

FACULTY OF COMPUTER APPLICATIONS
B.Sc.(IT) (Animation, Vfx and Game Design)

- **Sem** : 6
- **Subject Code** : 05BA0606
- **Subject** : Copy Rights and Cost Analysis

- **Course Objectives** : Students will be able:
 1. Understand copyright laws and intellectual property rights related to creative content.
 2. Identify legal issues in the use of third-party assets, software, and media.
 3. Learn licensing types and fair use policies in entertainment industries.
 4. Analyze production costs and budgeting for animation, VFX, and game projects.
 5. Understand contracts, pricing, and resource planning in creative pipelines.

- **Prerequisites** : Basic understanding of production pipelines and usage of digital content in media projects.

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Unit No	Topics Covered	No of lectures required
1	Copyright and IP Basics <ul style="list-style-type: none"> ▪ Introduction to Intellectual Property (IP) ▪ Types of IP – Copyright, Trademark, Patent ▪ Copyright laws in India and international standards ▪ Usage rights – Royalty-free vs. rights-managed assets ▪ Fair use, Creative Commons, open-source licensing ▪ Legal considerations in using software, music, models, footage 	15
2	Costing and Budgeting in Production <ul style="list-style-type: none"> ▪ Budget breakdown for animation, VFX, and games ▪ Above-the-line vs. below-the-line costs ▪ Resource planning – software, hardware, and manpower ▪ Freelance pricing, outsourcing, and vendor agreements ▪ Contract types and clauses – NDAs, service agreements ▪ Case studies: Budget vs. output in actual projects 	15

Course Outcomes:

1. Students will understand copyright frameworks and legal usage of content.
2. Students will recognize licensing requirements for different media.
3. Students will learn how to estimate and break down project costs.
4. Students will interpret and apply budgeting strategies for creative production.
5. Students will understand contract essentials and industry-standard documentation.

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Course Outcomes – Program Outcomes Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2	PSO3
CO1	L	-	H	-	-	M	-	H	-	M	L
CO2	-	M	-	-	L	-	H	-	M	-	H
CO3	H	-	L	-	-	H	-	M	-	L	-
CO4	-	H	-	L	-	-	M	-	H	-	M
CO5	M	-	-	H	M	-	-	L	-	H	-

Text Book:

1. Copyright: Interpreting the Law for the Arts by Gillian Davies 2012 by A&C Black Visual Arts.

Reference Books:

1. Entertainment Law: Fundamentals and Practice by Corey Field 2019 by Cognella Academic Publishing
2. Digital Media Contracts by Amy Leigh 2019 by Wiley

Web Reference:

1. <https://copyright.gov.in> – Indian Copyright Office
2. <https://creativecommons.org> – Creative Commons Licensing

App Reference:

1. YouTube – LegalEagle, The Futur (on contracts & pricing for creatives)
2. LinkedIn Learning – Freelancing, Costing, and Copyright for Digital Media.

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Syllabus Coverage from text /reference book & web/app reference:

Unit	Chapter Numbers
1	Gillian Davies – Ch. 1–3 (Copyright, Licensing, Fair Use) Creative Commons & WIPO Case Studies
2	Corey Field – Ch. 4–6 (Production Budgeting, Contracts) LinkedIn Courses on Freelance Pricing & Agreements