Rise of the Prince* is an animated mythological fantasy set in the majestic Vedic era, blending ancient Indian traditions with immersive technology. The story follows Prince Aryan, a brave yet uncertain heir, who sets out on a sacred Ashvamedha Yagna—a horse sacrifice ritual to prove his claim to the throne.

But destiny takes a dramatic turn when the ritual inadvertently unseals Vritra, an ancient Asura of drought and chaos. With the balance of the world at stake, Aryan must rise beyond his fears to confront this forgotten evil. Along his journey, he learns leadership, faces betrayal, and uncovers hidden truths about his lineage and duty.

The project uniquely combines 2D/3D animation with XR storytelling, allowing users to not only watch but experience Aryan's journey firsthand—exploring temples, witnessing divine battles, and interacting with key elements in real time.

Visually rich and culturally rooted, the story carries themes of legacy, dharma, and the struggle between light and shadow. It's designed to engage both young and mature audiences who are interested in mythology, fantasy, and interactive narratives.

This isn't just a film it's an immersive journey into India's mythological heritage, reimagined for the future of storytelling.

## Creators Bio

With a robust background in Visual Communication and over two decades of experience in academics, I have honed my expertise in XR content development, 3D animation, VFX, and game development. My academic journey began with a B.Sc and M.Sc in Visual Communication from Bharathiar University, Coimbatore. Over the past 20 years, I have dedicated myself to the field of education, sharing my knowledge and skills with students and professionals alike.

**Production Schedule - 15 Months**

**Screenplay is in progress**

**Seeking Amount - 5 Lakhs**



DANCING ATOMS

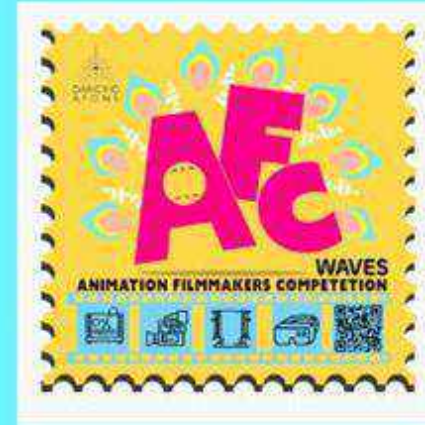


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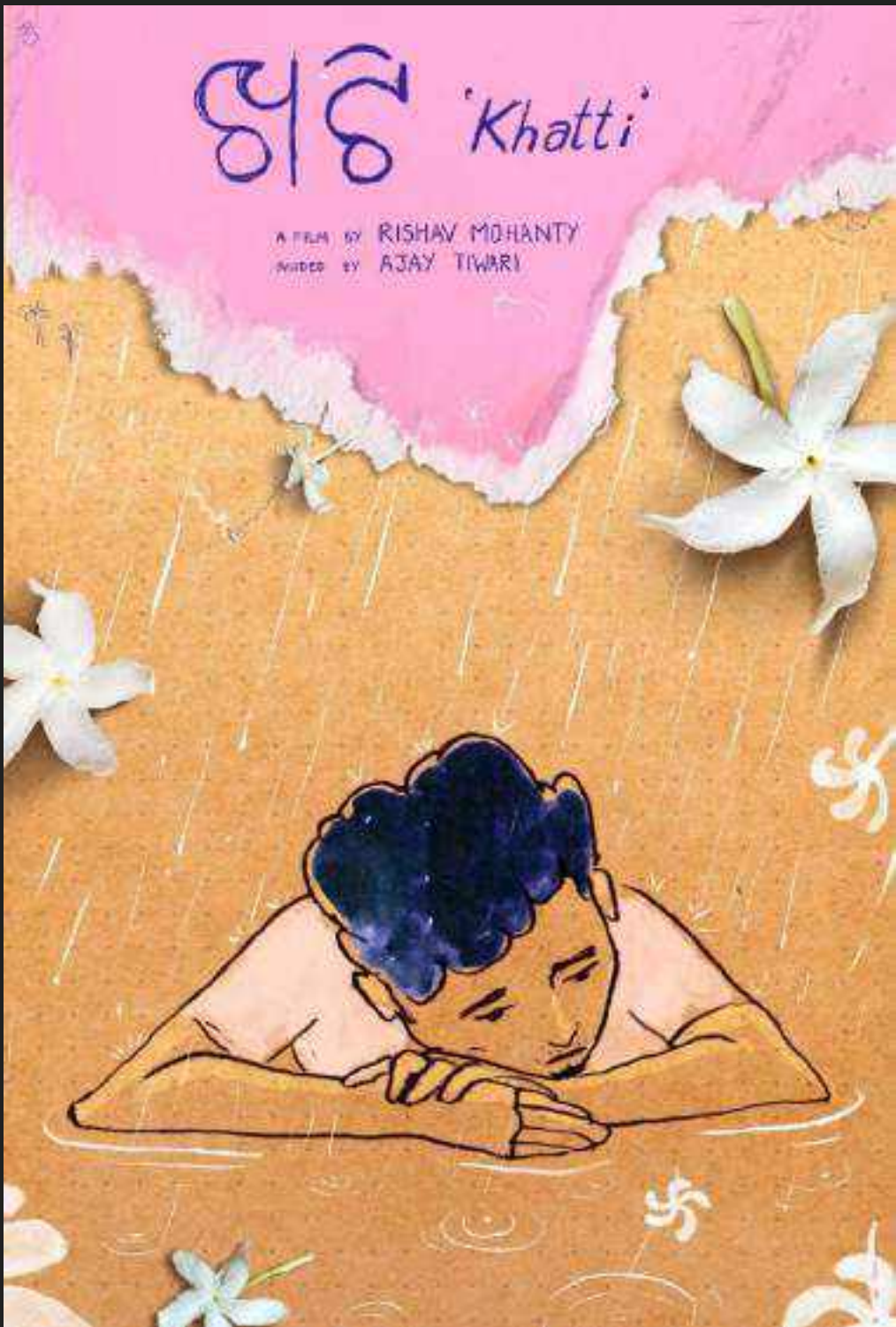




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# Short Films





# Khatti

Animated Documentary  
short film

**Rishav Mohanty**  
Director/ Writer

A student filmmaker, who is struggling with self doubt and anxiety over his lack of artistic voice, discovers a new found cafe near his home.

**Duration**  
15 minutes (approx)

**Contact**  
rishavmohantywacc@gmail.com  
+91 - 8826967227

## About the Project

‘Khatti’ is an animated documentary short film, set in Bhubaneswar, Odisha. It is based on my own experiences during the year of 2024. I have been in a phase of self doubt for a long time and have been constantly questioning if I have a ‘voice’ as an artist/filmmaker. This has led to several bouts of anxiety and panic attacks. I got help but the questions still lingered on. In the meantime a new cafe opened up near my place, called the ‘Old Town Cafe’ and over the course of the year, this place and its people became a second home for me. Amidst all the chaos in my head, this place inspired me, took care of me, fed me and most importantly taught me how to live again.

I decided to document the cafe and the surrounding ‘Old Town’ area in my sketchbooks and share my experiences/struggles as an animated film. The film will visually experiment with various traditional media. It is bilingual ( Odia and English). It is currently in Pre Production.

## Production Schedule

Trailer is complete	Tentative budget : 10 lakh INR
Script is Work in Progress	Estimated Timeline : 18 months

I am seeking funding to produce my film and distribute to festivals and other platforms for viewing

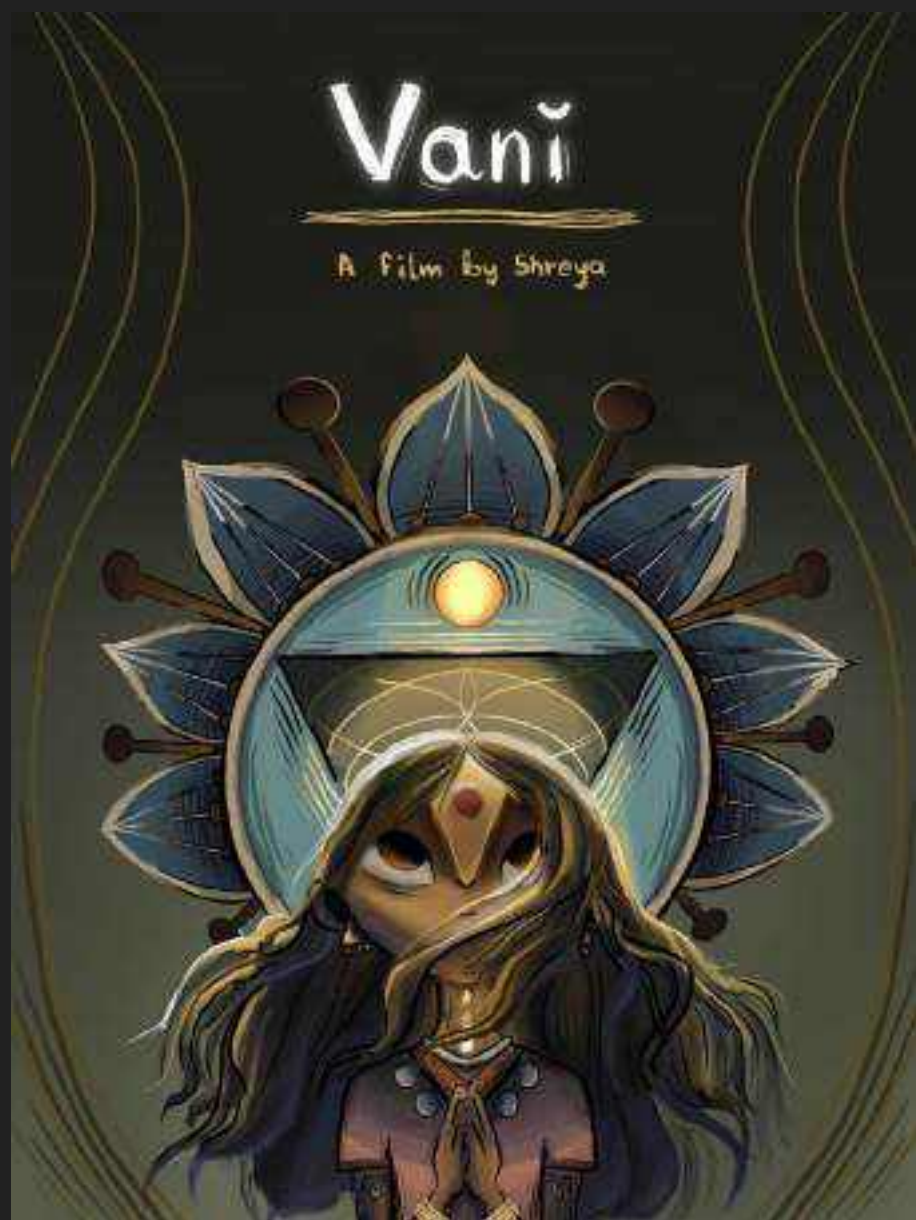
## Creator’s Bio

Rishav Mohanty is an Animator/Illustrator from Bhubaneswar, currently pursuing his Master's in Animation & Film Design from National Institute of Design, Ahmedabad. Being born and raised in Bhubaneswar (Odisha), the millions of festivals and temples had a huge impact on enriching his curiosity towards regional cultures and its nuances. His works also reflect stories from around his hometown and from his daily life.

He has made two animated short films in college titled, “Baya” and “ Yestrday”, currently up on Youtube and has worked as a freelance artist in animated short films, feature films, tv series and picture books.







## ***Vani (A Voice of a Glowing Heirloom)***

**Director/Writer**  
**Shreya Sachdev**

**Logline:** A young singer, weighed down by self-doubt and legacy, rediscovers her voice by reconnecting with nature, reigniting her inner glow of wisdom and creativity.

