

# QUALIFICATIONS PACK - OCCUPATIONAL STANDARDS FOR MEDIA AND ENTERTAINMENT INDUSTRY

## What are Occupational Standards(OS)?

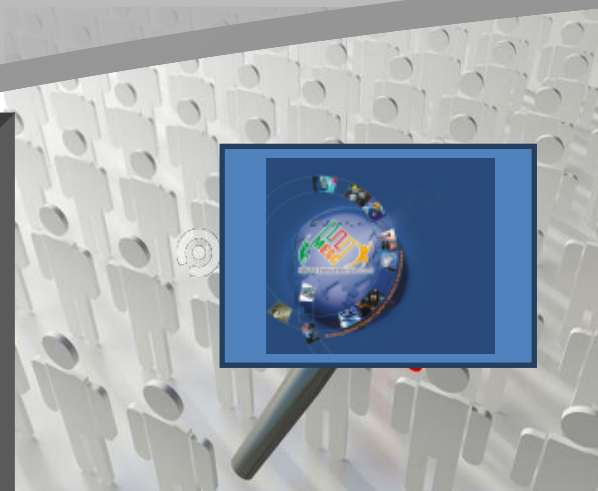
- OS describe what individuals need to do, know and understand in order to carry out a particular job role or function
- OS are performance standards that individuals must achieve when carrying out functions in the workplace, together with specifications of the underpinning knowledge and understanding

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## Introduction

### Qualifications Pack-Rigging Artist

**SECTOR:** MEDIA AND ENTERTAINMENT

**SUB-SECTOR:** Animation, Gaming

**OCCUPATION:** Asset Creation

**REFERENCE ID:** MES/ Q 2502

**ALIGNED TO:** NCO-2004/NIL

**Rigging Artist in the Media & Entertainment Industry is also known as a CG Rigger**

**Brief Job Description:** Individuals at this job are responsible for creating computer generated controls/rigs for movements in models used for animation under close supervision

**Personal Attributes:** This job requires the individual to write computer scripts and programs to create the desired rigs in models. The individual must know programming languages such as C, C++ etc. and software such as Autodesk Maya, 3D Studio Max etc. The individual must also have a good understanding of the human anatomy, skeleton structure, joints, facial muscles etc. The individual must be well-versed with the principles of 3D modelling and animation.

Job Details	Qualifications Pack Code	MES/ Q 2502		
	Job Role	Rigging Artist This job role is applicable in both national and international scenarios		
	Credits(NSQF)	TBD	Version number	1.0
	Sector	Media and Entertainment	Drafted on	16/07/13
	Sub-sector	Animation, Gaming	Last reviewed on	30/07/13
	Occupation	Asset Creation	Next review date	29/07/15

Job Role	Rigging Artist
Role Description	Create computer generated rigs for movement of models
NSQF level	3
Minimum Educational Qualifications	Class X
Maximum Educational Qualifications	-
Training (Suggested but not mandatory)	Art, Adobe Flash, 3D software
Experience	0-1 years Trainee / Junior Rigging Artist 1+ years Rigging Artist
Applicable National Occupational Standards (NOS)	<b>Compulsory:</b> <ol style="list-style-type: none"> <li><a href="#">MES / N 2501 (Interpret the script/ brief/ storyboard)</a></li> <li><a href="#">MES / N 2504 (Rig models for movements)</a></li> <li><a href="#">MES / N 2505 (Test computer generated rigs)</a></li> <li><a href="#">MES / N 2508 (Maintain workplace health and safety)</a></li> </ol> <b>Optional:</b> N.A.
Performance Criteria	As described in the relevant OS units

