Model Curriculum

Animator

SECTOR: MEDIA AND ENTERTAINMENT
SUB-SECTOR: Animation, Gaming
OCCUPATION: Asset creation
REF ID: MES/Q0701
NSQF LEVEL: 4

Certificate

CURRICULUM COMPLIANCE TO QUALIFICATION PACK – NATIONAL OCCUPATIONAL STANDARDS

is hereby issued by the

Media and Entertainment Skill Council

for

MODEL CURRICULUM

Complying to National Occupational Standards of
Job Role/ Qualification Pack: **'Animator'** QP Ref. No. **'MES/0701, NSQF Level 4'**

_____

Date of Issuance: 27th January 2022

Valid up to: 25th January 2025

* Valid up to the next review date of the Qualification Pack

Authorized Signatory
Media and Entertainment Skill Council

TABLE OF CONTENTS

Animator

CURRICULUM / SYLLABUS

This program is aimed at training candidates for the job of a "Animator", in the "Media and Entertainment" Sector/Industry and aims at building the following key competencies amongst the learner

Training Delivery Plan	
Program Name:	**Animator**
Qualification Pack Name & Ref. ID	MES/ Q 0701
Version No.	3.0 **Version Update Date** 27-Jan-22
Pre-requisites to Training	11th Grade Pass OR 10 grade pass plus 1 year NTC/NAC Minimum Age: 18 Years
Training Outcomes	**By the end of this program, the participants would have achieved the following competencies:** • Understand Animation Requirements • Produce 3D Animation. • Conceptualise Creative Ideas for Production • Produce Stop Motion Animation. Plan Tools and Workflow. • Maintain workplace health and safety. • Produce 2D Animation.

This course encompasses all National Occupational Standards (NOS) of "Animator" Qualification Pack issued by "Media & Entertainment Skill Council".

Sr. No.	Module	Key Learning Outcomes	Equipment Required
1	**Understand Animation Requirements** **Theory Duration** (hh:mm) 10:00 **Practical Duration** (hh:mm) 20:00 **Corresponding NOS Code** MES/N0701	• Descriptive guidelines to animation • Familiarise with modelling. • Character sketching and Drawing of human anatomy. • Production concepts and their applicability to each project. • The various techniques available for animating objects. • Understanding various elements that influence the final art work. • Enact and emote. • Learn to create hook up poses and animation	• Laptop • White board • Marker • Projector • Animation Software (maya etc.)
2	**Conceptualise creative ideas for Production** **Theory Duration** (hh:mm) 15.00 **Practical Duration** (hh:mm) 45:00 **Corresponding NOS Code** MES/ N 0702	• Find inspiration in form of character references that would aid design. • Generate inventive ideas and thoughts for creation using visualization and utilizing references from the concept art work arranged by the creators, drawing from creative ability, acting and performing. • Give priority to target audience, schedule and show requirements.	• Laptop • White board • Marker • Projector • Animation Software (maya etc.)
3	**Plan Tools and Workflow** **Theory Duration** (hh:mm) 15:00 **Practical Duration** (hh:mm) 45:00 **Corresponding NOS Code** MES/N0703	• Be aware of various software production tools available in market today. Suggest the most optimum tool for the production. • Access timelines for production with respect to the production agenda	• Laptop • White board • Marker • Projector • Animation Software (maya etc.)
4	**Produce 2D Animation** **Theory Duration**	• Go about the storyboard for composition. Position the character	• Laptop • White board

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	(hh:mm) 30:00 **Practical Duration** (hh:mm) 60:00 **Corresponding NOS Code** MES/ N 0704	with respect to the background and camera to make the desired animation. • Draw the key frame drawings to get a reference point for strong poses and incorporate audio or music assets. • Understand the concept of Hook-up or transition from one scene to another • Work with layers to get good perspective views. • Effectively work with the team and other departments (assets, lighting and effects). • Review the animation looking at the creative and design specifications along with the brief. • Meet quality standards (reducing iterations) so that they are delivered within time. • Use the principles of design, film-making and 2D animation to create sequences and scenes	• Marker • Projector • Animation Software (maya etc.)
5	**Produce 3D Animation** **Theory Duration** (hh:mm) 30:00 **Practical Duration** (hh:mm) 60:00 **Corresponding NOS Code** MES/ N 0705	• Make films by applying principles of 3D animation and design. • Work on motion or performance capture studio. • Prototype pre-visualisation making for review. • Critically review animation produced • Apply 3D animation techniques like realistic 3D animation (key frame animation plus motion capture)	• Laptop • White board • Marker • Projector • Animation Software (maya etc.)
6	**Produce Stop Motion Using Stop Motion Pro** **Theory Duration** (hh:mm) 30:00 **Practical Duration** (hh:mm) 60:00	• Animate stop motion characters • Contribute creative ideas during the animation process. • Apply stop motion animation techniques. • Stop Motion Using Stop Motion Pro, Apply stop motion animation	• Laptop • White board • Marker • Projector