**Contact-**

**Phone No.-** 91+8223034428  
**Email-**  
smarkingshreya.142@gmail.com

### **About The Project-**

Vani is a 2D animated short film, a story about a young singer burdened by self-doubt and the weight of her family's musical legacy, who sets out on a transformative journey of self-discovery. As she distances herself from external expectations and immerses herself in the rhythms of nature, she begins to reconnect with her roots. Through this process, she finds her voice. She awakens the three glowing lines within her—symbols of wisdom, creativity, and spirituality—reclaiming her place in the legacy with newfound strength and authenticity.

### **Creator-**

Shreya Sachdev is an animation and motion graphics student at UID, Gandhinagar, Gujarat. Drawn to character design and introspective tales.

### **Production Timeline**

Pre-Production- (2 Months) Completed

Pre-Production- (2 Months) Completed

Production- 3 months (Halfway done) (2d digital animation)

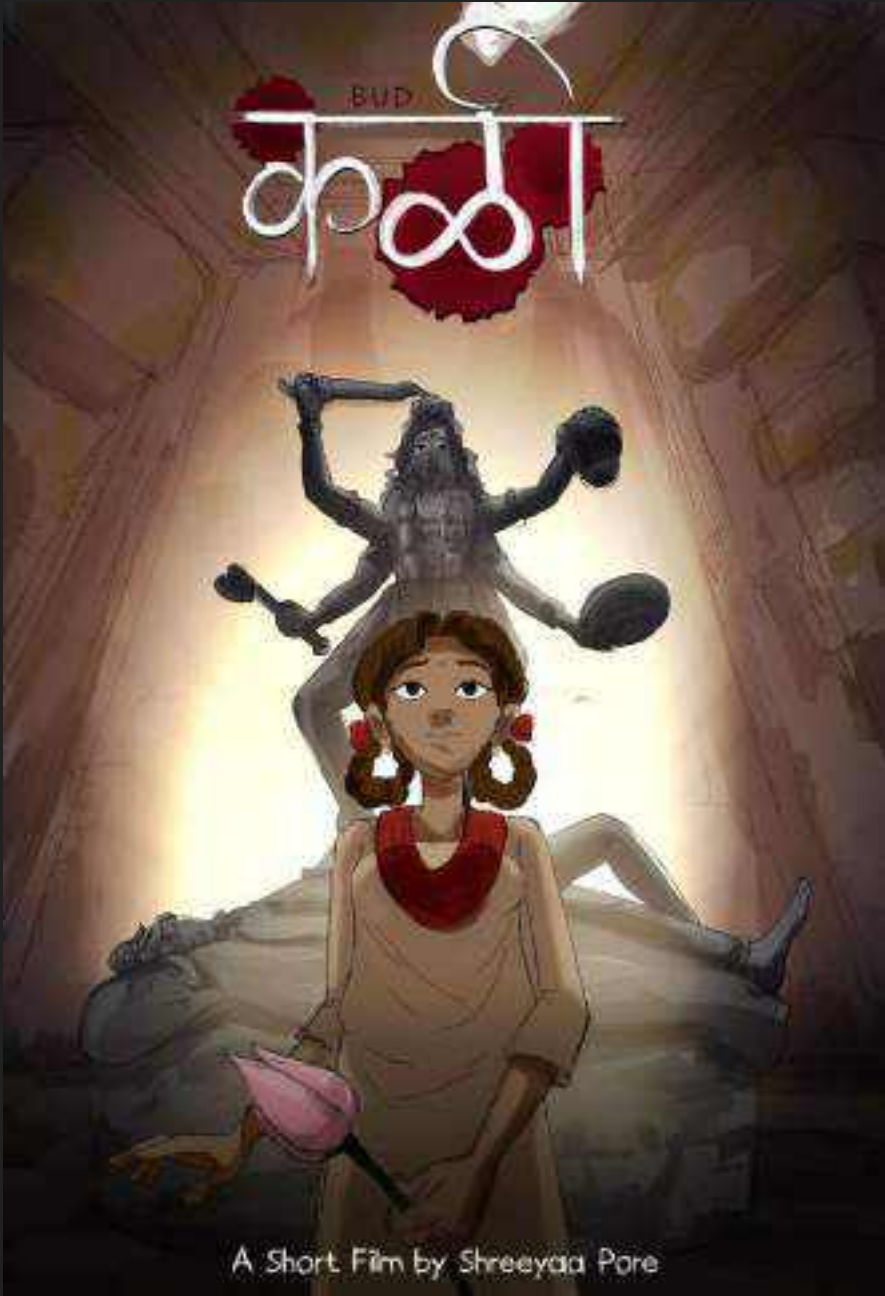
Post-Production- 2 weeks (editing, colour grading, sound design )

### **Seeking Expertise-**

guidance for the visual development and sound design of this project.  
feedback on how to enhance its creative direction and visual storytelling.







Title	Kali (Bud)
Language	Marathi
Length	3-4 minutes
Genre	Drama, Social Issue, Psychological
Medium	2D Animation

LOGLINE:

In a town entrenched in menstrual taboos, a young Marathi girl named Sayali (flower), shunned and isolated during her cycles, watches in anguish as another Malayali girl named Padma (Lotus) is celebrated like a goddess for her first period—an irony that propels her into a transformative journey of empowerment through a divine encounter with Goddess Kali.

CONTACT:

shreeyaa.pore@gmail.com  
+91 89998 21647

PORTFOLIO:



In a small town engulfed by menstrual taboos, Sayali, a young Marathi girl, is made to feel ashamed and impure every time she gets her period—shut away in a dark room, cut off from the world.

One day, she watches as her Malayali friend in town, Padma, is celebrated with a grand Ritu Shuddhi ceremony, honored like a goddess for the very same thing. The contrast leaves Sayali confused, hurt, and angry.

Overwhelmed, she runs into the forest and finds herself drawn to an old, forgotten temple of Goddess Kali. There, something shifts. Surrounded by the raw, powerful energy of the goddess, she begins to shed her shame and embrace her womanhood with pride. That moment changes her—and sparks something bigger: the courage to question old beliefs and celebrate the strength in being a woman.

ABOUT ME:

Hey! I'm Shreeyaa Pore, a 21-year-old student of animation, with a love for storytelling. My journey started when my grandmother helped me with my first drawing, and it's a moment that's stayed with me. My grandfather used to say, "the eyes are the most powerful tools of expression," and that shaped how I see characters and the way they connect with people.

I'm also a trained Kathak dancer, which taught me how to express emotion through movement—without saying a word. That understanding naturally led me to animation, where I get to bring characters to life through rhythm, emotion, and story. For me, it's all about creating work that feels honest and makes people feel something.

SEEKING FOR:

*The production is almost complete, with post-production going on. I'm currently looking for distribution and channel partners to help share the story with a wider audience. I'm also eager to connect with like-minded collaborators and mentors who can offer guidance and bring fresh perspectives as the project moves into its next chapter.*



SHREEYAA PORE

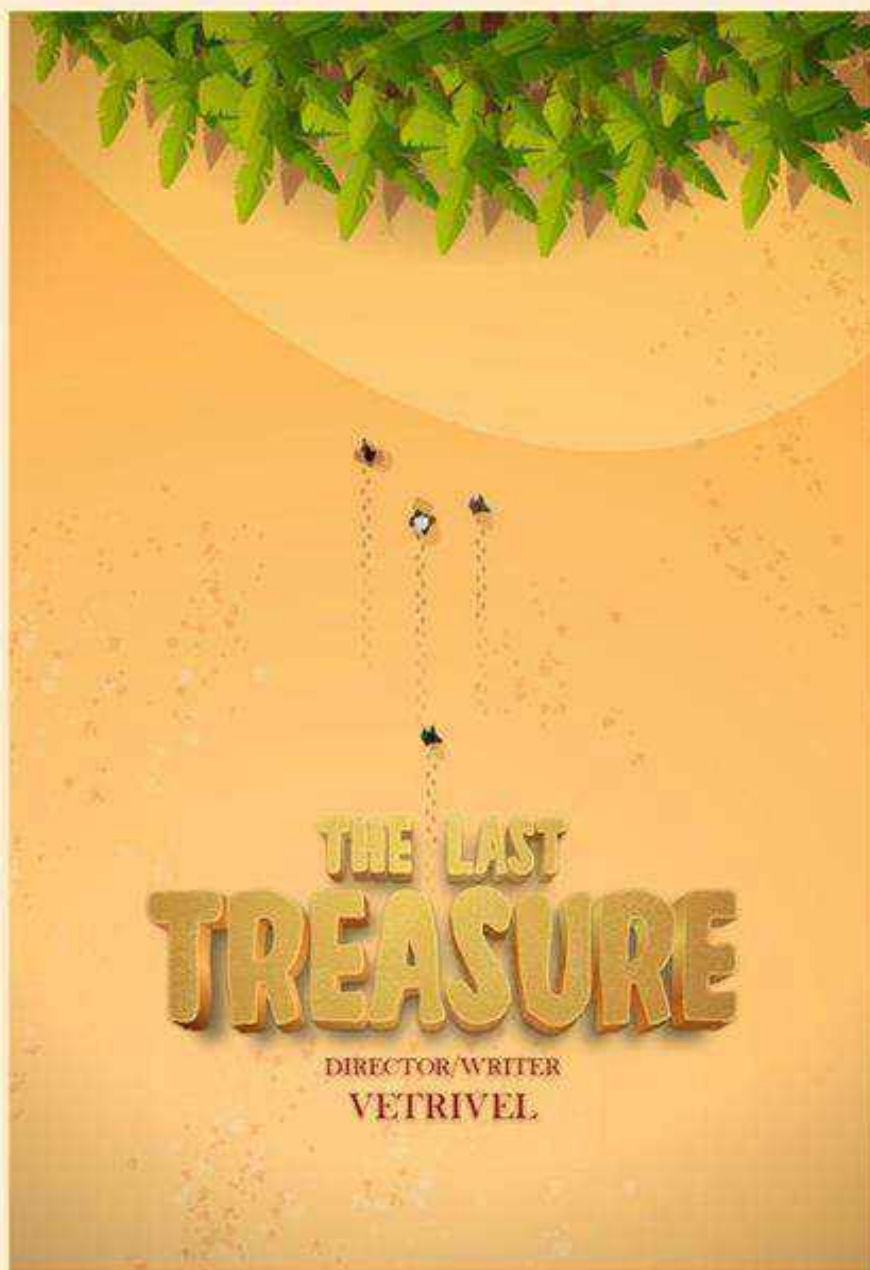
Writer | Director

Instagram: @purple\_he.art\_

LinkedIn: https://www.linkedin.com/in/shreeyaa-pore-934824269/







## **THE LAST TREASURE**

**DIRECTOR / WRITER  
VETRIVEL**

After a freak storm pulls a jet pilot into a future where water is more valuable than life, he must confront a desperate family and a deadly choice before waking up in his own time, carrying a wound and a warning that could save the world.

**Duration : 12 minutes**

**Phone : +91 63822 70788**

**Email : vetriifx@gmail.com**

## **About the project**

On a tranquil evening at the beach, a group of children watches a patrol jet fly overhead before it mysteriously disappears into the sea. Inside the aircraft is a calm, experienced pilot on a routine mission to investigate a strange anomaly detected over the ocean. Suddenly, a violent, unnatural storm forms, and a powerful hurricane pulls his jet into the waves.

The pilot regains consciousness not underwater, but in the middle of an endless, scorching desert. Disoriented and injured, he stumbles across the barren land until he encounters three mysterious figures: a wise old man, a fiery young man, and a sharp, thoughtful girl. Though reluctant to engage, they lead him to a hidden oasis the last refuge in a world that has fallen to environmental collapse.