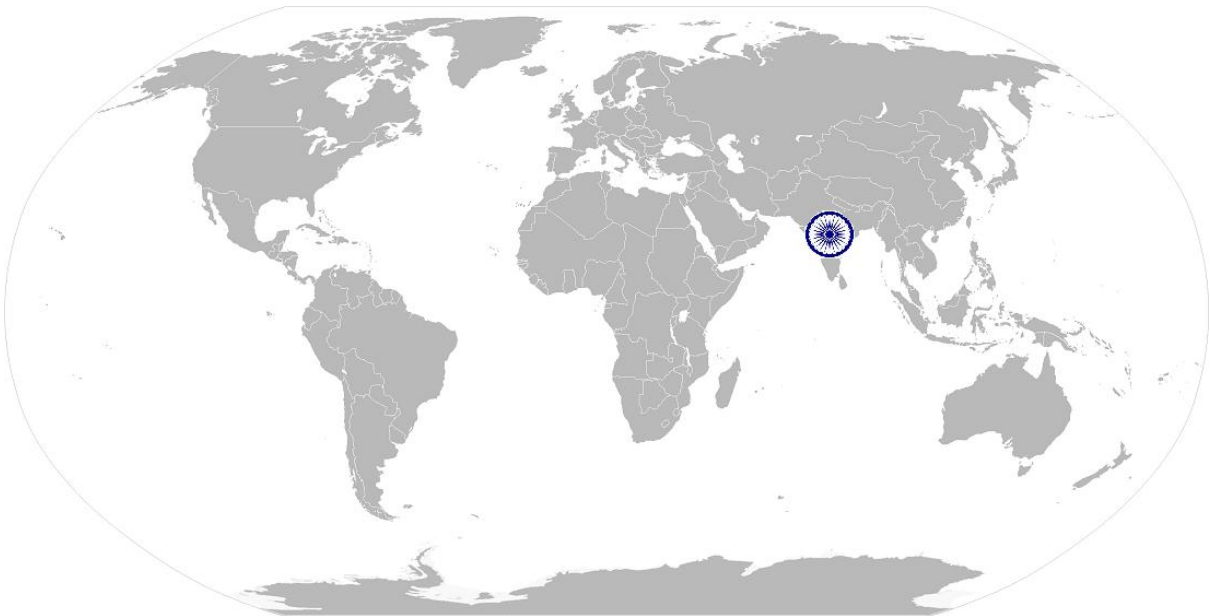
Definitions

Keywords /Terms	Description
Budget	Budget is an estimate of the total cost of production that may include a break-up of cost components
Compositing	Compositing is the process of combining layers of images/elements into a single frame
Clean-up	Refining the interim/rough animation
Creative Brief	Creative brief is a document that captures the key questions that serve as a guide for the production including the vision, objective of the project, target audience, timelines, budgets, milestones, stakeholders etc.
Key Frame	Key Frames are the key poses, usually the start and end poses for a particular animation sequence
Modelling	Modelling is the process of creating three-dimensional models for animation using a specialised software application.
Rendering	Rendering is the process of converting three-dimensional models into two-dimensional images with 3D effects
Rigging	Rigging is the process of adding joints to a static three-dimensional model to aid movement during posing
Timelines	Timelines is a listing of dates by which the production milestones/stages need to be completed
Sector	Sector is a conglomeration of different business operations having similar businesses and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests.
Sub-sector	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
Vertical	Vertical may exist within a sub-sector representing different domain areas or the client industries served by the industry.
Occupation	Occupation is a set of job roles, which perform similar/related set of functions in an industry
Function	Function is an activity necessary for achieving the key purpose of the sector, occupation, or area of work, which can be carried out by a person or a group of persons. Functions are identified through functional analysis and form the basis of OS.
Sub-functions	Sub-functions are sub-activities essential to fulfill the achieving the objectives of the function.
Job role	Job role defines a unique set of functions that together form a unique employment opportunity in an organization.
Occupational Standards (OS)	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the knowledge and understanding they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
Performance Criteria	Performance Criteria are statements that together specify the standard of performance required when carrying out a task
National Occupational Standards (NOS)	NOS are Occupational Standards which apply uniquely in the Indian context.
Qualifications Pack Code	Qualifications Pack Code is a unique reference code that identifies a qualifications pack.
Qualifications Pack(QP)	Qualifications Pack comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A <sup>3</sup> Qualifications Pack is assigned a unique qualification pack code.

Unit Code	Unit Code is a unique identifier for an Occupational Standard, which is denoted by an 'N'.
Unit Title	Unit Title gives a clear overall statement about what the incumbent should be able to do.
Description	Description gives a short summary of the unit content. This would be helpful to anyone searching on a database to verify that this is the appropriate OS they are looking for.
Scope	Scope is the set of statements specifying the range of variables that an individual may have to deal with in carrying out the function which have a critical impact on the quality of performance required.
Knowledge and Understanding	Knowledge and Understanding are statements which together specify the technical, generic, professional and organizational specific knowledge that an individual needs in order to perform to the required standard.
Organizational Context	Organizational Context includes the way the organization is structured and how it operates, including the extent of operative knowledge managers have of their relevant areas of responsibility.
Technical Knowledge	Technical Knowledge is the specific knowledge needed to accomplish specific designated responsibilities.
Core Skills/Generic Skills	Core Skills or Generic Skills are a group of skills that are key to learning and working in today's world. These skills are typically needed in any work environment. In the context of the OS, these include communication related skills that are applicable to most job roles.
<b>Keywords /Terms</b>	<b>Description</b>
NOS	National Occupational Standard(s)
QP	Qualifications Pack
NSQF	National Skill Qualifications Framework
NVEQF	National Vocational Education Qualifications Framework
NVQF	National Vocational Qualifications Framework
CG	Computer Generated

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# National Occupational Standard



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## Overview

This OS unit is about interpreting the script/ brief/ storyboard for the animation process

## Interpret the script/ brief/ storyboard

<b>Unit Code</b>	MES/ N 2501
<b>Unit Title (Task)</b>	Interpret the script/ brief/ storyboard
<b>Description</b>	This OS unit is about interpreting the script/ brief/ storyboard for the animation process
<b>Scope</b>	This unit/task covers the following: <ul style="list-style-type: none"> <li>Interpret the script/ brief/ storyboard correctly</li> </ul>
<b>Performance Criteria (PC) w.r.t. the Scope</b>	
<b>Element</b>	<b>Performance Criteria</b>
Interpretation of script/ brief/ storyboard	To be competent, the user/individual on the job must be able to: <ul style="list-style-type: none"> <li>PC1. Understand the script, brief and storyboard from the Art Director and character designers</li> <li>PC2. Understand the design brief in context of his/her job (appearance, complexion, dressing, moods, personalities, expressions etc.)</li> <li>PC3. Understand the requirements (number, types, duplicates etc.)</li> <li>PC4. Understand the specifications (dimensions, operating parameters etc.)</li> <li>PC5. Understand the technical needs of the project relevant to his/ her job role (Television, Film, Gaming, Internet, DVD etc.)</li> <li>PC6. Be aware and responsible of his/her role in the pre-production, production and post-production process</li> </ul>
<b>Knowledge and Understanding (K)</b>	
<b>A. Organizational Context</b> (Knowledge of the company / organization and its processes)	The user/individual on the job needs to know and understand: <ul style="list-style-type: none"> <li>KA1. The creative vision and elements of production relevant to his/her job role</li> <li>KA2. The project pipeline/schedule and timelines relevant to their work</li> <li>KA3. The intended purpose/ end-use of the models that need to be created</li> </ul>
<b>B. Technical Knowledge</b>	The user/individual on the job needs to know and understand: <ul style="list-style-type: none"> <li>KB1. Principles of animation</li> <li>KB2. Human anatomy, skeleton structure, joints, facial muscles etc.</li> <li>KB3. Human mannerisms, emotions, behavior, facial expressions etc.</li> <li>KB4. Techniques and workflow</li> <li>KB5. Drawing and illustration techniques</li> <li>KB6. How to prepare an output that is consistent with the creative look of the production and in accordance to the script and design brief</li> <li>KB7. The sources for research and reference material</li> <li>KB8. Applicable copyright norms and intellectual property rights</li> <li>KB9. Applicable health and safety guidelines</li> </ul>

