

Model Curriculum

Modeller

SECTOR: MEDIA AND ENTERTAINMENT
SUB-SECTOR: Animation, Gaming
OCCUPATION: Asset creation
REF ID: MES/Q2501, V 1.0
NSQF LEVEL: 4



Certificate

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: '**Modeller**'

QP Ref. No. '**MES/Q2501 NSQF Level 4**'



Date of Issuance: July 30, 2013

Valid up to: July 29, 2015

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

Authorized Signatory
Media and Entertainment Skill Council

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Modeller

CURRICULUM / SYLLABUS

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

Program Name	Modeller		
Qualification Pack Name & Ref. ID	MES/Q2501, Version 1.0		
Version No.	1.0	Version Update Date	29 th July, 2015
Pre-requisites for Training	Class X		
Training Outcomes	<p>After completing this programme, participants will be able to:</p> <ul style="list-style-type: none"> • Interpret the script / story brief • Identify the scope for creation of model as per story outline • Recognise the right tools (Software) to be utilized • Identify and design various components of Model • Design characters • Create models of props and characters as per script / story • Inspect the created models in line with the specification • Maintain workplace health and safety 		

Sr. No.	Module	Key Learning Outcomes	Equipment Required
		<ul style="list-style-type: none"> • Create various components/parts of model • Demonstrate the process of creating 3D primitive objects • Define the different ways of modeling - polygon modelling, nurbs modelling or the surface modelling, etc. • Demonstrate the process of designing 3D models using 3D primitive objects (interior and exterior environment) • Create character design/frame and structure the character as model • Create the visual style of the project, including colour sets, mood, etc. • Identify components for re-designing and editing purposes • Describe the importance of maintaining the edge topology while preparing the models • Demonstrate the steps involved in checking for any penetration or overlap in texturing or in animation 	
4	<p>Test computer generated models</p> <p>Theory Duration (hh:mm) 20:00</p> <p>Practical Duration (hh:mm) 45:00</p> <p>Corresponding NOS Code MES/N2503</p>	<ul style="list-style-type: none"> • Examine normal for orientation of polygon face • Check UVs for smooth texturing and shading • Check the topology for smooth movement • Demonstrate the steps to be followed to correct issues found in the model during the test 	Laptop, White board, Marker, Projector, modelling / animation Software
5	<p>Maintain Workplace Health and Safety</p> <p>Theory Duration (hh:mm) 16:00</p> <p>Practical Duration (hh:mm) 20:00</p> <p>Corresponding NOS Code</p>	<ul style="list-style-type: none"> • Describe the potential risks like sitting postures while using computer, eye fatigues and other hazards in the workplace • Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency • Recognize security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid, and medical rooms 	Laptop, White board, Marker, Projector, Health and Safety Signs and policy

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	MES/N0104	<ul style="list-style-type: none"> Identify aspects of workplace that could cause potential risk to own and others health and safety 	
	Total Duration 240:00 Theory Duration 84:00 Practical Duration 156:00	Unique Equipment Required: Laptop, PowerPoint & white board, marker, projector, Laptop, modelling / Animation Software, electricity tester, safety and ergonomics chart, Fire Extinguisher, First-Aid Kit	

Grand Total Course Duration: **240 Hours, 0 Minutes**

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

Trainer Prerequisites for Job role: “Modeller” mapped to Qualification Pack: “MES/Q2501, v1.0”

Sr. No.	Area	Details
1.	Description	To deliver accredited training service, mapping to the curriculum detailed above, in accordance with Qualification Pack “MES/Q2501”
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, from any other polytechnic/ reputed institute in the core subject
4.	Domain Certification	Certified for Job Role: “Modeller” mapped to QP: “MES/Q2501”, version 1.0. 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: “MEP/Q2601” with scoring of minimum 80%.
6.	Experience	The candidate should have a minimum of 3 years of work experience in the same job. He/she 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 Modeller	
Job Role	Modeller
Qualification Pack	MES/Q2501, version 1.0
Sector Skill Council	Media and Entertainment Skills Council

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. Assessment will be conducted for all compulsory NOS, and where applicable, on the selected elective/option NOS/set of NOS.
4. Individual assessment agencies will create unique question papers for theory part for each candidate at each examination/training center (as per assessment criteria below).
5. Individual assessment agencies will create unique evaluations for skill practical for every student at each examination/training center based on this criterion.
6. To pass the Qualification Pack, every trainee should score a minimum of 70% of aggregate marks to successfully clear the assessment.
7. In case of *unsuccessful completion*, the trainee may seek reassessment on the Qualification Pack.

Assessment outcomes	Assessment criteria for outcomes	Total marks	Marks Allocation		
			Out of	Theory	Skills Practical
MES/N2501 (Interpret the script/ brief/ storyboard)	PC1. Understand the script, brief, storyboard from the Art Director and character designers	100	20	10	60
	PC2. Understand the design brief (Appearance, complexion, dressing, moods, personalities, expressions etc.)		20	10	
	PC3. Understand the requirements (number, types, duplicates etc.)		20	5	
	PC4. Understand the specifications (dimensions, operating parameters etc.)		20	5	
	PC5. Understand the technical needs of the project (Television, Film, Gaming, Internet, DVD etc.)		10	5	
	PC6. Be aware and responsible of his/her role in the pre-production, production and post-production process		10	5	
	Total		100	40	60
MES/N2502 (Prepare computer)	PC1. Prepare digital models according to the design brief (appearance, complexion, dressing, moods, personalities, expressions etc.), requirements	100	25	10	60

Assessment outcomes	Assessment criteria for outcomes	Total marks	Marks Allocation				
			Out of	Theory	Skills Practical		
generated models)	(number, types, duplicates etc.) and specifications (dimensions, operating parameters etc.)						
	PC2. Create prototypes/pilots for testing					25	10
	PC3.Understand the final display medium and adapt / suggest the model for its polycot's, mesh complexity, movement capability etc.					25	10
	PC4. Ensure that the models will be able to perform properly once animated, are uniform and consistent and are delivered in appropriate formats that can be used by others					25	10
		Total	100	40	60		
MES/N2503 (Test computer generated models)	PC1.Test the models to ensure that they meet the design specifications and production requirements and function as required	100			60		
	PC2.Work out any problems with the models that emerge during production or construction in collaboration with peers and under supervision of the art director and character designers					25	10
	PC3.Review models with relevant people					15	10
	PC4.Respond positively to feedback about the models created, making refinements as needed					25	5
	PC5. Remain constantly flexible and adaptable to new directions, creative requirements and developments in model making					10	5
		Total	100	40	60		
MES/ N 0104 (Maintain workplace health and safety)	PC1. Understand and comply with the organisation's current health, safety and security policies and procedures.	100			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

Assessment outcomes	Assessment criteria for outcomes	Total marks	Marks Allocation		
			Out of	Theory	Skills Practical
	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 organisational procedures and warn other people who may be affected.		10	5	
	PC11. Follow organisation'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