Here, the pilot learns a terrifying truth: he has traveled into a future where water is the rarest and most valuable resource. The trio believes his arrival offers a final hope to go back in time and prevent their world's fate. As tensions rise, the son pulls a gun, and a shot is fired.

The pilot awakens back on the beach, bloodied from a real wound. The vision wasn't a dream it was a warning. Shaken but alive, he realizes the future is closer than anyone imagines. With renewed purpose, he vows to act to change the course of humanity before it's too late.

## **Our team**

We are a dedicated team of four creative professionals, specializing in animation and video editing. With diverse backgrounds in motion graphics, visual storytelling, sound design, and post-production, we combine our individual expertise to craft engaging and impactful narratives. This project is the result of a fully collaborative effort each of us contributing ideas, technical skills, and creative insights throughout every stage of production. From conceptualization to final output, our unified vision and teamwork brought this story to life, blending artistic expression with professional execution.

## **What We're Seeking**

As passionate animators, we're looking for a platform that values creativity and opens doors to potential collaborations. We aim to gain financial support for our project, helping us elevate our work and bring our vision to life. For us, animation is more than art it's a tool for storytelling, impact, and meaningful change.

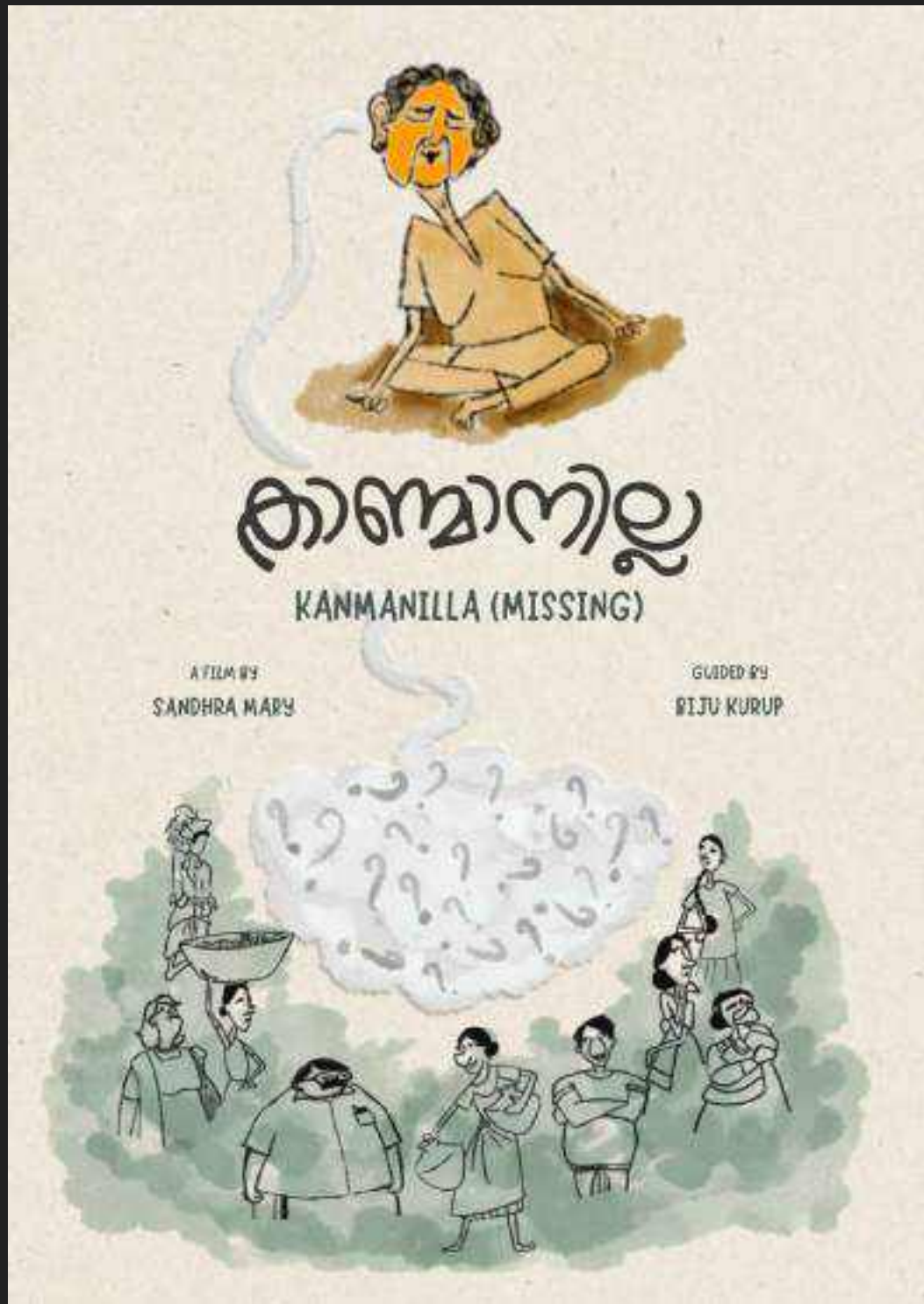
**Production schedule : 7 months**

**BUDGET : 14 lakhs**

**Screen play : Yes**







# KANMANILLA (MISSING)

Animated Short Film

## SANDHRA MARY

Director | Writer

## LOGLINE

An elderly woman goes missing one morning giving rise to speculations and rumors, finally found in the attic doing her skincare

6 min

Duration

## CONTACT

mary.sandhra799@gmail.com

All rights belong to myself

## SUMMARY

In a small village in Kerala, **Kuttiyamma**, a grandmother, goes missing one morning, causing tension among her family and neighbors. The **neighbors** gather to help search her. Unable to find her, they start **speculating** on her recent actions and whereabouts, creating **rumors** about Kuttiyamma. They finally find Kuttiyamma in the attic, calmly doing her **skincare** and she **dismisses** the rumors.

This incident sheds light on societal expectations and the **stigmas** elderly people face, such as the pressure to dress conservatively and the **shame** associated with deviating from these norms. The story highlights the blend of **worry and humor** in familial and community bonds.

## SANDHRA MARY - BIO

A filmmaker & comic artist from Kerala, currently a student of Animation Film Design at the National Institute of Design. Kanmanilla is the graduation project which is a work in progress

## PRODUCTION SCHEDULE

Currently the film is in the production phase.  
The film will be completed by August 2025.

I am seeking funding for production, mentorship for animation, collaboration with buyers and distributors, artists and animators to collaborate and help with marketing.

BUDGET: 5,21,000/-

I have a screenplay ready

[LinkedIn](#):Sandhra Mary

Instagram: @san\_maryyy



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# Best Friends- Short Film



**Director:** Prasanth Kumar

**Writer:** Prasanth Kumar

**Logline:** A boy, unhappy with his pet dog, sends her out of the house, but later his life is saved by the dog in extraordinary circumstances.

**Duration:** 10-15 Min

**Mobile:** 7799663917

**Copyright:** SWA Membership 70634

**Email:** [Prasanth@vinleocreative.com](mailto:Prasanth@vinleocreative.com)  
[binkhu@gmail.com](mailto:binkhu@gmail.com)

## ABOUT THE PROJECT:

In a beachside home, a boy angrily scolds Rex, his pet dog, after discovering that Rex has thrown his mobile in the water. It's a mobile he treasures. He gives him a tight slap. Finally, he sends Rex out of the house. In order to change his mood, he decides to go to the nearby beach alone. A sudden, anxious barking pierces the boy's sleep. Irritated, he wakes up and finds Rex, but the dog only grows more frantic, tugging at the leash with wild urgency. The boy senses something unusual in Rex's behavior. Rex dashes toward the nearby hill, barking insistently for the boy to follow. It's a TSUNAMI. He runs after Rex. They reach higher ground and watch massive TSUNAMI waves crashing over the shore, destroying everything in their path. The beachgoers are helpless and succumb to it, but the boy and his dog are safe on higher ground. The boy sinks to his knees and embraces Rex, tears in his eyes, overcome with both relief and guilt. Animals have extraordinary ability of sensing danger before Humans can.

## Prasanth Kumar BIO:

I am based in Hyderabad, India, and I am currently heading a video production business with the goal of creating an animation feature film. With 17 years of corporate experience in IT, media, and the entertainment sector, I have gained a wealth of knowledge that I am now channeling into my passion for storytelling and filmmaking..

**Current status:** Story/Screenplay and Storyboard ready

**Budget:** 5 lakhs raised and I am seeking 20 lakhs from potential production partners to help us develop, produce, and present the project to a global audience.

## Linkedin

<https://www.linkedin.com/in/prasanth-kumar-46738821/>

## Instagram:

[https://www.instagram.com/prasky\\_filmmaker/](https://www.instagram.com/prasky_filmmaker/)

## Website

[www.vinleocreative.com](http://www.vinleocreative.com)







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# CLIMATESCAPE



"A Journey Through Nature's Ever-Changing Canvas"

Film by- **RICHA BHUTANI**

Written & Directed by- Richa Bhutani

**Logline-** "In a world where climate change has pushed weather conditions to their extremes, 'Climatescape' takes viewers on a breathtaking journey through the seasons, revealing the stark beauty and harsh realities of nature's transformation."

**Duration-** 10-15 minutes

**Phone-** +917291087613

**Email-** [richa.gk.bhutani@gmail.com](mailto:richa.gk.bhutani@gmail.com)

**Linkedin-** [www.linkedin.com/in/richa-bhutani/](https://www.linkedin.com/in/richa-bhutani/)

**Website-** [www.creativesoulvfx.com](http://www.creativesoulvfx.com)

**Genre-** Sci-fi with Environmental Drama

**Production Schedule-** 10-12 months tentative (based on FX Simulations)

**I am Seeking-** Co-production partners, funding, and mentorship to further develop the film, as well as potential distribution partners.

**Budget-** INR. 10-15 Lakhs

**Creator's Bio-** I am a Digital Effects and Motion Graphics artist with over 10 years of experience in CG, VFX, Digital Marketing, and AI Content Creation. Holding a Master's degree in Digital Effects from Bournemouth University, my expertise spans the creation of photorealistic visual effects, practical effects techniques, and advanced acquisition methods. I am proficient in industry-standard software such as Houdini, Nuke, Photoshop, After Effects, and Premiere.

Throughout my career, I have continually refined my skills through participation in various programs, including the Women Creators Program, which has allowed me to further enhance my craft and stay at the forefront of industry advancements.

Through my project 'Climatescape', I want to highlight the extreme changes in weather patterns caused by climate change. Through visually striking storytelling, I aim to raise awareness of environmental issues and advocate for urgent climate action.

Climatescape: A Tale of Courage, Resilience, and Nature's Enduring Bond

**"Climatescape"** is a visually compelling short film that explores the extreme climatic conditions brought on by climate change. Through a blend of digital and practical effects, the film transitions between four distinct seasons—summer, winter, autumn, and the rainy season—each representing the harsh realities of a changing environment.

**Summer's Scorching Heat-** The film opens with an intense summer scene, where the sun's relentless heat wilts leaves, drains rivers, and leads to droughts and famine. This imagery powerfully underscores the urgent reality of rising global temperatures and their catastrophic effects.

**Winter's Bitter Chill-** Next, the film transitions to a freezing winter, where heavy snowfall blankets the landscape, and steam from a coffee mug freezes mid-air. The melting ice, rising sea levels, and plastic pollution—in the form of a giant fish made of plastic swimming through underwater flora—highlight the devastating impact of climate change on both cold and marine environments.

