

Model Curriculum

1. Animator

SECTOR: Media and Entertainment
SUB-SECTOR: Animation and Gaming
OCCUPATION: Animation
REF ID: MES/Q0701, V.10
NSQF LEVEL: 4



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Media & Entertainment Skills Council



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CURRICULUM COMPLIANCE TO QUALIFICATION PACK – NATIONAL OCCUPATIONAL STANDARDS

is hereby issued by the
Media and Entertainment Skill Council
for the
MODEL CURRICULUM
Complying to National Occupational Standards of
Job Role/ Qualification Pack: **'Animator** QP No. **'MES/Q0701 NSQF
Level 4'**

Date of Issuance: **December 15, 2016**
Valid up to: **December 15, 2017**
* Valid up to the next review date of the Qualification Pack


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Authorized Signatory
Media and Entertainment Skill Council

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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

Program Name	Animator		
Qualification Pack Name & Reference ID. ID	MES/ Q 0701,		
Version No.	1.0	Version Update Date	
Pre-requisites to Training	Class 10 th		
Training Outcomes	After completing this programme, participants will be able to: Understand Animation Requirements Conceptualise Creative Ideas for Production Plan Tools and Workflow Produce 2D Animation Produce 3D Animation Produce Stop Motion Animation Maintain workplace health and safety		

This course encompasses 5 out of 5 National Occupational Standards (NOS) of “Animator” Qualification Pack issued by “Media and Entertainment Skill Council”.

S. No	Module	Key Learning Outcomes	Equipments
1	<p>Introduction and Orientation</p> <p>Theory 2 hours</p> <p>Practical 2 hours</p>	<ul style="list-style-type: none"> Importance of media and entertainment Role and responsibility of animator Technical terms associated animation 	Laptop, white board, marker, projector
2	<p>Understand Animation Requirements</p> <p>Theory 20 hours</p> <p>Practical 20 hours</p> <p>Corresponding NOS MES / N 0701</p>	<ul style="list-style-type: none"> 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 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 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.) Understand the treatment of the output that needs to be produced and the volume of the final output Understand the shot sequence (high-level) and continuity/consistency required Select an appropriate animation technique based on the output required. This could include: 2D animation, 3D Animation 	Laptop, white board, marker, projector, Animation Software (Maya etc.)
3	<p>Conceptualise Creative Ideas for Production</p> <p>Theory 10 hours</p> <p>Practical 10 hours</p>	<ul style="list-style-type: none"> Research and find character references that would aid and inspire designs 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 Present ideas to the Director, Art Director and Supervisors Agree on the style of the work-product that would most appeal to the target 	Laptop, white board, marker, projector, Animation Software (maya etc.)

	<p>Corresponding NOS MES / N 0702</p>	<p>audience in sync with the schedule and show requirement</p>	
4	<p>Plan Tools and Workflow</p> <p>Theory 10 hours</p> <p>Practical 10 hours</p> <p>Corresponding NOS MES / N 0703</p>	<ul style="list-style-type: none"> Stay apprised of the various types of software tools available for production in the market Research and Suggest the best tool for the production Evaluate timelines for production in accordance to the production schedule (supervisor) Read, follow and update the production workflow/schedule, deliverables and timelines with the Director, Art Director and Supervisors 	<p>Laptop, white board, marker, projector, Animation Software (maya etc.)</p>
5	<p>Produce 2D Animation</p> <p>Theory 20 Hours</p> <p>Practical 20 hours</p> <p>Corresponding NOS MES / N 0704</p>	<ul style="list-style-type: none"> Follow the storyboard for composition i.e. positioning of the character with respect to the background and camera to create the desired animation Draw/source key frame drawings to establish a reference point for strong poses Incorporate audio/music assets Create shadows for animation using pre-defined lighting keys Bring assets together to produce sequences and scenes/shots as per requirements and ensuring continuity Ensure that the hook-up/transition from one scene to another is done properly How to work with layers and get a good perspective view Work effectively within the team and with other departments, namely, assets, lighting and effects Critically review animation produced, keeping in mind the creative and design specifications and producer brief Refine the output based on deviations observed and/or modifications required within requisite timelines Ensure that the work-products meet quality standards (so that they can be approved with minimum iterations) and are delivered within the requisite timelines How to achieve the required output targets Supervisors Organise, store and manage work-products into file formats using standard file naming conventions and maintain assets for further use Train junior animators to improve their quality ability to deliver within given timelines Apply principles of design, 2D animation and film-making to create sequences and scenes/shots 	<p>Laptop, white board, marker, projector, Animation Software (maya etc.)</p>