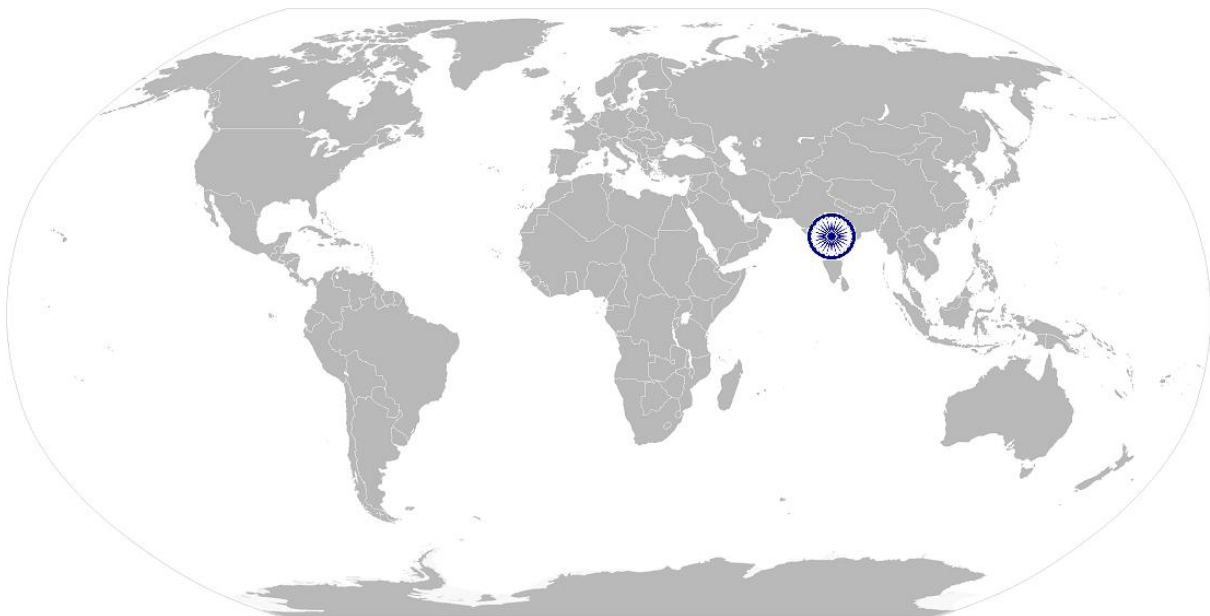
Interpret the script/ brief/ storyboard

Skills (S) (Optional)	
<b>A. Core Skills/ Generic Skills</b>	<b>Writing Skills</b>
	The user/individual on the job needs to know and understand how to: SA1. Document notes while understanding the brief, requirements and specifications from the art director and character designers to refer to during the production process
	<b>Reading Skills</b>
	The user/individual on the job needs to know and understand how to: SA2. Read and understand the design brief and character pack SA3. Research links, videos, artwork etc. that can be used as references
	<b>Oral Communication (Listening and Speaking skills)</b>
	The user/individual on the job needs to know and understand how to: SA4. Understand the design brief and requirements from the Art Director and character designers
<b>B. Professional Skills</b>	<b>Plan and Organize</b>
	The user/individual on the job needs to know and understand how to: SB1. Breakup the tasks required and estimate the time required for each task, so as to manage own work in assigned time schedule
	<b>Problem Solving</b>
	The user/individual on the job needs to know and understand how to: SB2. Identify any creative problems that may arise during the production and work back with the art director and character designers to find suitable solutions to address them SB3. Handle technical issues such as pipeline concerns, optimizing efficiency of assets and asset integration in collaboration with peers and under supervision of the art director



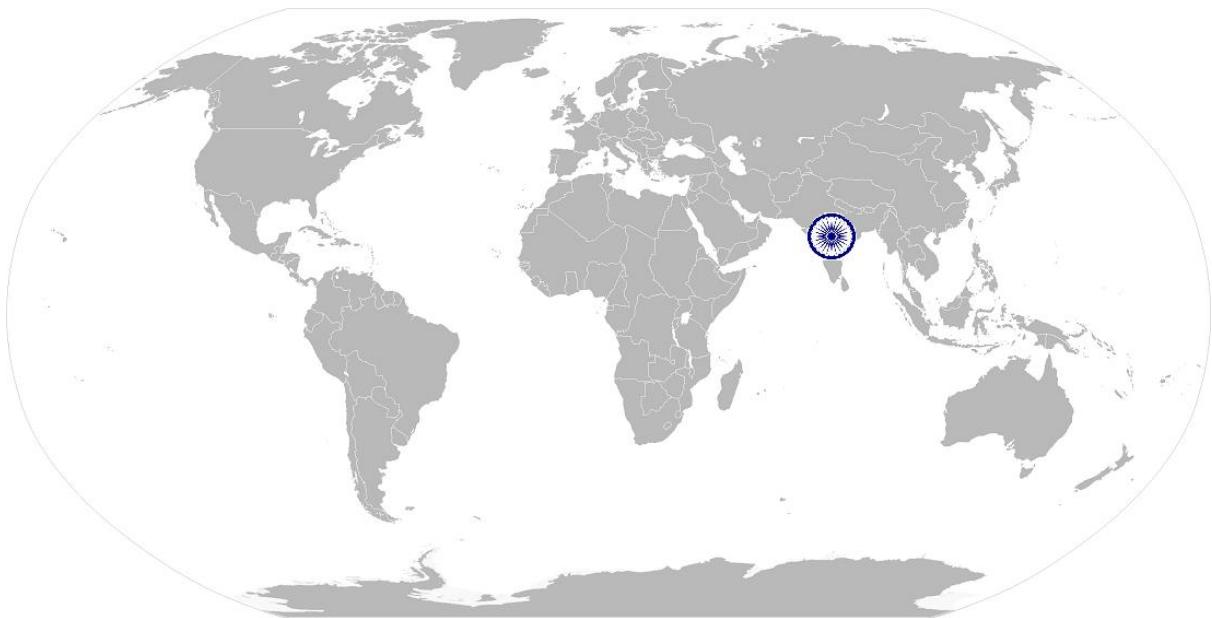
## NOS Version Control

NOS Code	MES / N 2501		
Credits(NSQF)	TBD	Version number	1.0
Sector	Media and Entertainment	Drafted on	16/07/13
Sub-sector	Animation, Gaming	Last reviewed on	30/07/13
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# National Occupational Standard