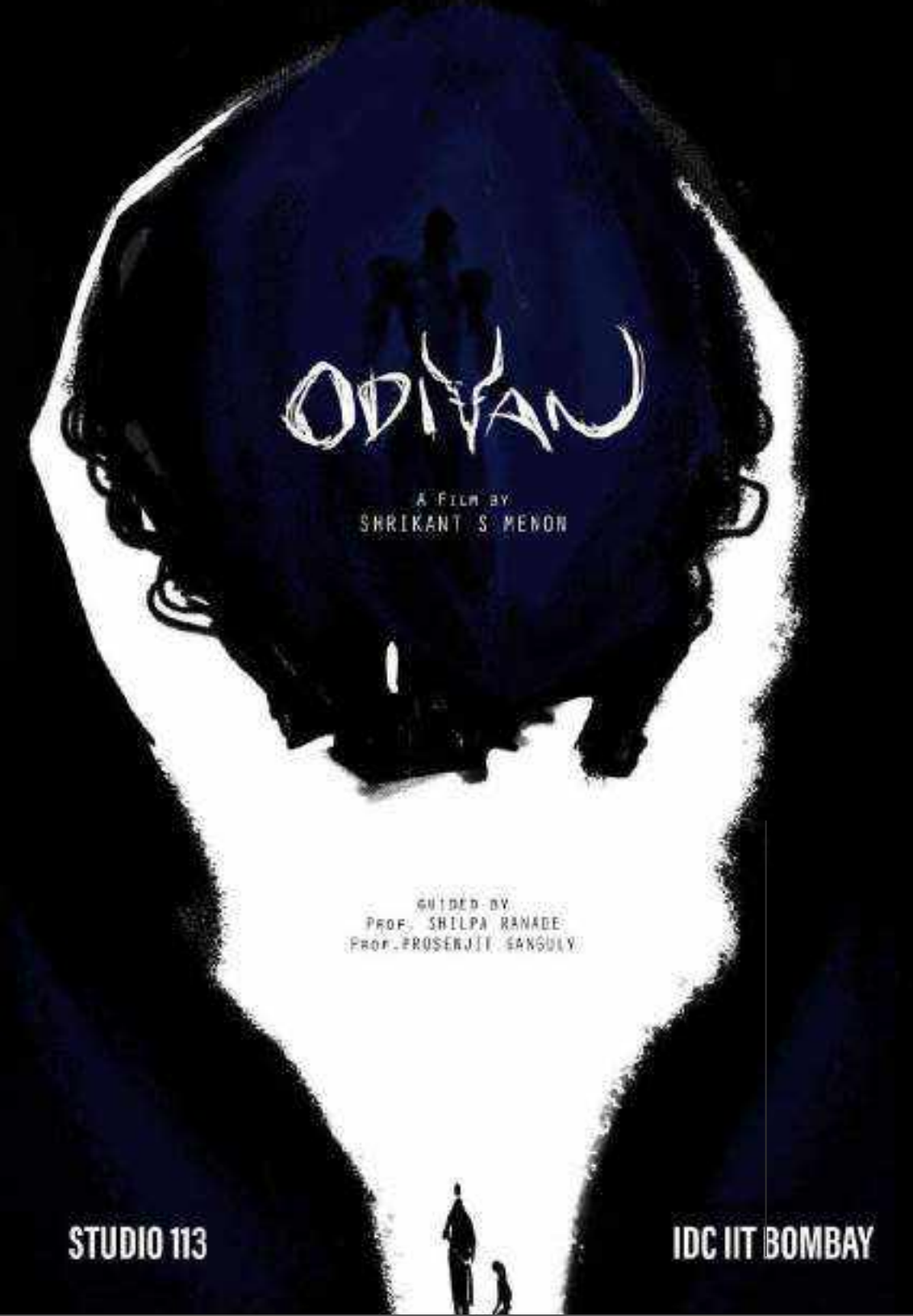
**The Onslaught of Rain-** As the film moves into the rainy season, high humidity and constant downpours lead to food spoilage and fungal growth. This sequence emphasizes the broader implications of climate change on food security and health, illustrating the strain on agriculture and public well-being.

**Autumn's Whirling Winds-** In autumn, dry leaves caught in low air pressure spiral into a tornado, symbolizing the chaotic forces unleashed by climate change. The film also references the destruction of forests like the Amazon, ravaged by wildfires, reinforcing the unpredictable and violent nature of the changing climate.

**Conclusion-** "Climatescape" is a stark reminder of the extreme seasonal shifts caused by climate change. Each vignette serves as a visual call to action, urging viewers to reflect on their relationship with the environment and the urgent need for sustainable action to preserve our future.







WRITER | DIRECTION | ANIMATION

Shrikant S Menon

DURATION	06 minutes
GENRE	Horror   Drama   Revenge
TECHNIQUE	2D Animation

LOGLINE

In 1950s Kerala, an Odiyan named Mayan, skilled in the mystical art of shapeshifting, embarks on a gripping journey of revenge against an oppressive landlord who killed his son based on caste discrimination

CONTACT

shrikanttirur@gmail.com  
+91 9188154664

SUMMARY

Odiyan is a vibrant animated short film set in the lush landscapes of 1950s Kerala. The story revolves around Mayan, a man who practices the ancient occult art of Odividya, allowing him to shapeshift into animals. When his young son is brutally killed by an upper-caste landlord, Mayan is pushed to the edge. Driven by grief and rage, he turns to his mystical powers and the divine to exact justice. This film explores themes of caste politics, belief, and the balance between vengeance and justice, blending drama, superstition, and magic with cultural depth

BIO

Shrikant is an animator, illustrator, and visual storyteller with a background in architecture and a strong passion for narrative-driven design, currently teaching at UID, Karnavati University. He holds a Bachelor's degree in Architecture from the College of Engineering, Trivandrum (2019), and a Master's in Animation and Film Design from IDC School of Design, IIT Bombay (2023).

With a multidisciplinary approach, Shrikant specializes in 2D animation, concept art, character design, and story development. His architectural background brings a unique spatial awareness and structural clarity to his visual storytelling.

I'm seeking for masterclass and mentorship opportunities to refine my storytelling and animation techniques. Expert guidance in folklore, character development, and world-building will help elevate *Odiyan*, ensuring its themes and visuals resonate with a global audience.

Screenplay is ready.  
The Film has begun its production, it will be completed by July 2025



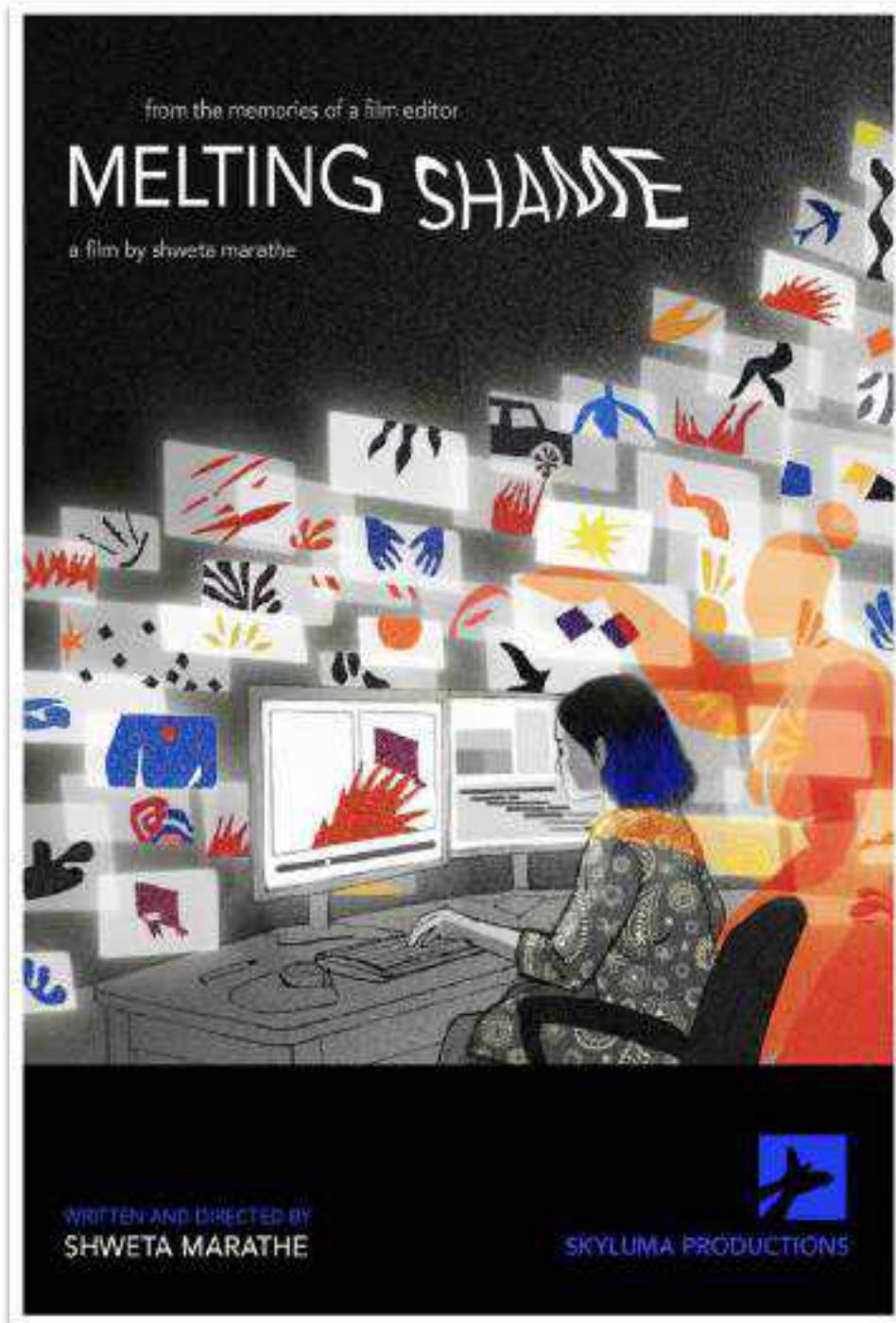
SHRIKANT S MENON

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LinkedIn :  
<https://www.linkedin.com/in/shrikant-s-menon/>

Behance:  
<https://www.behance.net/shrikantsmenon>





## MELTING SHAME (2026)

Writer & Director: Shweta Marathe

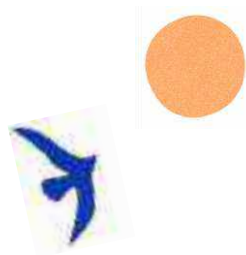
Logline: “A young film editor, Maya, grapples with shame after freezing in shock in response to insidious abuse by her driving instructor, on confiding in her older sister, she seeks to reclaim her power by editing her memories.”

Duration: 12 minutes

Genre: Socio-Emotional Drama

Copyright Registration Number:  
1733634655-2109264754

[melting.shame.film@gmail.com](mailto:melting.shame.film@gmail.com)



**Melting Shame** is an animated short film which explores the emotional complexities of shame associated with abuse. The film addresses sexual abuse with a distinct focus on teenagers and young adults. By shifting the lens to these age groups the film fosters deeper understanding of the long-term impact, encouraging critical conversations often avoided in mainstream narratives.

Set in contemporary Mumbai, the film unfolds within Maya’s apartment and her intimate editing setup, weaving a narrative of memories through the city’s bustling streets, suburban corners, and the confined space of a learner’s driving car. The narrative parallels between **editing a film** and **editing life**: merging realism with surrealism—a slightly abstract version of Maya's reality. Traumatic memories intertwine with her editing screen, depicted as surreal, fragmented pop-ups, collapsing visuals, disappearing faces, and distorted soundscapes, capturing the fleeting, unstable essence of memory.

The film’s tone is bitter-sweet—intimate yet unsettling, capturing an honest portrayal of a young adult grappling with complex emotions like shame and memories of abuse. It delves into the weight of traumatic memories, while finding balance in the warmth, resilience, and light-hearted humour in the sister’s bond. With thoughts presented as a stream-of-consciousness it crafts an experiential journey through the narrator’s mind—using reflective voiceover, layered sound design, and evocative visuals to stimulate the dynamic process of thinking itself.