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	Corresponding NOS Code MES/ N 0706	techniques using Stop motion Pro Software.	• Animation Software (maya etc.)
7	**Maintain Workplace Health and Safety** **Theory Duration** (hh:mm) 15:00 **Practical Duration** (hh:mm) 15:00 **Corresponding NOS Code** MES/M 0104	• Understand and comply with the organisation's current health, safety and security policies and procedures. • Understand the safe working practices pertaining to own occupation. • Understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises. • Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency. • Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms. • Identify aspects of your workplace that could cause potential risk to own and others health and safety. • Ensure own personal health and safety, and that of others in the workplace though precautionary measures. • Identify and recommend opportunities for improving health, safety, and security to the designated person. • Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority.	• Laptop • White board • Marker • Projector • Health and Safety Signs and policy
8	**Employability skills** **Theory Duration** (hh:mm) 30:00 **Practical Duration**		

Animator

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	(hh:mm) 30:00 **Corresponding NOS Code** *Mapped to NOS DGT/VSQ/N0102* *60 Hours (Version No. 1)*		
	Introduction to Employability Skills *Mapped to NOS 60 Hours (Version No. 1)* **Duration:1.5 Hours (1.5 Theory + 0 Practical)**	• Discuss the Employability Skills required for jobs in various industries • List different learning and employability related GOI and private portals and their usage •	
	Constitutional values – Citizenship *Mapped to NOS 60 Hours (Version No. 1)* **Duration:1.5 Hours (1.5 Theory + 0 Practical)**	• Explain the constitutional values, including civic rights and duties, citizenship, responsibility towards society and personal values and ethics such as honesty, integrity, caring and respecting others that are required to become a responsible citizen • Show how to practice different environmentally sustainable practices	
	Becoming a Professional in the 21st Century *Mapped to NOS 60 Hours (Version No. 1)* **Duration:2.5 Hours (2.5 Theory + 0 Practical)**	• Discuss importance of relevant 21st century skills. • Exhibit 21st century skills like Self-Awareness, Behaviour Skills, time management, critical and adaptive thinking, problem-solving, creative thinking, social and cultural awareness, emotional awareness, learning to learn etc. in personal or professional life. • Describe the benefits of continuous learning	

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	Basic English Skills *Mapped to NOS 60 Hours (Version No. 1)* **Duration: 10 Hours (5 Theory + 5 Practical)**	• Show how to use basic English sentences for everyday conversation in different contexts, in person and over the telephone • Read and interpret text written in basic English • Write a short note/paragraph / letter/e -mail using basic English	
	Career Development and Goal Setting *Mapped to NOS 60 Hours (Version No. 1)* **Duration: 2 Hours (1 Theory + 1 Practical)**	• Create a career development plan with well-defined short- and long-term goals	
	Communication skills *Mapped to NOS 60 Hours (Version No. 1)* **Duration: 5 Hours (2 Theory + 3 Practical)**	• Demonstrate how to communicate effectively using verbal and nonverbal communication etiquette. • Explain the importance of active listening for effective communication • Discuss the significance of working collaboratively with others in a team	
	Diversity and Inclusion *Mapped to NOS 60 Hours (Version No. 1)* **Duration: 2.5 Hours (2.5 Theory+ 0 Practical)**	• Demonstrate how to behave, communicate, and conduct oneself appropriately with all genders and PwD • Discuss the significance of escalating sexual harassment issues as per POSH	
	Financial and Digital Literacy *Mapped to NOS 60 Hours (Version No. 1)* **Duration: 5 Hours (2 Theory+ 3 Practical)**	• Outline the importance of selecting the right financial institution, product, and service • Demonstrate how to carry out offline and online financial transactions, safely and securely	
	Essential Digital Skills *Mapped to NOS 60 Hours (Version No. 1)*	• Describe the role of digital technology in today's life • Demonstrate how to operate digital devices and	