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## Overview

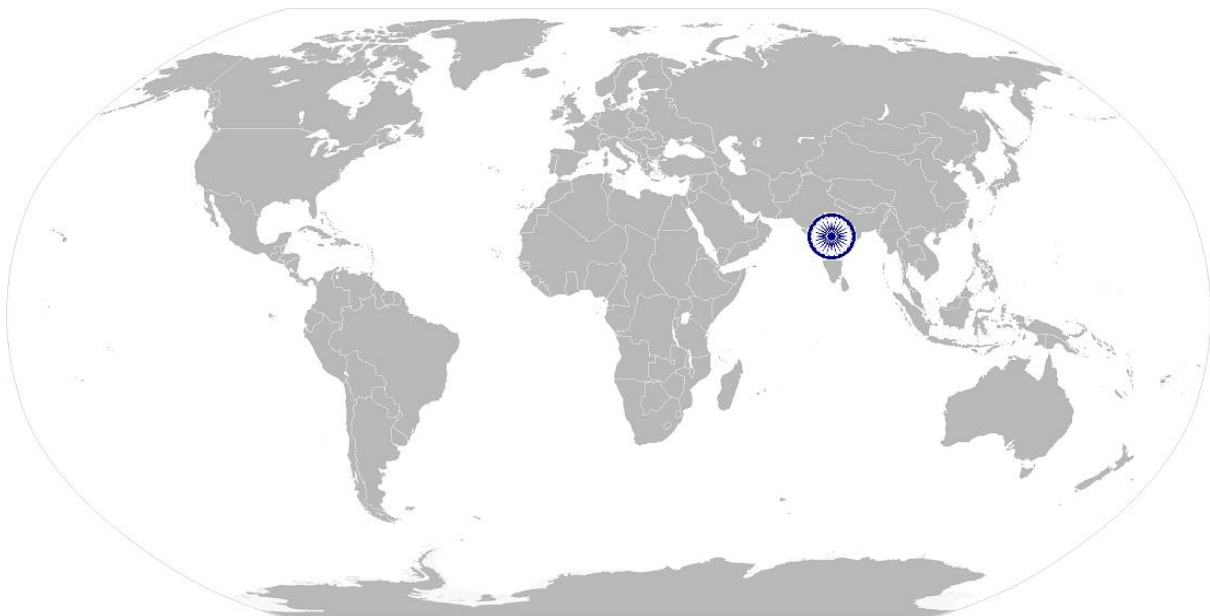
This unit is about creating computer generated rigs for movement of models

<b>Unit Code</b>	<b>MES/ N 2504</b>
<b>Unit Title (Task)</b>	<b>Rig models for movements</b>
<b>Description</b>	This OS unit is about creating computer generated rigs for movement of models under close supervision
<b>Scope</b>	<p>This unit/task covers the following:</p> <ul style="list-style-type: none"> <li>Creating rigs for models which could include creating movements of characters (Bends, Stretches, Expressions), Accessories, objects, props, sets, locations, bipeds, quadrupeds, Hair/fur simulation, Cloth simulation</li> </ul>
<b>Performance Criteria (PC) w.r.t. the Scope</b>	
<b>Element</b>	<b>Performance Criteria</b>
Creating rigs for models	<p>To be competent, the user/individual on the job must be able to:</p> <p>PC1. Create user interfaces and controls for movements in the models according to the design brief (appearance, expressions, movements, dramatic poses etc.), and specifications (mobility, operating parameters, hierarchy of movement etc.) under supervision of the animator</p> <p>PC2. Create prototypes/pilots for testing</p> <p>PC3. Ensure that the final rigs are clean, efficient, have realistic movements (using muscle based rigging) and are animation friendly</p>
<b>Knowledge and Understanding (K)</b>	
<b>B. Organizational Context</b> (Knowledge of the company / organization and its processes)	<p>The user/individual on the job needs to know and understand:</p> <p>KA1. The creative vision and elements of production relevant to his/her job role</p> <p>KA2. The pipeline/schedule and timelines relevant to their work</p> <p>KA3. The intended purpose/ end-use of the models that need to be created</p>
<b>B. Technical Knowledge</b>	<p>The user/individual on the job needs to know and understand:</p> <p>KB1. The principles of 3D modelling and animation</p> <p>KB2. Human anatomy, skeleton structure, joints, facial muscles etc.</p> <p>KB3. Rigging principles, processes, systems and techniques like FK, IK etc.</p> <p>KB4. Fundamentals of mathematics and engineering</p> <p>KB5. How to calculate a rig in the fastest possible manner</p> <p>KB6. How to write computer scripts and programs to create the desired rigs in models</p> <p>KB7. The breaking points for the rig</p> <p>KB8. How primary movements (movements, facial expressions, gestures etc.) would affect on secondary animation (of clothing, accessories etc.)</p> <p>KB9. How to work on software such as Autodesk Maya, 3D Studio Max, Blender etc.</p> <p>KB10. Programming languages such as C, C++, Python, MEL etc.</p> <p>KB11. How to develop rigs for models consistent with the creative look of the production and in accordance to the script and design brief</p>