**Shweta Marathe** is an Animation Film Director and Design Educator, based in Mumbai. She graduated from the National Institute of Design, AP in 2021. Her work focuses on empowering narratives, with an emphasis on emotional resilience and social issues. Her films and collaborations have been awarded and screened at national and international film festivals. Featured in Asians In Animation AIA, and is an honorary member of Association Internationale du Film d'Animation ASIFA Central USA, Tribe Advisor for Sony Talent League, STL-III, and co-leads Women In Animation, India Collective, WIA-IC to support and celebrate women’s creative talent. In 2024, Shweta co-founded Skyluma Productions® dedicated to producing and supporting artistic excellence in independent cinema.

### Tentative Production Schedule:

- 01 Pre-Production : 12 Weeks
- 02 Animation Production : 30 Weeks
- 03 Post-Production : 10 Weeks

**We are seeking Co-producers, Investors & Distributors to join our project.**

Planned Budget: ₹26.90 Lakhs | \$30,800

Secured: ₹1.75 Lakhs | \$2,000

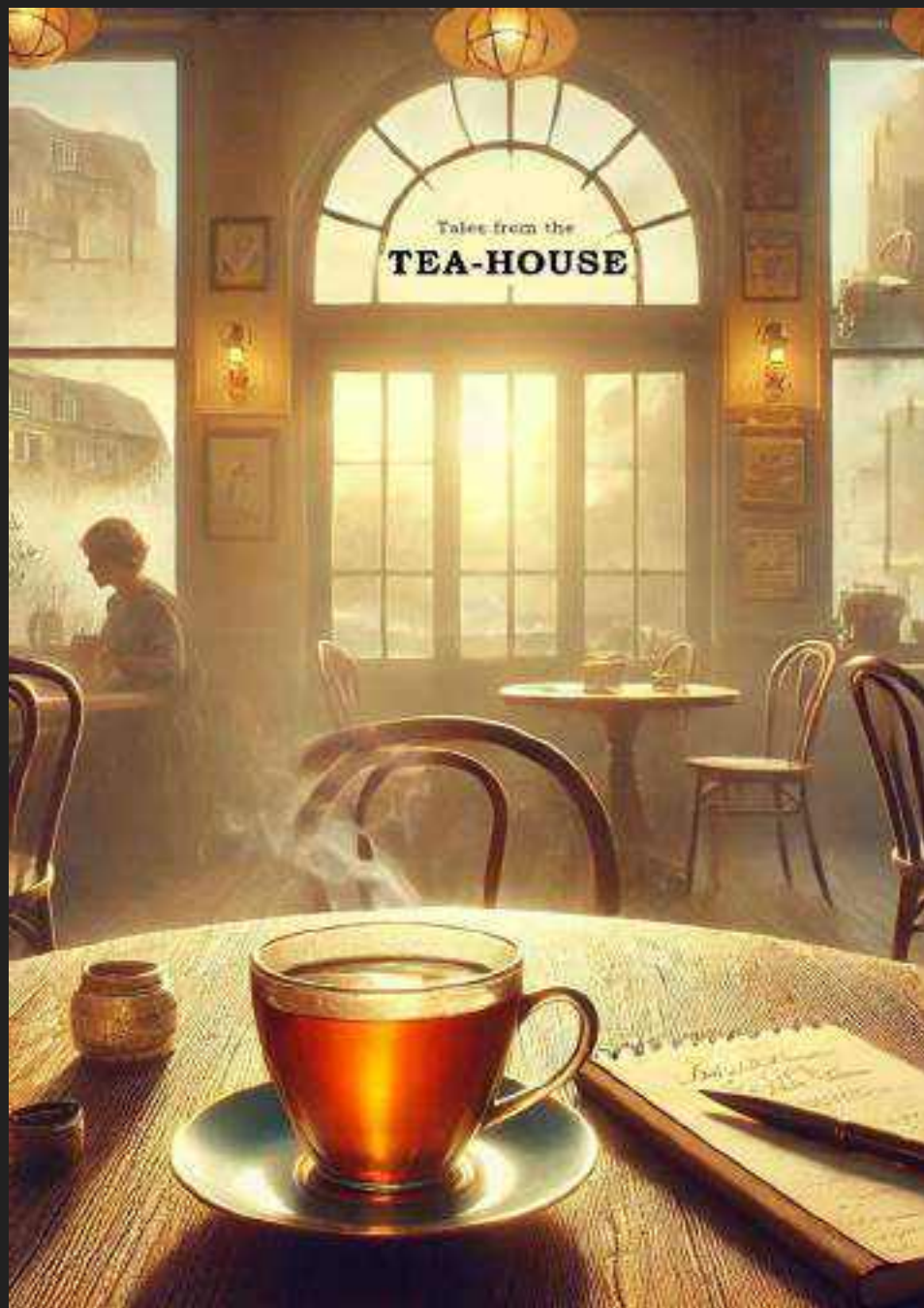
**I have a screenplay draft ready**



[Linkedin](#) | [Instagram](#) | [IMDb](#) | [Showreel](#)

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## Tales From the Teahouse

Animated short film

**Hirak Jyoti Nath**

Director/ Writer

A tea house becomes the timeless backdrop for stories of love, loss, and life across generations, where each sip of tea tells a tale of connection and change.

### Duration

15 minutes (approx)

### Contact

Nathhirakj16@gmail.com  
+91 - 7578892971

## About the Project

*Tales from the Tea House* is a poignant animated short set in a cozy tearoom, where generations of characters connect, reflect, and rediscover themselves over cups of tea. Spanning decades, the story follows Aadhya's journey from a curious child to a reflective adult, and eventually a wise elder, as she navigates life, love, loss, and legacy. Through intimate conversations with her mother, suitor, son, and eventually granddaughter, the tearoom becomes a timeless space where memories are brewed like tea—rich, layered, and comforting. With themes rooted in Indian culture, the film celebrates everyday rituals like sharing pakode and tea as emotional anchors in times of change. Deeply human and evocative, the narrative captures how small, tender moments quietly shape us. This animated short blends watercolor-inspired visuals with poetic storytelling, offering a warm, reflective meditation on family, time, and the generational passing of dreams and resilience.

## Production Schedule

Script and Pre-Production is Complete

Estimated Timeline : 18 months

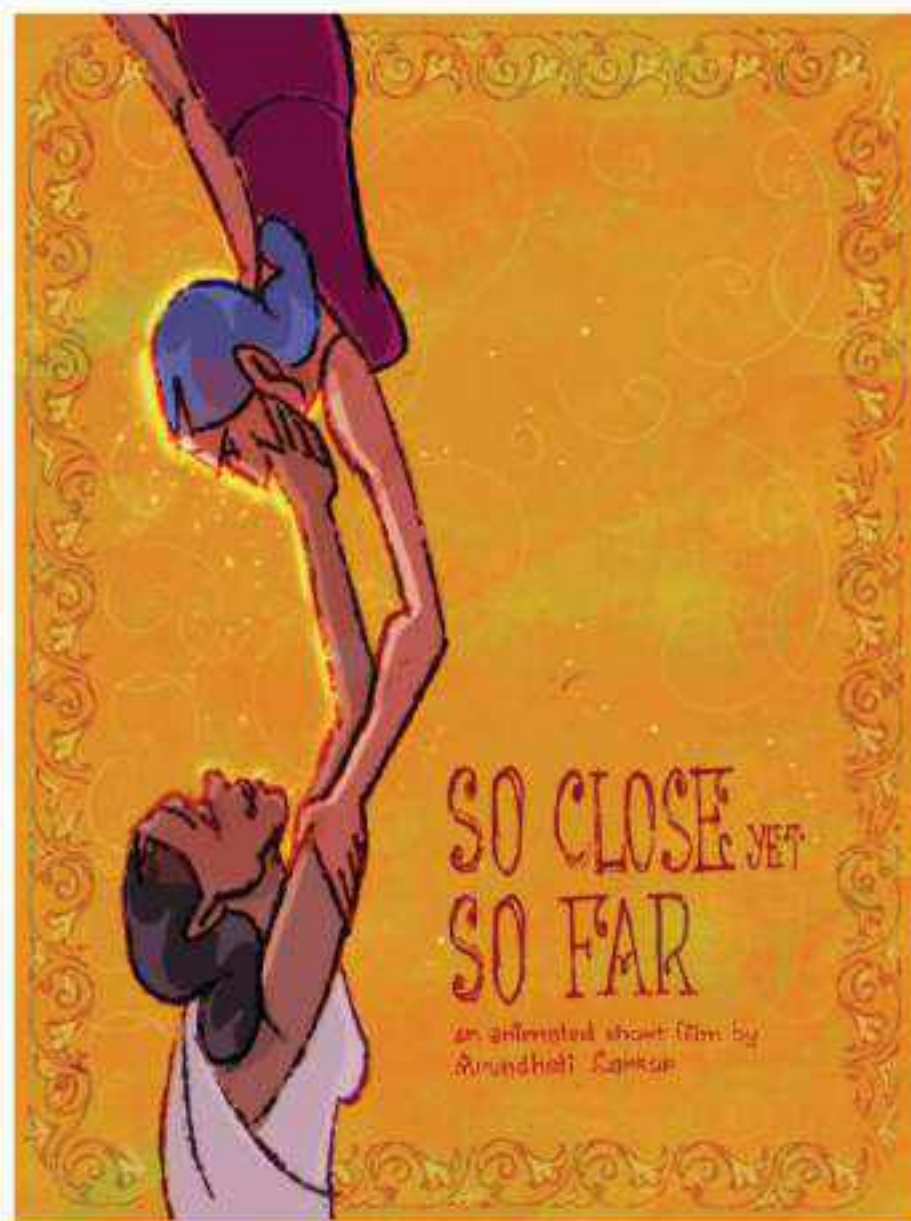
I am seeking funding for production, mentorship for animation, collaboration with buyers and distributors, artists and animators to collaborate and help with marketing.

## Creator's Bio

Hirak Jyoti Nath is an artist and Visual storyteller with a love for simple, heartfelt narratives. With a background in traditional Indian art as well as Digital Art, he enjoys exploring everyday moments that carry emotional depth. Over the years, he has worked on plays, short films, and visual projects, blending writing with visuals to tell meaningful stories. *Tales from the Tea House* is a culmination of his love for layered narratives and visual storytelling, capturing the quiet beauty of everyday relationships across generations. Through his work, Hirak continues to bridge the personal with the universal—one story, one frame, one sip of tea at a time.







# SO CLOSE YET SO FAR

**Directed and written by** Arundhati Sarkar

**Logline:** It explores the inner conflict of a woman who is trying to pursue the idea of perfection. Set in a surreal world, as she struggles to get hold of the other person, she faces several societal obligations. Exhausted yet determined the protagonist keeps chasing until she confronts the truth.

**Duration:** 2.5 minutes

**Email:** arundhatisarkar01@gmail.com

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**About:** "So close yet so far" is a 2D animated short film that delves into the inner world of a Bengali woman in her mid 20s, caught in the exhausting pursuit of an idealised version of herself. Set in her mind, the film unfolds like a fever dream exploring themes of self doubt, body dysmorphia, societal pressure, and the expectations placed on women. The story unfolds as the protagonist catches a glimpse of a radiant, seemingly flawless woman who is her idealised self. Driven by the desperate need to become this perfect version she begins a relentless chase. Throughout the chase, she faces a series of metaphorical obstacles that reflect her inner turmoil, the feeling of constantly falling behind, the weight of expectations tied to family and traditional roles, rigid societal standards of femininity, and the impossible balancing act of trying to meet them all. With each challenge, the idealised version of herself moves forward with grace and ease, while the protagonist struggles, burdened and overwhelmed.