		<ul style="list-style-type: none"> Apply varied techniques and styles based on the requirement Use graphics and animation software to produce in-between poses for animation 	
6	<p>Produce 3D Animation</p> <p>Theory 23 hours</p> <p>Practical 23 hours</p> <p>Corresponding NOS MES / N 0705</p>	<ul style="list-style-type: none"> Apply principles of design, 3D animation and film-making to create sequences and scenes/shots Follow the storyboard for composition i.e. positioning of the character model with respect to the background and camera to create the desired animation Animate expressions and lip movements to match dialogues and sound Communicate requirements to camera and lighting for motion capture, where required Work with motion capture data received from the motion/ performance capture studio (clean up the data and map animation data to 3D models) Prepare a prototype work product/pre-visualisation for review Refine the product until the required creative effect is achieved Organise, store and manage work-products into file formats using standard file naming conventions and maintain assets for further use Work effectively within the team and with other departments, namely, design, modeling/rigging, texturing, editing, rendering and compositing Critically review animation produced, keeping in mind the creative and design specifications and producer brief Refine the output based on deviations observed and/or modifications required within requisite timelines Apply 3D animation techniques including realistic 3D animation (motion capture + key frame animation) e.g. in movies such as Beowulf, Avatar and Lord of the Rings, semi-realistic e.g. in movies such as little krishna and brave, toon animation e.g. kung-fu panda, simulation of traditional & stop motion techniques e.g. advertisements such as vineta cucini, amaron battery etc. Produce 3D movements and performance required using 3D animation software within the agreed timelines 	Laptop, white board, marker, projector, Animation Software (maya etc.)
7	<p>Produce Stop Motion Animation</p> <p>Theory 10 hours</p> <p>Practical 10 hours</p>	<ul style="list-style-type: none"> Understand requirements including the way the characters will act/move in accordance to the storyboard Move characters and construct/compose a shot in accordance to the script and storyboard as a prototype Animate stop motion characters (puppets or models) in accordance to the script 	Laptop, white board, marker, projector, Animation Software (maya etc.)

	<p>Corresponding NOS MES / N 0706</p>	<ul style="list-style-type: none"> and directors instructions Contribute creative ideas during the animation process Apply stop motion animation techniques including traditional frame by-frame capture, Clay motion and cut-out using computer-generated tools 	
8	<p>Maintain workplace health and safety</p> <p>Theory 15 hours</p> <p>Practical 15 hours</p> <p>Corresponding NOS MES / N 0707</p>	<ul style="list-style-type: none"> 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 Participate in organization health and safety knowledge sessions and drills 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 through precautionary measures Identify and recommend opportunities for improving health, safety, and security to the designated person 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 Follow organisation's emergency procedures for accidents, fires or any other natural calamity in case of a hazard Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority 	<p>Laptop, white board, marker, projector, Health and Safety Signs and policy</p>
9	<p>Communication and Professional Skills</p> <p>Theory 10 hours</p> <p>Practical 10 Hours</p>	<ul style="list-style-type: none"> Report output, efforts and schedule taken to complete the allotted task Read and understand the script and character descriptions Read the work plan and production schedule to ensure that progress is in line Suggest creative ideas to the Director and Animation supervisor Communicate clearly and collaborate effectively with colleagues who are working with the previous or next scenes/shots 	<p>Laptop, white board, marker, projector</p>

	<p>Corresponding NOS MES / N 0701, MES / N 0702, MES / N 0703, MES / N 0704, MES / N 0705, MES / N 0706, MES / N 0707</p>	<ul style="list-style-type: none"> • Understand the modifications required from the Director, Animation supervisor and Producer • Discuss the challenges faced during production and discuss ways to address such challenges in future projects • Make decisions in order to be able to work collectively and independently, where required • Understand shot break up and plan effort and time required for each element of the shot • How to plan and prioritise individual timelines and deliver on schedule • Work effectively as a member of the team and help realise overall timelines • Prioritise work-products and tasks based on requirements • Address comments and make changes • Seek assistance and guidance from the Director, Art Director and Supervisors, where required • Improve work-products and performance based on feedback received and through self-appraisal • Understand the perspective of Client, Director, Art Director and Supervisors and apply it to the animation being produced 	
	<p>Total 240 hrs.</p> <p>Theory 120 hours</p> <p>Practical 120 Hours</p>		