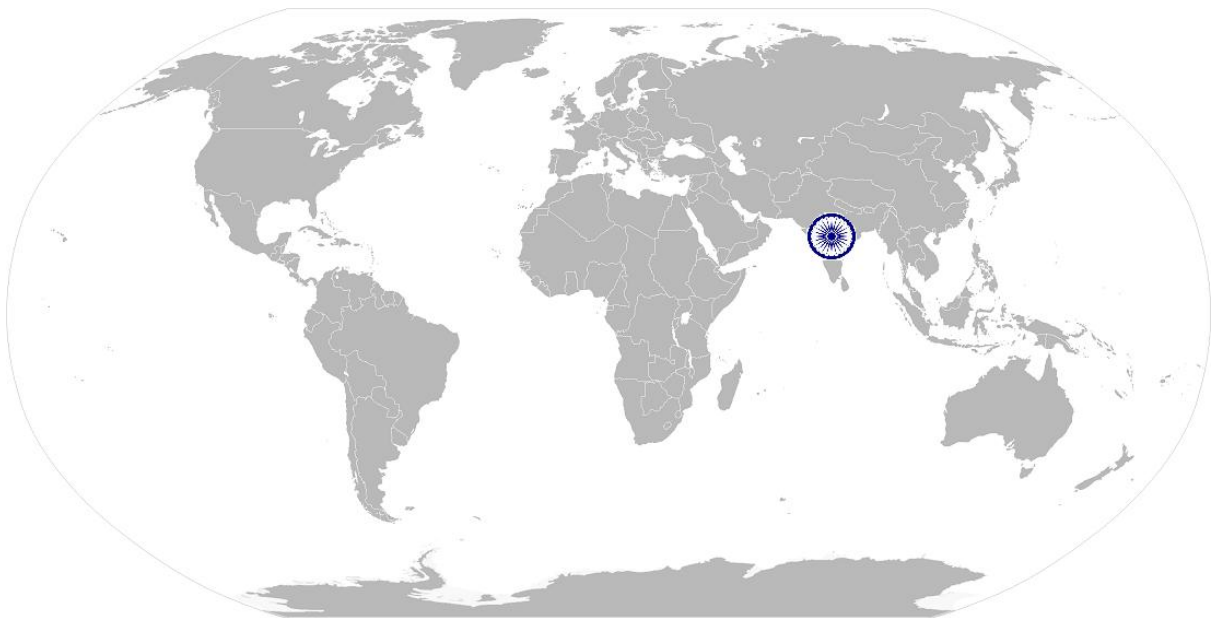
	<p>KB12. Basics of modeling to maintain a surface flow as per rigging requirements</p> <p>KB13. The sources for research and reference material</p> <p>KB14. How to test the rigs using phonemes test, extreme animation test, expression test, cloth test with motion, jewel motion test etc.</p> <p>KB15. Applicable health and safety guidelines</p>
<b>Skills (S) (Optional)</b>	
<b>C. Core Skills/ Generic Skills</b>	<b>Writing Skills</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SA1. Document notes on the rigging points to be created for different models to assist during the rigging process</p>
	<b>Reading Skills</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SA2. Read and understand the script and storyboard to understand the movements demanded of the script</p> <p>SA3. Gather references and drawings to compare with real-life movements and help define the rigging points</p>
	<b>Oral Communication (Listening and Speaking skills)</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SA4. Understand the design brief and rigging points to be created from the Art Director, character designers and animators</p> <p>SA5. Collaborate with modelers and animators during the testing phase to ensure that the model will meet animation requirements</p> <p>SA6. Present the final character models to the Art Director and solicit feedback</p>
<b>D. Professional Skills</b>	<b>Plan and Organize</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SB1. Plan and prioritise own work according to the requirements and agreed timelines</p> <p>SB2. Identify reuse of rigs created earlier or available on the internet</p>
	<b>Problem Solving</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SB3. Identify any creative problems that may arise during the production and work back with the art director and character designers to find suitable solutions to address them</p>
	<b>Critical Thinking</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SB4. Create rigs in accordance to the needs of the animator including implementation of "Custom" Controls.</p>

## NOS Version Control

NOS Code	MES / N 2504		
Credits(NSQF)	TBD	Version number	1.0
Sector	Media and Entertainment	Drafted on	16/07/13
Sub-sector	Animation, Gaming	Last reviewed on	30/07/13
Occupation	Asset Creation	Next review date	29/07/15



# National Occupational Standard



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## Overview

This unit is about testing computer generated rigs for movement of models

## Test computer generated rigs

<b>Unit Code</b>	<b>MES/ N 2505</b>
<b>Unit Title (Task)</b>	<b>Test computer generated rigs</b>
<b>Description</b>	This OS unit is about testing computer generated rigs for movement of models
<b>Scope</b>	This unit/task covers the following: <ul style="list-style-type: none"> <li>Test the rigs for proper functioning</li> </ul>
<b>Performance Criteria (PC) w.r.t. the Scope</b>	
<b>Element</b>	<b>Performance Criteria</b>
Test the rigs for proper functioning	To be competent, the user/individual on the job must be able to: <ul style="list-style-type: none"> <li>PC1. Ensure that the rigs are smooth, intuitive and responsive and meet production requirements</li> <li>PC2. Ensure rigged assets deform correctly from all required camera positions and angles</li> <li>PC3. Ensure that final rigs are suitable for exhibition on the applicable medium e.g. feature, television, game, e-Learning etc.</li> <li>PC4. Find solutions for complex rigging problems when required</li> </ul>
<b>Knowledge and Understanding (K)</b>	
<b>C. Organizational Context</b> (Knowledge of the company / organization and its processes)	The user/individual on the job needs to know and understand: <ul style="list-style-type: none"> <li>KA1. The creative vision and elements of production</li> <li>KA2. The production pipeline/schedule and timelines relevant to their work</li> <li>KA3. The intended purpose/ end-use of the models that need to be created</li> </ul>
<b>B. Technical Knowledge</b>	The user/individual on the job needs to know and understand: <ul style="list-style-type: none"> <li>KB1. The principles of 3D modelling and animation</li> <li>KB2. Human anatomy, skeleton structure, joints, facial muscles etc.</li> <li>KB3. Rigging principles, processes, systems and techniques like FK, IK etc.</li> <li>KB4. Fundamentals of mathematics and engineering</li> <li>KB5. How to calculate a rig in the fastest possible manner</li> <li>KB6. How to write computer scripts and programs to create the desired rigs in models</li> <li>KB7. The breaking points for the rig</li> <li>KB8. How primary movements (movements, facial expressions, gestures etc.) would affect secondary animation (of clothing, accessories etc.)</li> <li>KB9. How to work on software such as Autodesk Maya, 3D Studio Max, Blender etc.</li> <li>KB10. Programming languages such as C, C++, Python, MEL etc.</li> <li>KB11. How to develop rigs for models consistent with the creative look of the production and in accordance to the script and design brief</li> <li>KB12. Basics of modeling to maintain a surface flow as per rigging requirements</li> <li>KB13. The sources for research and reference material</li> <li>KB14. How to test the rigs using phonemes test, extreme animation test, expression</li> </ul>