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	Duration: 10 Hours (4 Theory+ 6 Practical)	use the associated applications and features, safely and securely • Discuss the significance of displaying responsible online behaviour while browsing, using various social media platforms, e-mails, etc., safely and securely • Create sample word documents, excel sheets and presentations using basic features • utilize virtual collaboration tools to work effectively	
	Entrepreneurship *Mapped to NOS 60 Hours (Version No. 1)* **Duration: 7 Hours (3 Theory+ 4 Practical)**	• Explain the types of entrepreneurship and enterprises • Discuss how to identify opportunities for potential business, sources of funding and associated financial and legal risks with its mitigation plan • Describe the 4Ps of Marketing- Product, Price, Place and Promotion and apply them as per requirement • Create a sample business plan, for the selected business opportunity	
	Customer Service *Mapped to NOS 60 Hours (Version No. 1)* **Duration: 5 Hours (2 Theory+ 3 Practical)**	• Describe the significance of analysing different types and needs of customers • Explain the significance of identifying customer needs and responding to them in a professional manner. • Discuss the significance of maintaining hygiene and dressing appropriately	
	Total Duration **540:00** **Theory Duration** **145:00**	**Unique Equipment Required:** Laptop, PowerPoint & white board, marker, projector, Laptop, Animation Software (maya etc.), electricity tester, safety and ergonomics chart, Fire Extinguisher, First-Aid Kit	

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	Practical Duration 305:00 Employability Skill 60:00 OJT: 30:00		

Grand Total Course Duration: **540 Hours**

*(This syllabus/ curriculum has been approved by **Media and Entertainment Skill Council)***

Trainer Prerequisites for Job role: "Animator" mapped to Qualification Pack: "MES/Q 1801, v3.0"

Sr. No.	Area	Details
1.	**Description**	Producing a sequence of 2D/3D images using animation software
2.	**Personal Attributes**	This job requires the individual to know the fundamentals of life drawing including human anatomy, emotions, actions and expressions. The individual must know and keep updated on graphics and animation software and apply principles of design, animation and film-making to create animation sequences. The individual must be able to collaborate and work effectively as a member of a team to deliver work-products within requisite timelines.
3.	**Minimum Educational Qualifications**	Class XII Graduation in Fine Arts or equivalent
4.	**Domain Certification**	Certified for Job Role: "Animator" mapped to QP: "MES/Q 0701". Minimum accepted score as per SSC guidelines is 80%.
5.	**Platform Certification**	Recommended that the Trainer is certified for the Job Role: "Trainer", mapped to the Qualification Pack: "SSC/Q1402" with scoring of minimum 80%.
6.	**Experience**	3 years Animator or 2 years Lead Animator

CRITERIA FOR ASSESSMENT OF TRAINEES

Job Role: Animator

Guidelines for Assessment:
1. Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for Theory and Skills Practical for each PC.
2. The assessment for the theory & Practical part will be based on knowledge bank of questions created by the AA and approved by SSC.
3. Individual assessment agencies will create unique question papers for theory part for each candidate at each examination/training center (as per assessment criteria below)
4. Individual assessment agencies will create unique evaluations for skill practical for every student at each examination/training center based on this criteria.
5. To pass the Qualification Pack , every trainee should score a minimum of 70% cumulatively (Theory and Practical).

Assessment outcomes	Assessment criteria for outcomes	Marks Allocation			
		Total marks	Out of	Theory	Skills Practical
MES/N0701 (Understand Script Requirements)	PC1. Understand, clarify and agree on the project brief from the Director, Art Director and Supervisors. This could include the following Objective, concept/style of animation, script, storyboard and animatic, do's and don'ts for animation, target audience, project pipeline/ asset management/ scheduling and activities, project timelines and constraints, production brief/ key milestones for delivery, creative	100	35	20	50