**Creator:** I'm Arundhati Sarkar, an animator, illustrator and visual development artist from Kolkata, West Bengal. Currently pursuing Animation Film Design at National Institute Of Design (NID) Ahmedabad, India. I am working on this project solo, handling all aspects of development. My journey as a visual storyteller has been deeply rooted in exploring themes of identity, culture, and crafting narratives that resonate on an emotional level. I love experimenting with different mediums and styles, always trying to draw inspiration from nature and the everyday beauty of the world around me to create whimsical art.

**Production timeline:** Pre production - 3 months  
Production - 3 months  
Post production - 1 month

**Currently looking for:** Funding and producers who can help to connect with distributors.

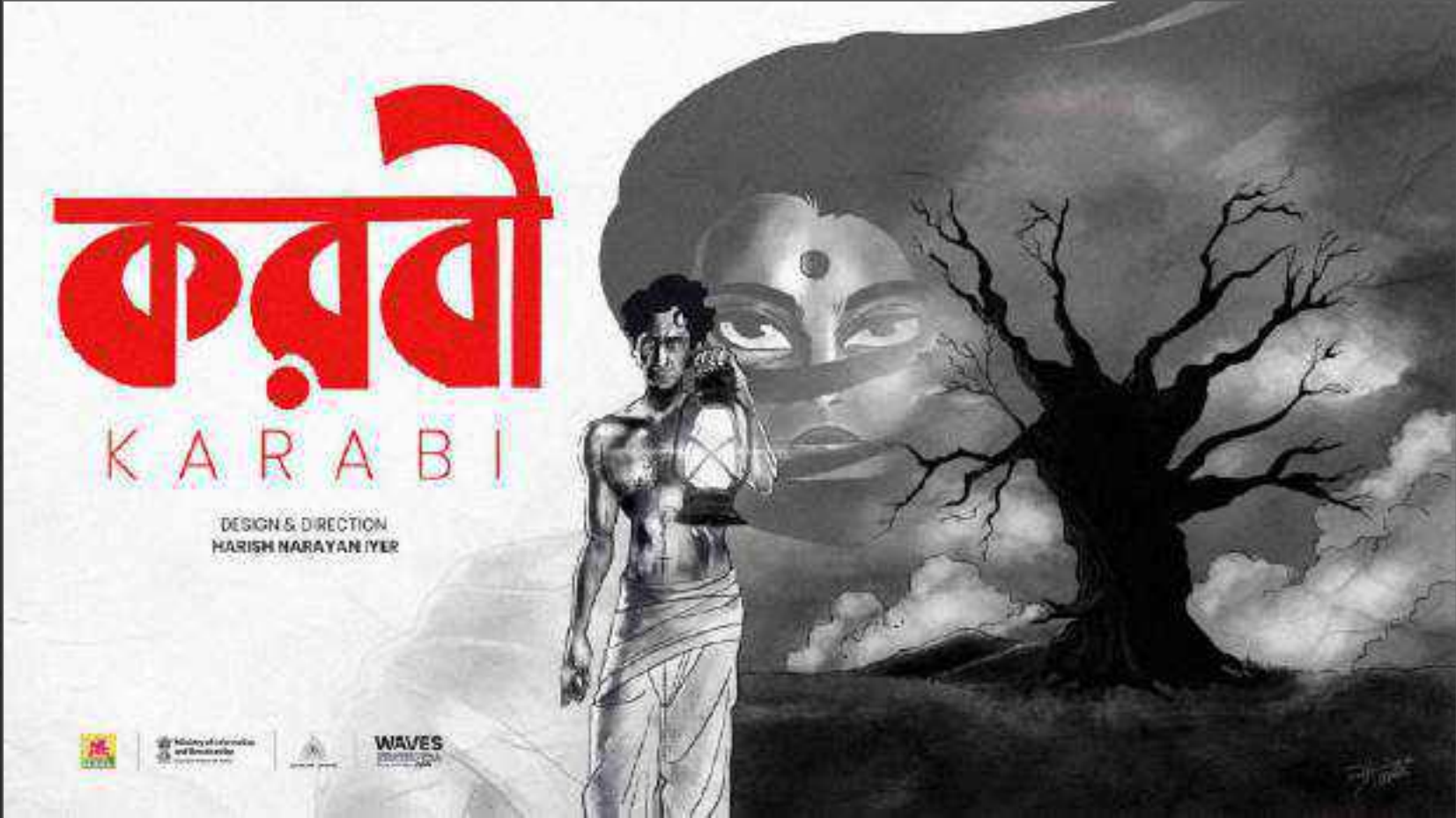
**Budget:** 10 lakhs

**Screenplay:** Rough screenplay and first draft of animatic is ready

**Linkedin:** [www.linkedin.com/in/](https://www.linkedin.com/in/) | **Instagram:** [arundhati\\_01](https://www.instagram.com/arundhati_01/) | **Portfolio:** <https://arundhatis.myportfolio.com>







STORY

Abhinab Majumder

DESIGN | DIRECTION

Harish Narayan Iyer

DURATION	15 minutes
GENRE	Horror   Drama
TECHNIQUE	2D Animation

LOGLINE

A rational man defending a woman accused of witchcraft, gradually succumbs to the power of myth and superstition, revealing how stories can shape and distort perception.

CONTACT

[nharishiyer@yahoo.co.in](mailto:nharishiyer@yahoo.co.in)  
+91 6282656149

SUMMARY

In the quiet stretches of rural Bengal, Phoni, a weary farmer, clings to reason as his land dries beneath his feet. He scorns superstition, urging his daughter toward education—a future beyond barren fields and old wives' tales.

One dusky evening, Phoni meets Utpol, a drunken villager caked in mud, who spins a tale about Karabi—a woman who lives alone, unbound by tradition. Her independence unsettles the village. She is whispered about, feared, and now accused—labeled a witch, blamed for blights and misfortunes.

Phoni laughs it off. He trusts logic. But Utpol’s words—dripping with resentment and rejection—begin to linger. Slowly, suspicion seeps in, reshaping Karabi in Phoni’s mind from proud outlier to possible curse.

This is a tale of how rumors root, of how even rational minds can falter under the weight of repeated whispers. In a world where myths travel faster than truth, a single story can twist into belief, and belief into action.



HARISH NARAYAN IYER  
Design | Direction

Instagram: @harishiyern  
Linkedln : @harish-narayan-iyer-ab4568b7

BIO

I am an Asst. Professor at UID with over 14 years of experience spanning engineering, animation, and design education. I hold a Master’s degree in Animation and Film Design from IDC, IIT Bombay, and began my career as a Systems Engineer at TCS before moving into the world of animation.

As a film designer, illustrator, and motion designer, I’ve built a strong foundation in storytelling and visual development. My short film *Artham Anartham*, exploring themes of blind faith and identity, has received several national and international recognitions. I’m passionate about nurturing original voices in animation.

BUDGET: ₹6,00,000

*The script is complete and pre-production nearly done. I'm seeking funding for production and post-production, along with distribution and channel partners to help reach wider audiences. I'm also looking to connect with collaborators and mentors.*





# चांदो मामा

(Moon-uncle)

Written and Directed by  
**Martand V. V.**

Four year old Munnu enjoys a train ride  
in space while awaiting his; demised;  
grandfather's return from the moon.

Duration ~ 5 minutes

Genre - Children's fantasy

Language - Marathi

E-mail ID - martandugalmugle@gmail.com

All Copyrights remain with the  
creator, Martand Ugalmugle.

About the Film -

The story is about a 4-year old kid Munnu, who believes that his grandfather has gone to live up on the moon and thinks that he'll return to meet him on the night of pournima. So while anticipating his grandfather's arrival Munnu gets to experience a magical train ride in space with Chandomama (Moon-uncle), who is a glowing human-like entity that lives up on the moon. The story is inspired by and based off a famous lullaby from Marathi folklore of the same title, introduced to me by my grandfather. This film explores the grandfather-grandson relationship and more importantly how kids deal with the demise of people around them with their unique imaginations.

About the Author -

Currently pursuing Masters degree in Animation Film Design at NID, Ahmedabad. I am an artist, illustrator and a story enthusiast. The stories I tell and want to tell are the experiences and learnings that I've gathered from the people around me over the years.

Instagram handle - @m\_art\_and

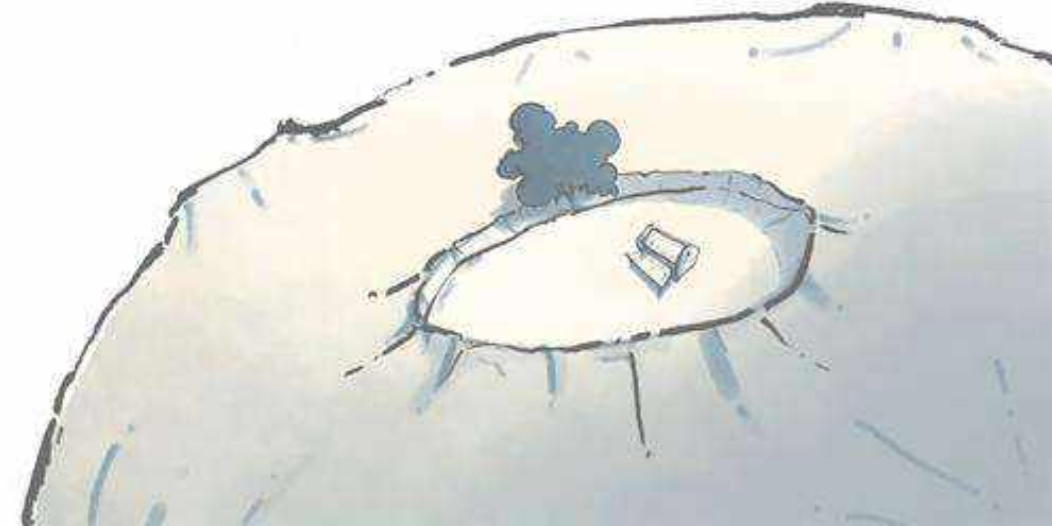
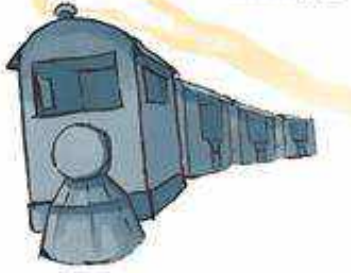
Budget estimate - 7 lacs INR.

Projected Timeline -

The film is currently in scripting stage. Estimated production phase from October 2025 to March 2026. I'm seeking major assistance in the music department and distribution.

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Collaboration with NID





# Luna.



**About me:** Hello! Myself Harshita. I hail from Silchar, a small town in Assam, and I am currently pursuing my bachelor's degree of design in animation and visual effects in Indore, Madhya Pradesh. I admire filmmaking as a whole and i am currently trying to build a career around it. i am very much influenced by chinese novels which have excellent stories about their cultures.

# LUNA

[2D ANIMATED SHORT FILM]

WRITER/DIRECTOR: HARSHITA DAS

DURATION: 30-40 MINUTES.

PHONE NUMBER: (+91) 7005032499

EMAIL-ID: harshitadaz6@gmail.com

GENRES: DRAMA, TRAGEDY, FICTION.

LOGLINE: Chen is determined to take his cat Luna, who is wounded, to the doctor who is in the next village. Despite being in the middle of the numerous air strikes, Chen's love for his cat shook hearts as he decided to get his cat treated first rather than following the urgency of leaving the country.

PRODUCTION SCHEDULE: 6-7 MONTHS.

BUDGET: 50-60 LAKHS

BUDGET RAISED: —

I AM CURRENTLY SEEKING PRODUCTION SUPPORT, FUNDING, MENTORSHIPS AND DISTRIBUTION SUPPORT.