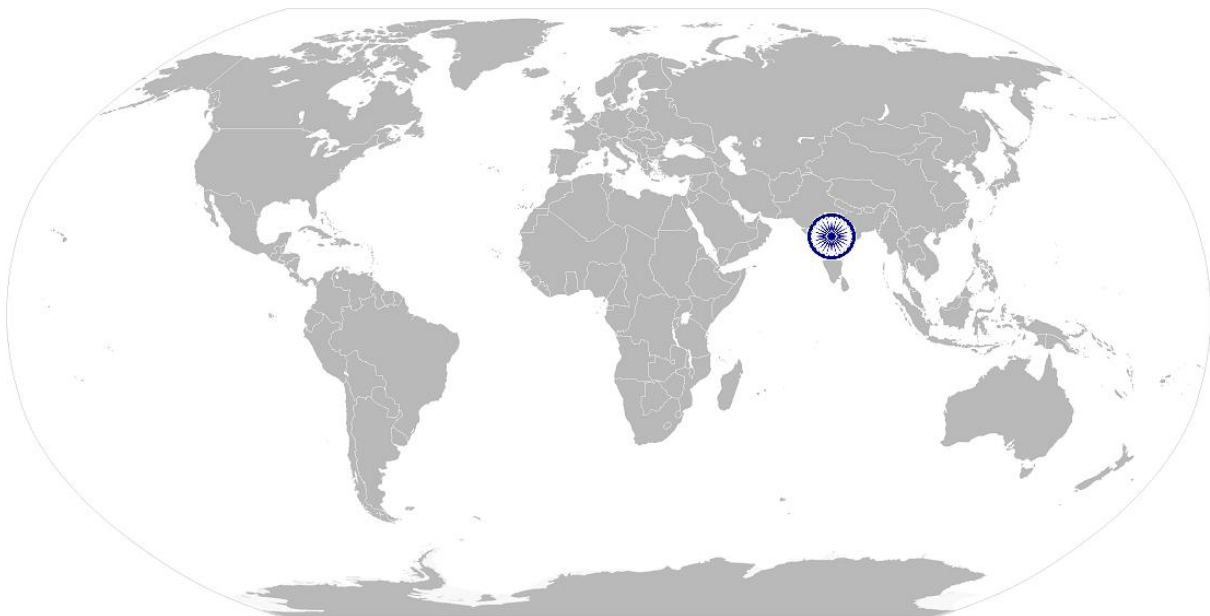


	test, cloth test with motion, jewel motion test etc. KB15. Applicable health and safety guidelines
<b>Skills (S) (Optional)</b>	
<b>E. Core Skills/ Generic Skills</b>	<b>Writing Skills</b>
	The user/individual on the job needs to know and understand how to: SA1. Document notes on the rigging points to be created for different models to assist during the rigging process
	<b>Reading Skills</b>
	The user/individual on the job needs to know and understand how to: SA2. Read and understand the script and storyboard to understand the movements demanded of the script SA3. Gather references and drawings to compare with real-life movements and help define the rigging points
	<b>Oral Communication (Listening and Speaking skills)</b>
	The user/individual on the job needs to know and understand how to: SA4. Understand the design brief and rigging points to be created from the Art Director, character designers and animators SA5. Collaborate with modelers and animators during the testing phase to ensure that the model will meet animation requirements SA6. Present the final character models to the Art Director and solicit feedback
<b>F. Professional Skills</b>	<b>Plan and Organize</b>
	The user/individual on the job needs to know and understand how to: SB5. Plan and prioritise own work according to the requirements and agreed timelines SB6. Identify reuse of rigs created earlier or available on the internet
	<b>Problem Solving</b>
	The user/individual on the job needs to know and understand how to: SB7. Identify any creative problems that may arise during the production and work back with the art director and character designers to find suitable solutions to address them
	<b>Critical Thinking</b>
	The user/individual on the job needs to know and understand how to: SB8. Create rigs in accordance to the needs of the animator including implementation of "Custom" Controls.



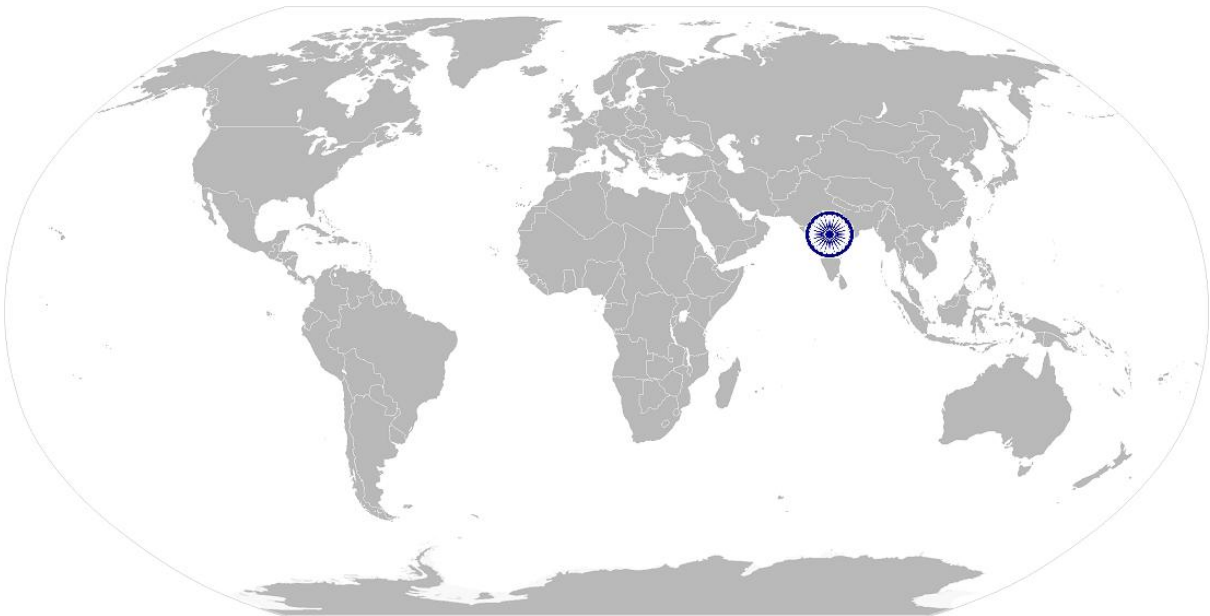
## NOS Version Control

NOS Code	MES / N 2505		
Credits(NSQF)	TBD	Version number	1.0
Sector	Media and Entertainment	Drafted on	16/07/13
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# National Occupational Standard