	brief/desired look of the end-product – using similar projects for reference, quality standards to be maintained, technical details like aspect ratio, output format, list of deliverables and their respective output format				
	PC2. Understand various parameters of the end-product that would influence production requirements (e.g. duration, style, number of characters, subject and storyline, culture and period the story is based in, effects required, format, music etc.)		25	10	
	PC3. Understand the treatment of the output that needs to be produced and the volume of the final output		20	10	
	PC4. Understand the shot sequence (high-level) and continuity/consistency Required		10	5	
	PC5. Select an appropriate animation technique based on the output required. This could include: 2D animation: cell animation e.g. early episodes of tom and jerry (series), cut out animation e.g. charlie and lola (series), limited animation e.g. south park, empire square (series) 3D Animation: realistic 3D animation e.g. beowulf, avatar, gollum (movies), semirealistic e.g. little krishna, brave (movies), toon animation e.g. kung-fu panda (movie), simulation of traditional & stop motion techniques e.g. vineta cucini and amaron battery (advertisements, flushed away (movie), stop-motion animation, VFX, stereo conversion		10	5	
		Total	100	50	50
MES/N0702 (Conceptualise	PC1. Research and find character references that would aid and inspire designs	100	40	20	50

creative ideas for Production)	PC2. Generate creative concepts and ideas for production using visualization and using references from the concept art-work prepared by the designers, drawing from imagination, acting and performing		25	15	
	PC3. Present ideas to the Director, Art Director and Supervisors		20	10	
	PC4. Agree on the style of the work-product that would most appeal to the target audience in sync with the schedule and show requirement"		15	5	
		Total	100	50	50
MES/N0703 (Plan Tools and Workflow)	PC1. Stay apprised of the various types of software tools available for production in the market	100	30	15	50
	PC2. Research and suggest the best tool for the production		30	15	
	PC3. Evaluate timelines for production in accordance to the production schedule (supervisor)		20	10	
	PC4. Read, follow, and update the production workflow/schedule, deliverables and timelines with the Director, Art Director and Supervisors"		20	10	
		Total	100	50	50
MES/N0704 (Produce 2D Animation)	P1. Follow the storyboard for composition i.e. positioning of the character with respect to the background and camera to create the desired animation	100	10	5	50
	P2. Draw/source key frame drawings to establish a reference point for strong poses		10	5	
	PC3. Incorporate audio/music assets		5	3	
	PC4. Create shadows for animation using pre-defined lighting keys		5	2	
	PC5. Bring assets together to produce sequences and scenes/shots as per requirements and ensuring continuity		5	3	

	PC6. Ensure that the hook-up/transition from one scene to another is done properly		5	2	
	PC7. How to work with layers and get a good perspective view		5	3	
	PC8. Work effectively within the team and with other departments, namely, assets, lighting and effects		5	2	
	PC9. Critically review animation produced, keeping in mind the creative and design specifications and producer brief		5	3	
	"PC10. Refine the output based on deviations observed and/or modifications required within requisite timelines		5	2	
	PC11. Ensure that the work-products meet quality standards (so that they can be approved with minimum iterations) and are delivered within the requisite"		5	2	
	PC12. How to achieve the required output targets		5	3	
	PC13. Organise, store and manage work-products into file formats using standard file naming conventions and maintain assets for further use		5	2	
	PC14. Train junior animators to improve their quality ability to deliver within given timelines		5	2	
	PC15. Apply principles of design, 2D animation and film-making to create sequences and scenes/shots		10	5	
	PC16. Apply varied techniques and styles based on the requirement		5	3	
	PC17. Use graphics and animation software to produce in-between poses for Animation		5	3	
		Total	100	50	50
MES/N0705 (Produce 3D Animation)	PC1. Apply principles of design, 3D animation and film-making to create sequences and scenes/shots	100	20	10	50

	PC2. Follow the storyboard for composition i.e. positioning of the character model with respect to the BG & camera to create the desired animation		10	5	
	PC3. Animate expressions and lip movements to match dialogues and sound		10	5	
	PC4. Communicate requirements to camera and lighting for motion capture, where required		5	2	
	PC5. Work with motion capture data received from the motion/ performance		5	3	
	capture studio (clean up the data and map animation data to 3D models)"		10	5	
	PC6. Prepare a prototype work product/pre-visualisation for review		5	3	
	PC7. Refine the product until the required creative effect is achieved		5	2	
	PC8. Organise, store and manage work-products into file formats using standard file naming conventions and maintain assets for further use "		5	3	
	PC9. Work effectively within the team and with other departments, namely, design, modelling/rigging, texturing, editing, rendering and compositing"		5	3	
	PC10. Critically review animation produced, keeping in mind the creative and design specifications and producer brief "		5	3	
	PC11. Refine the output based on deviations observed and/or modifications		5	3	
		Total	100	50	50
MES/N0706 (Produce Stop Motion Animation)	PC1. Understand requirements including the way the characters will act/move in accordance to the storyboard "	100	20	10	50
	PC2. Move characters and construct/compose a shot in accordance to the script and storyboard as a prototype		20	10	