Grand Total Course Duration: **240 Hours**

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

Trainer Prerequisites for Job role: “Animator” mapped to Qualification Pack: “MES/ Q0701,version 1.0”

Sr. No.	Area	Details
1	Job Description	To deliver accredited training service, mapping to the curriculum detailed above, in accordance with Qualification Pack “Q0701”
2	Personal Attributes	The candidate should have aptitude for conducting training, pre /post work to ensure competent, employable candidates at the end of training. Strong communication skills, interpersonal skills, ability to work as team; diligent and is passionate for maintaining the quality in content and training delivery methodology. Candidate should have basic understanding of English language; however this should not be a restrictive criterion as long as the candidate is willing and open to learn. He/she must be able to speak, read and write in the local language.
3	Minimum Educational Qualifications	Graduate/ ITI/Diploma/AMT, from any other polytechnic/ reputed institute in the core subject
4a	Domain Certification	Certified for Job Role: “Animator” mapped to QP: “MES/Q0701”, version 1.0. Minimum accepted score as per SSC guidelines is 80%.
4b	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%.
5	Experience	The candidate should have a minimum of 3 years of work experience in the same job role. He should be able to communicate in English and local language. He should have knowledge of equipment, tools, material, Safety, Health & Hygiene.

Annexure: Assessment Criteria

Assessment Criteria for Animator	
Job Role	Animator
Qualification Pack	MES/Q0701, version 1.0
Sector Skill Council	Media and Entertainment Skill Council

Sr. No.	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 part will be based on knowledge bank of questions created by the 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% aggregate in QP
6	In case of successfully passing only certain number of NOS's, the trainee is eligible to take subsequent assessment on the balance NOS's to pass the Qualification Pack

Job Role	Animator				
Assessment outcomes	Assessment criteria for outcomes	Total marks	Marks Allocation		
			Out of	Theory	Skills Practical
MES/ N 0701 (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 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	100	35	20	50
	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	

Assessment outcomes	Assessment criteria for outcomes	Marks Allocation			
		Total marks	Out of	Theory	Skills Practical
MES/ N 0702 (Conceptualise creative ideas for Production)	PC1. Research and find character references that would aid and inspire designs	100	40	20	50
	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

Assessment outcomes	Assessment criteria for outcomes	Marks Allocation			
		Total marks	Out of	Theory	Skills Practical
MES/ N 0703 (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

Assessment outcomes	Assessment criteria for outcomes	Marks Allocation			
		Total marks	Out of	Theory	Skills Practical
MES/ N 0704 (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		10	5	

	a reference point for strong poses			
	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

Assessment outcomes	Assessment criteria for outcomes	Marks Allocation			
		Total marks	Out of	Theory	Skills Practical
MES/ N 0705 (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 capture studio (clean up the data and map animation data to 3D models)"		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	
Assessment outcomes	Assessment criteria for outcomes	Marks Allocation			
		Total marks	Out of	Theory	Skills Practical
MES/ N 0706 (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	

Assessment outcomes	Assessment criteria for outcomes	Marks Allocation			
		Total marks	Out of	Theory	Skills Practical
MES/ N 0707 (Maintain workplace health and safety Description)	PC1. Understand and comply with the organisation's current health, safety and security policies and procedures	100	10	5	50
	PC2. Understand the safe working practices pertaining to own occupation		10	5	
	PC3. 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		5	3	
	PC4. Participate in organization health and safety knowledge sessions and drills		5	2	
	PC5. Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency		10	5	
	PC6. Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms		10	5	
	PC7. Identify aspects of your workplace that could cause potential risk to own and others health and safety		10	5	
	PC8. Ensure own personal health and safety, and that of others in the workplace through precautionary measures		10	5	
	PC9. Identify and recommend opportunities for improving health, safety, and security to the designated person		5	3	
	PC10. Report any hazards outside the individual's authority to the relevant person in line with organizational procedures and warn other people who may be affected		10	5	
	PC11. Follow organization's emergency procedures for accidents, fires or any other natural calamity in case of a hazard		10	5	
	PC12. 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	