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## Overview

This unit is about contributing towards maintaining a healthy, safe and secure working environment

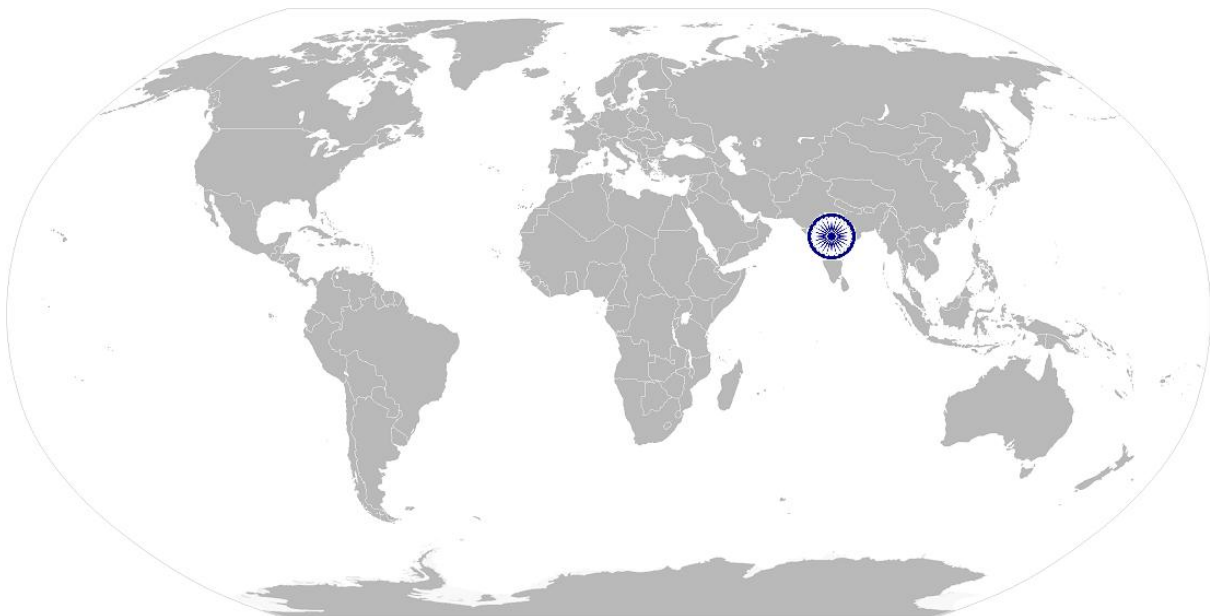
<b>Unit Code</b>	<b>MES/ N 2508</b>
<b>Unit Title (Task)</b>	<b>Maintain workplace health and safety</b>
<b>Description</b>	This OS unit is about contributing towards maintaining a healthy, safe and secure working environment
<b>Scope</b>	<p>This unit/task covers the following:</p> <ul style="list-style-type: none"> <li>Understanding the health, safety and security risks prevalent in the workplace</li> <li>Knowing the people responsible for health and safety and the resources available</li> <li>Identifying and reporting risks</li> <li>Complying with procedures in the event of an emergency</li> </ul>
<b>Performance Criteria (PC) w.r.t. the Scope</b>	
<b>Element</b>	<b>Performance Criteria</b>
Understanding the risks prevalent in the workplace	<p>To be competent, the user/individual on the job must be able to:</p> <p>PC1. Understand and comply with the organisation's current health, safety and security policies and procedures</p> <p>PC2. Understand the safe working practices pertaining to own occupation</p> <p>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</p> <p>PC4. Participate in organization health and safety knowledge sessions and drills</p>
Knowing the people responsible for health and safety and the resources available	<p>PC5. Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency</p> <p>PC6. Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms</p>
Identifying and reporting risks	<p>PC7. Identify aspects of your workplace that could cause potential risk to own and others health and safety</p> <p>PC8. Ensure own personal health and safety, and that of others in the workplace through precautionary measures</p> <p>PC9. Identify and recommend opportunities for improving health, safety, and security to the designated person</p> <p>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</p>
Complying with procedures in the event of an emergency	<p>PC11. Follow organisation's emergency procedures for accidents, fires or any other natural calamity in case of a hazard</p> <p>PC12. Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority</p>
<b>Knowledge and Understanding (K)</b>	
<b>A. Organizational Context</b> (Knowledge of the company / organization and	<p>The user/individual on the job needs to know and understand:</p> <p>KA1. Organisation's norms and policies relating to health and safety</p> <p>KA2. Government norms and policies regarding health and safety and related emergency procedures</p> <p>KA3. Limits of authority while dealing with risks/ hazards</p> <p>KA4. The importance of maintaining high standards of health and safety at a</p>

**Maintain workplace health and safety**

its processes)	workplace
<b>B. Technical Knowledge</b>	<p>The user/individual on the job needs to know and understand:</p> <p>KB1. The different types of health and safety hazards in a workplace</p> <p>KB2. Safe working practices for own job role</p> <p>KB3. Evacuation procedures and other arrangements for handling risks</p> <p>KB4. Names and contact numbers of people responsible for health and safety in a workplace</p> <p>KB5. How to summon medical assistance and the emergency services, where necessary</p> <p>KB6. Vendors' or manufacturers' instructions for maintaining health and safety while using equipments, systems and/or machines</p>
<b>Skills (S) (Optional)</b>	
<b>A. Core Skills/ Generic Skills</b>	<b>Writing Skills</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SA1. How to write and provide feedback regarding health and safety to the concerned people</p> <p>SA2. How to write and highlight potential risks or report a hazard to the concerned people</p>
	<b>Reading Skills</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SA3. Read instructions, policies, procedures and norms relating to health and safety</p>
	<b>Oral Communication (Listening and Speaking skills)</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SA4. Highlight potential risks and report hazards to the designated people</p> <p>SA5. Listen and communicate information with all anyone concerned or affected</p>
<b>B. Professional Skills</b>	<b>Decision making</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SB1. Make decisions on a suitable course of action or plan</p>
	<b>Plan and Organize</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SB2. Plan and organize people and resources to deal with risks/ hazards that lie within the scope of one's individual authority</p>
	<b>Problem Solving</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SB3. Apply problem solving approaches in different situations</p>
	<b>Critical Thinking</b>
	<p>The user/individual on the job needs to know and understand how to:</p> <p>SB4. Understand hazards that fall within the scope of individual authority and report all hazards that may supersede one's authority</p> <p>SB5. Apply balanced judgements in different situations</p>