	PC3. Animate stop motion characters (puppets or models) in accordance to the script and directors instructions		20	10	
	PC4. Contribute creative ideas during the animation process		20	10	
	PC5. Apply stop motion animation techniques including traditional frameby-frame capture, Claymation and cut-out using computer-generated tools		20	10	
		Total	100	50	50
MES/N0104 (Maintain workplace health and safety)	PC1. maintain one's posture and position to minimize fatigue and the risk of injury		10	5	
	PC2. maintain first aid kit and keep oneself updated on the first aid procedures		10	5	
	PC3. identify and document potential risks like sitting postures while using computer, eye fatigues and other hazards at the workplace		5	3	
	PC4. accurately maintain accident reports		5	3	
	PC5. report health and safety risks/ hazards to concerned personnel		10	5	
	PC6. participate in organization's health and safety knowledge sessions and drills		10	5	
	PC7. identify the people, responsible for health and safety at the workplace, including those to contact in case of an emergency	100	10	5	50
	PC8. identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms		10	5	
	PC9. identify aspects of workplace that could cause potential risk to own and others health and safety		5	3	
	PC10. ensure own personal health and safety, and that of others in the workplace though precautionary measures		5	3	
	PC11. identify and recommend opportunities for improving health, safety, and security to the designated person		5	2	

	PC12. report any hazards outside the individual's authority to the relevant person in line with organisational procedures and warn other people who may be affected		5	2	
	PC13. follow organisation's emergency procedures for accidents, fire or any other natural calamity in case of a hazard		5	2	
	PC14. identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority		5	2	
		Total	100	50	50

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Introduction to Employability Skills	1	1	-	-
PC1. understand the significance of employability skills in meeting the job requirements	-	-	-	-
Constitutional values – Citizenship	1	1	-	-
PC2. identify constitutional values, civic rights, duties, personal values and ethics and environmentally sustainable practices	-	-	-	-
Becoming a Professional in the 21st Century	1	3	-	-
PC3. explain 21st Century Skills such as Self-Awareness, Behavior Skills, Positive attitude, self-motivation, problem-solving, creative thinking, time management, social and culturalawareness, emotional awareness, continuous learning mindset etc.	-	-	-	-
Basic English Skills	2	3	-	-
PC4. speak with others using some basicEnglish phrases or sentences	-	-	-	-
Communication Skills	1	1	-	-
PC5. follow good manners while communicatingwith others	-	-	-	-

	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC6. work with others in a team	-	-	-	-
Diversity & Inclusion	1	1	-	-
PC7. communicate and behave appropriatelywith all genders and PwD	-	-	-	-
PC8. report any issues related to sexual harassment	-	-	-	-
Financial and Legal Literacy	3	4	-	-
PC9. use various financial products and services safely and securely	-	-	-	-
PC10. calculate income, expenses, savings etc.	-	-	-	-
Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC11. approach the concerned authorities for any exploitation as per legal rights and laws	-	-	-	-
Essential Digital Skills	4	6	-	-
PC12. operate digital devices and use its features and applications securely and safely	-	-	-	-
PC13. use internet and social media platforms securely and safely	-	-	-	-
Entrepreneurship	3	5	-	-
PC14. identify and assess opportunities for potential business	-	-	-	-
PC15. identify sources for arranging money and associated financial and legal challenges	-	-	-	-
Customer Service	2	2	-	-
PC16. identify different types of customers	-	-	-	-
PC17. identify customer needs and address them appropriately	-	-	-	-
PC18. follow appropriate hygiene and grooming standards	-	-	-	-

Animator

Getting ready for apprenticeship & Jobs	1	3	-	-
PC19. create a basic biodata	-	-	-	-
PC20. search for suitable jobs and apply	-	-	-	-
PC21. identify and register apprenticeship opportunities as per requirement	-	-	-	-
NOS Total	20	30	-	-