CURRENTLY THE FIRST DRAFT IS READY.

SCREENPLAY IN PROGRESS.

In a war between Medching and Sohoa, with Sohoa having an upper hand in it, Sohoa's government told its citizens to leave the country.

Mr. Yan has just lost his livelihood because of this war in Sohoa. He is the sole breadwinner of his family. His family consists of himself, Chen [his 6 yr old son] and his wife.

Chen has been suffering from pneumothorax [a lung infection], which doesn't allow him to go to school. Chen doesn't have any friends as he can hardly go to school. He also never received any love and attention from his parents as he is the lovechild of Mr. Yan and his lover who has now died. And so his step-mom appears to be seemingly cold towards him.

At this moment, the only love and affection he got was from Luna, a cat who has been by his side for the last eight months. Chen was returning from school one day, when he saw a cat stuck inside a drum screaming for her life. Chen rescued the cat, from then on, the cat started following him wherever he went. One day, while eating his lunch, Chen thought of sharing it with Luna, so, he called Luna. While eating with Luna, Chen realized what he was missing the most in his life, a warm friend and a companion.

Chen and his parents were going to leave the country soon. Chen was planning to bring along Luna and her only kitten.

The night before the journey Chen's parents were in the locality meeting when suddenly there were bombing attacks in the village.

Luna was caught up in that bombing attack, as it was near the alleyway. Chen ran straight towards the alleyway. There he saw Luna's seemingly lifeless body and the very next moment carried her in his arms and started running to the nearest hospital in the next village.

Despite his efforts, Luna couldn't make it. At last, when our protagonist is leaving the country, he suddenly hears a small meow. Instinctively as he turned he saw a small kitten resembling Luna and he immediately recognised the kitten as it was Luna's only kitten. Chen adopted the kitten and named it Luna and that marks their new beginning in a new world.



DANCING ATOMS

## WAVES

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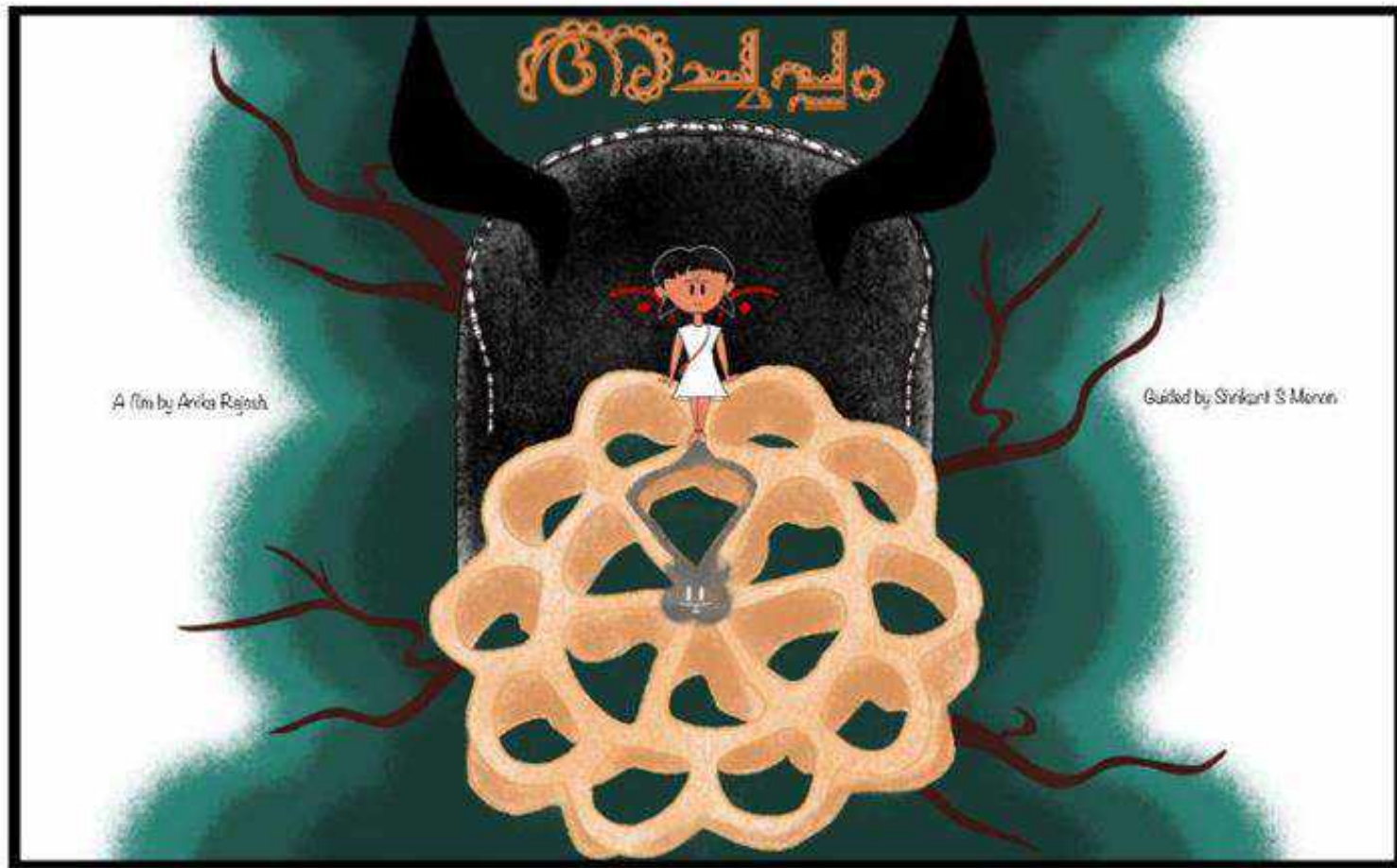
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INSTAGRAM: @anieeoff

LINKEDIN:  
[https://www.linkedin.com/in/harshita-das-5a1836342?utm\\_source=share&utm\\_campaign=share\\_via&utm\\_content=profile&utm\\_medium=android\\_app](https://www.linkedin.com/in/harshita-das-5a1836342?utm_source=share&utm_campaign=share_via&utm_content=profile&utm_medium=android_app)





**Achappam**

**Writer|Director|Animator**  
Anika Rajesh

**Duration** - 3:30 min

**Language** - Malayalam

**Genre** - Drama & Fiction

### Logline

In a small village in Kerala surrounded by thick forest, no one is allowed to go outside after sunset... But Ammu, a naive child, is tempted by what her secret shadow companion tells, about a dangerous creature (Maadan) that offers her favourite snack (Achappam). Both set on a thrilling journey into the forest during the forbidden time to get achappam.

**Contact** - anikarajesh111@gmail.com  
+91 9620547183

### Summary

In a small village in Kerala during 1970's, surrounded by thick forest, there existed a rule stating that no one is allowed to go outside after sunset... But Ammu a 7 year old child is tempted by what her secret shadow companion tells, about a dangerous creature (Maadan) that offers her favourite snack Achappam. As they set on a thrilling journey into the forest during the forbidden time to get achappam, ammu sees the night for the first time and encounters fireflies which she couldn't take her eyes off. Both these friends experience a roller coaster of emotions on their journey filled with fear, excitement and joy.

### Bio

Anika Rajesh is an Animator/ Illustrator and Storyteller from Palakkad, Kerala. She is currently in her final year of B.Design Animation & Motion Graphics at UID. She has always been fascinated by how imagination could come alive through the medium of animation especially through 2D animation.

As an Animation filmmaker she wants to create and spread the joy that she has experienced throughout her life, to the audience with this magical medium of storytelling.

### Project Timeline

The screenplay and pre-production of the film have been completed, and the project is currently in the production stage.

**I am seeking** guidance in sound design, with a particular focus on background scoring, as well as opportunities for collaboration with distributors and channel partners. Additionally, I am looking for mentorship in animation and visual development to further enhance and refine my professional skill set."



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**Anika Rajesh**

### Behance

<https://www.behance.net/anikarajesh111>

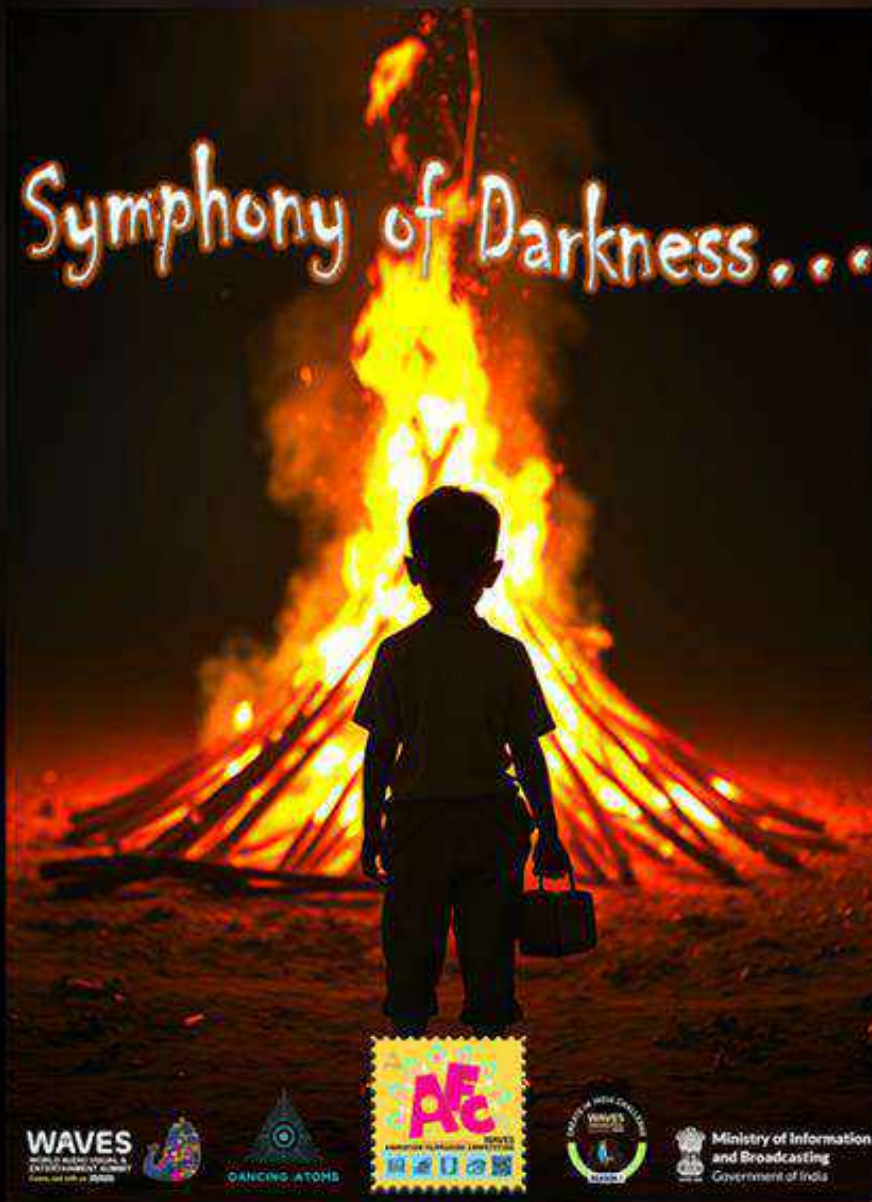
### Instagram

@moonsckarr

### Linkedin

<https://in.linkedin.com/in/anika-rajesh-8b9704282>





## LOGLINE

Experience the original, unforgiving and spine-chilling encounter of a ten-year-old as he comes face to face with supernatural and other worldly forces on the darkest day possible. Will he survive the ordeal to tell the tale or become one with it?