## NOS Version Control

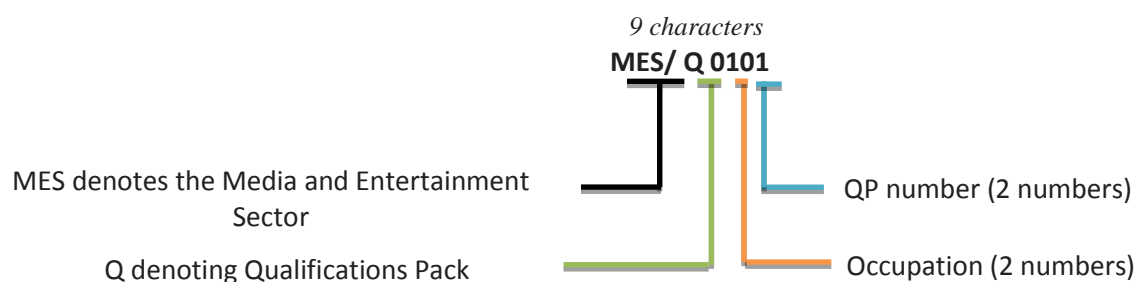
NOS Code	MES / N 2508		
Credits(NSQF)	TBD	Version number	02
Sector	Media and Entertainment	Drafted on	16/07/13
Sub-sector	Animation, Gaming	Last reviewed on	30/07/13
Occupation	Asset Creation	Next review date	29/07/15



## Annexure

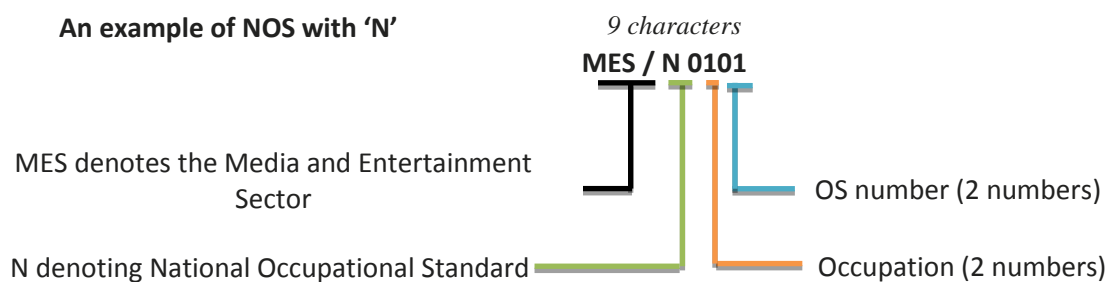
### Nomenclature for QP and NOS

#### Qualifications Pack



#### Occupational Standard

##### An example of NOS with 'N'



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The following acronyms/codes have been used in the nomenclature above:

Sub-sector	Range of Occupation numbers
...	...

Sequence	Description	Example
Three letters	Media and Entertainment	MES
Slash	/	/
Next letter	Whether QP or NOS	Q
Next two numbers	Asset Creation	25
Next two numbers	QP number	02



<b>Job Role/Qualification Pack</b>	<b>Rigging Artist</b>
<b>QP- ID</b>	<b>MES Q 2502</b>

	NOS	NOS NAME	Weightag
1	MES / N 2501	Interpret the script/ brief/ storyboard	25%
2	MES / N 2504	Rig models for movements	30%
3	MES / N 2505	Test computer generated Rigs	35%
4	MES / N 2508	Maintain workplace health and safety	10%
			<b>100%</b>

### 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)

### Job Role

Rigger

NOS CODE	NOS NAME	Performance Criteria			Marks Allocation	
			Total	Out Of	Theory	Skills
MES/ N 2501	Interpret the script/ brief/ storyboard	PC1. Understand the script, brief and storyboard from the Art Director and character designers		20	10	
		PC2.Understand the design brief (appearance, complexion, dressing, moods, personalities,		20	10	

		PC3.Understand the requirements (number, types, duplicates etc.)	100	20	5	60
		PC4.Understand the specifications (dimensions, operating parameters etc.		20	5	
		PC5.Understand the technical needs of the project (Television, Film,		10	5	
		PC6.Be aware and responsible of his/her role in the pre-production, production and post-production process		10	5	
		<b>Total</b>		<b>100</b>	<b>40</b>	<b>60</b>
<b>MES/ N 2504</b>	<b>Rig models for movements</b>	PC1.Create user interfaces and controls for movements in the models according to the design brief (appearance,	100	50	20	60
		PC2.Create prototypes/pilots for testing		25	20	
		PC3.Ensure that the final rigs are clean, efficient, have realistic movements (using muscle based rigging) and are animation		25	10	
		<b>Total</b>		<b>100</b>	<b>40</b>	<b>60</b>
<b>MES/ N 2505</b>	<b>Test computer generated Rigs</b>	PC1.Ensure that the rigs are smooth, intuitive and responsive and meet production requirements	100	25	10	60
		PC2.Ensure rigged assets deform correctly from all required camera positions and angles		25	10	
		PC3.Ensure that final rigs are suitable for exhibition on the applicable medium e.g. feature, television, game, e-Learning etc.		25	10	
		PC4.Find solutions for complex rigging problems when required		25	10	
		<b>Total</b>		<b>100</b>	<b>40</b>	<b>60</b>
<b>MES/ N 2508</b>	<b>Maintain workplace health and safety</b>	PC1. Understand and comply with the organisation's current health, safety and security policies and procedures		10	5	
		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,	5	3	100	50
	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 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	5	2		

			Total	100	50	50
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