**TITLE :** SYMPHONY OF DARKNESS...

**DIRECTOR :** TBD

**WRITER AND CREATOR :** JAGADISH PRASAD

**LENGTH:** VIRTUAL PRODUCTION

**GENRE:** HORROR, SUPERNATURAL

**DURATION:** 30 MINUTES, APPROXIMATELY

**CONTACT INFO:** [JPYADAV595@GMAIL.COM](mailto:JPYADAV595@GMAIL.COM)  
7329025285

## SUMMARY

It was January 1956. My father, Mr. Pochaiah Yadav, worked for the Indian Railways, now known as South-Central Railways, and had been based at Sanathnagar Station in Hyderabad for a couple of years. Since it was so close to home, he preferred hot meals instead of a cold lunch box for his afternoon meal. So, every day, my mom would cook up his meal and pass it to us brothers, and we'd take turns delivering it to him.

One fateful day, shortly following my tenth birthday, it was my responsibility to deliver the meals. However, my mother was unwell and lacked the strength to prepare the meals promptly. By the time she could cook and serve our seven family members and finish my father's lunch packing, it was already past two.

The trip was lonely and exhausting, with nothing but silence around me. I was all alone, while walking alongside the tracks, and there was hardly a soul or any action happening around. Out of nowhere, that quiet was shattered by some low mumbling chants that definitely sounded human. Those voices started off as soft whispers but got louder with every step I took, coming from a spot where there was a lot of open space. A few steps later, I found myself in front of *that* burial ground, which I have mentioned earlier. There was a procession happening in the distance, and I could see a group of people gathered around a body laid on the ground, mourning, while a few others were busy setting up the pyre. Having never witnessed a funeral before, I stood there, frozen, watching the women in the group wailing louder than I could have imagined, beating their chests in grief, trying to rouse the body. The whole scene sent chills down my spine and snapped me back to reality. I started running while trembling at same time, recalling what I have just witnessed and ran even faster among the tracks, before I could see the station right up ahead.

It was twilight when my dad came over and said I should make my way home since he might be delayed. He urged me to hurry before it got too dark since it was already getting late. I had totally forgotten what had happened earlier, so I strolled back home without a worry, swinging the empty lunch box around.

After walking for a few minutes, I spotted a big bonfire flickering in the distance, which caught me off guard for a moment. I couldn't figure out why someone would start a fire out here in the middle of nowhere. As I continued on my own, the scene became clearer, and I found myself right in front of the same burial ground. What I thought was just a bonfire from afar turned out to be a burning pyre, likely for the same person I had seen earlier. Memories of my earlier encounter rushed back, leaving me frozen in place. I stood there aimlessly staring at the pyre, as sparkles flew by and I felt as if I was being hypnotized by the long blazing flames, just like a moth drawn to a flame, completely lost in senses until I saw something which I cannot comprehend till now.

What kind of dark and unholy scenario could have been taken place which I had to witness firsthand? Why was the Burial ground even *infamous* in the first place? Was I at wrong place at wrong time? Moreover, did I even *survived* to tell the tale or instead, became part of it?

## BIO

Jagadish Prasad is an amateur who is new to writing, but does have knowledge of game design and animation, thanks to his previous work profiles. He holds a PG diploma in Game Design and is also an avid gamer and have used unreal engine for game design and other personal projects.

I am seeking a Director who has the experience of directing Virtual Production and a Producer who can fund the project and would like to receive proper guidance and help from possible all related people respective in their fields applicable who can help me to turn this script into reality.

**BUDGET -** TBC

**SCREENPLAY STATUS -** WIP







## Godva - a 2d animated film

**Direction | Writing | Animation** - Gargi Gawthe

**Logline** - A mischievous boy is offered a traditional sweet made of coconut by his grandmother, initially to soothe him , but when denied more he relentlessly finds ways to get “just one more” which eventually leads to chaos, teaching him an unexpected lesson in empathy, responsibility, patience, boundaries, and understanding the deeper value of things over indulgence.  
**Duration** - 2.5 Minutes

**Contact** -

Phone - +91 7045562629 ,  
 +91 8460989988,  
[gargi0806003@gmail.com](mailto:gargi0806003@gmail.com)

**About the Project** - Set in a cozy, world, the narrative unfolds through moments of mischief, stories, and quiet understanding Godva is approximately 3 minute long 2d animated film about a mischievous boy being offered a traditional sweet made of coconut by his grandmother, initially to soothe him , but when denied more he relentlessly finds ways to get “just one more” which eventually leads to chaos. The project topic is chosen with an aim to explore and study the principles of animation and storytelling through actions and expression, it is a topic which will strike a chord of nostalgia with the audience

**Bio** - I’m an animation student from Mumbai, where I’ve been surrounded by stories all my life. My love for storytelling grew through the many books in our library. These early influences led me to pursue animation, a perfect blend of art and storytelling. Through my work, I aim to create fun and engaging visuals that capture attention and emotion.

**Production Timeline** -

Pre Production - 2 Months (Completed)

Production - 3 Months ( Completed - Willing to Polish)

Post Production - 1 Month (Completed - Willing to Polish)

**I am Seeking** Mentorship to help polish the project, personal and technical skills to elevate my storytelling and filmmaking .



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**LinkedIn**

<https://www.linkedin.com/in/gargi-gawthe-2434b726b/>

**Instagram**

@gigawbyte

**Portfolio**

<https://www.behance.net/gargigawthe>



# The Chair

Written & Directed by Triparna Maiti

## Logline:

During a bittersweet winter vacation at her grandparent's house, a little girl builds an unexpected and complex bond with her grandfather's cherished arm chair.

**Duration:** 8 mins

**Contact:** +918240900147  
triparna.maiti1810@gmail.com

**Copyright Info:** 1742442422-1779909872

## About the Film:

"The Chair" is a poetic stop-motion short film that blends coming-of-age with magical realism, set in the quiet corridors of a patriarchal ancestral home. Told through the curious eyes of a 7-year-old girl, the story unfolds themes of identity, resistance, and inherited legacy in a deeply rooted cultural setting.

## Bio:

I am an Indian writer-director and animation artist based out of Mumbai, India. I studied Animation Cinema from the SRFTI, India. My diploma film, Water (2022) has been selected at festivals like Anifilm, Monstra, IDSFFK and BISFF. My practice includes themes like identity, memory, gender, sexual expression and animal rights.

**Production Schedule:** June - Oct 2025

**Budget Estimate:** 20 lakhs

**I am seeking :** Producers, Financiers & Festival Programmers

I have the final screenplay ready.

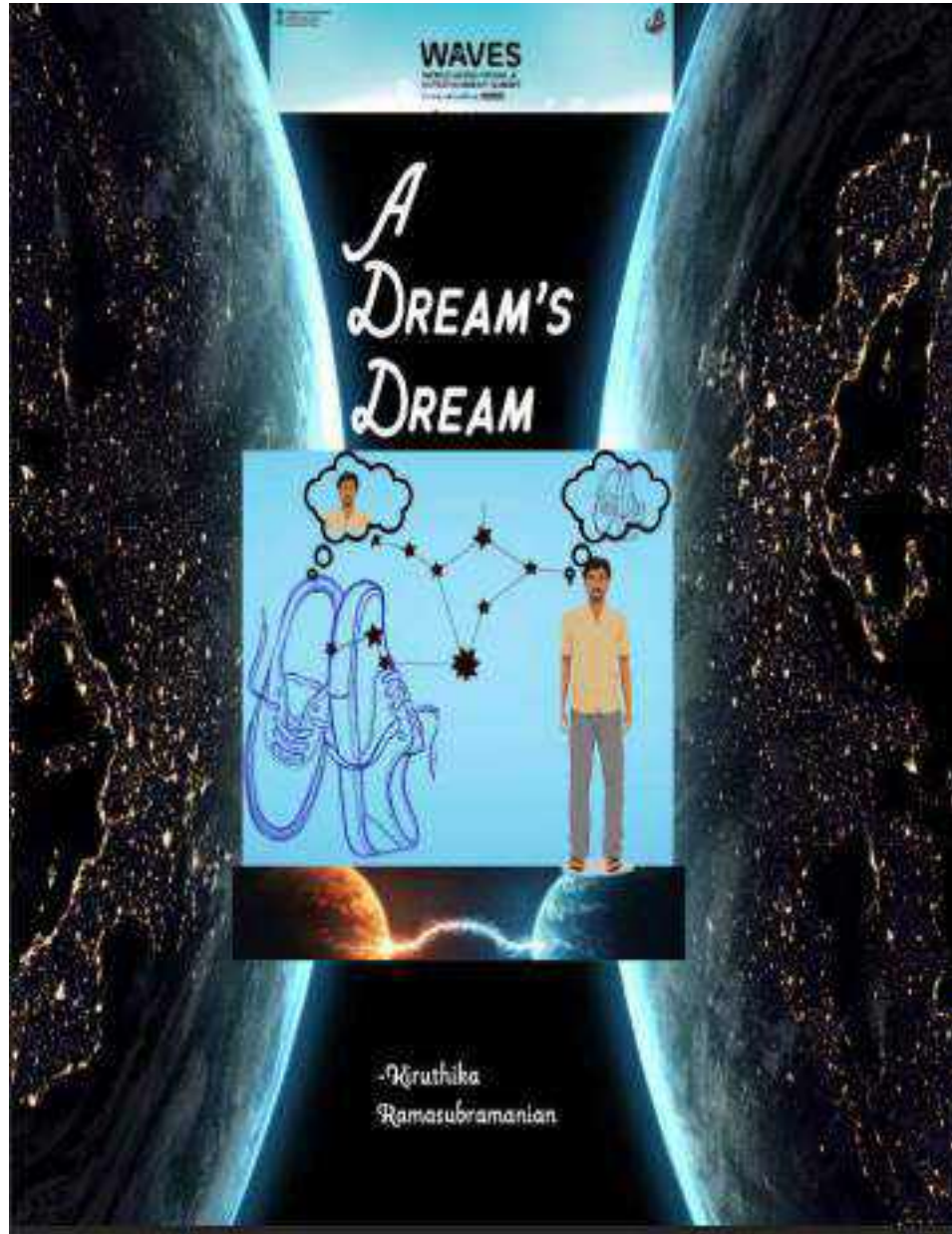


**Website:**  
[www.flyingturtlestudio.com](http://www.flyingturtlestudio.com)

**Instagram:** @fried.mimi







A Dream's Dream.

Writer:  
Kiruthika  
Ramasubramanian

Animation Short Film  
Logline:

Shoes came alive on a distant planet and it decided to choose a person, by influencing the chosen person its agenda and challenging with obstacles to bring the best quality shoe in align with its vision and mission.

+1 8056631664

Email:  
manasasj@gmail.com



This story is inspired by the true events in the life of a shoe maker whose dream is to provide premium quality shoes with affordable price.

What, if the non living thing also has emotional values and here is the world of shoes that is living in a distant planet, in the day to day issues facing by the shoes they all came together to pick their own shoe maker.

Toetown, The place where shoes are living their lives, they got here with an emotional connection with their humans. In Toetown they had a great hall for gathering and sharing their thoughts, with the top tier of five members who are the existing shoemakers first product.

By the super special power the seven members with each a emotional test case the toetown is going to give challenges to Jayaram. This was given to evaluate that will he be in sync with the values. Vela, Pavo, Circe, Jax, Orion, Mahe and Aton with Surprise, happy, worst, loyal, hard, Excited, loss.

Toetown got to know that the R n D process of the product is too expensive and thought that values won't be achieved. shoe prices will be increased. But The outcome of the challenges was premium quality shoes with at most affordable price. Jayaram is an ex service man so he is serving the people in this way.

Satisfaction is made in toetown and the value has been achieved. Sometimes, people aren't choosing their products, products by itself choose a person.

Kiruthika Ramasubramanian:  
As a beginner, I need mentorship and guidance.

I have full story as initial draft.

