

## Qualification Pack



# Gaffar Man

QP Code: MES/Q0906

Version: 1.0

NSQF Level: 5

Media & Entertainment Skills Council || Commercial premises No Ja522, 5th Floor, DLF Tower A, Jasola,  
New Delhi  
110025



## Qualification Pack

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## Qualification Pack

### MES/Q0906: Gaffar Man

#### Brief Job Description

The gaffer is the chief lighting technician on a set and is head of the electrical department. The gaffer's job is to run a team of lighting technicians to execute the lighting plan for a production

#### Personal Attributes

Individual in this role shall be completely responsible to provide all necessary lighting need, recruit and manage lighting crew Estimate of lighting requirements, procurement, coordination with the team, monitoring and quality outcome.

#### Applicable National Occupational Standards (NOS)

##### Compulsory NOS:

1. [MES/N0917: Estimate lighting requirements](#)
2. [MES/N0918: Procure or arrange lights for shoot](#)
3. [MES/N1516: Co-ordinate lighting activities](#)
4. [MES/N0919: Monitor and supervise team of lighting artist](#)
5. [MES/N0920: Operate lights and lighting console](#)
6. [MES/N0104: Maintain Workplace Health & Safety](#)

#### Qualification Pack (QP) Parameters

<b>Sector</b>	Media & Entertainment
<b>Sub-Sector</b>	Print, Film, Digital
<b>Occupation</b>	Camera Operation, Editing, Asset Creation, Set Crafts
<b>Country</b>	India
<b>NSQF Level</b>	5
<b>Credits</b>	NA



## Qualification Pack

<b>Aligned to NCO/ISCO/ISIC Code</b>	NCO-2015/2654.0400
<b>Minimum Educational Qualification &amp; Experience</b>	Graduate with 2 Years of experience OR 12th Class with 5 Years of experience OR Diploma (after class 10th) with 4 Years of experience
<b>Minimum Level of Education for Training in School</b>	Not Applicable
<b>Pre-Requisite License or Training</b>	NA
<b>Minimum Job Entry Age</b>	20 Years
<b>Last Reviewed On</b>	NA
<b>Next Review Date</b>	30/03/2027
<b>NSQC Approval Date</b>	31/03/2022
<b>Version</b>	1.0
<b>Reference code on NQR</b>	2022/ME/MESC/05699
<b>NQR Version</b>	1.0

### Remarks:



## Qualification Pack

### MES/N0917: Estimate lighting requirements

#### Description

This OS unit is about estimating Lighting requirements for different settings and locations as appropriate to the role, based upon production schedules, budgetary restrictions, logistical nuances of having the lighting equipment present and functioning at the day/s of the shoot.

#### Scope

The scope covers the following :

- Demonstrate various aspects of lighting in given budget

#### Elements and Performance Criteria

*Estimate various aspects of lighting in given budget.*

To be competent, the user/individual on the job must be able to:

- PC1.** Analyse the film-making/photography process and the creative objectives of the production, with regards to lighting aspects, as relevant to the role
- PC2.**
- Demonstrate different aspects of 70 lighting, which may include:
    - ☐ Types of lighting, power supply and management systems
    - ☐ Lighting requirements for different settings and locations
    - ☐ Process flows of the lighting process
    - ☐ Technical specifications attached to the equipment used in lighting
- PC3.** Measure roles and responsibility of team and each member in the lighting department's, roles and responsibilities, and one's own/others scope for handling lighting equipment
- PC4.** Estimate realistic lighting requirements as appropriate to the role, based upon production schedules, budgetary restrictions, logistical nuances of having the lighting equipment present and functioning at the day/s of the shoot, and discussions in the pre-production planning stage (if appropriate)

#### Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** the creative vision and elements of production with relevant to the individuals job role
- KU2.** the profile and preferences of the target audience
- KU3.** the production budget and timelines with relevant to the individuals job role
- KU4.** the theory and principles of lighting, shadows, exposure, natural light, color space, reflections etc.
- KU5.** the fundamentals of photography and cinematography
- KU6.** the fundamentals of lighting optimization
- KU7.** the pipeline of rendering and compositing relevant to the individuals job role
- KU8.** Technical specifications attached to the equipment used in lighting
- KU9.** the different types of lighting that can be applied to objects and layouts



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- KU10.** how to visualize a scene under different lighting conditions
- KU11.** the traditional techniques of lighting including techniques used in theatrical stage lighting, product lighting etc.
- KU12.** the sources for research and reference material
- KU13.** applicable copyright norms and intellectual property rights
- KU14.** applicable health and safety guidelines
- KU15.** resources/equipment to be procured and the allocated budget with the creative and finance teams
- KU16.** production schedule relevant to lighting into a daily task list, for oneself or the wider team

## Generic Skills (GS)

User/individual on the job needs to know how to:

- GS1.** document notes on lighting, to help present to the director and producer, and to guide the production process
- GS2.** read and understand the script and analyze the lighting requirements based on it
- GS3.** read and interpret the brief that is given by the creative team
- GS4.** read any instructions that are given related to the lighting equipment
- GS5.** understand the lighting requirements with the art director
- GS6.** plan and prioritize own work according to the requirements and agreed timelines
- GS7.** identify any creative problems that may arise during the production and find solutions to address them
- GS8.** seek assistance and guidance from the Director, Art Director and Supervisors, where required
- GS9.** manage creative decisions as per the client inputs while producing 3D lighting
- GS10.** how to plan individual timelines and deliver on schedule
- GS11.** have a keen eye for detail and maintain an aesthetic sense towards colour shapes, forms and software capabilities of the final output
- GS12.** improve performance based on feedback received and through self-appraisal

## Qualification Pack

### Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Estimate various aspects of lighting in given budget.</i>	30	70	-	-
<b>PC1.</b> Analyse the film-making/photography process and the creative objectives of the production, with regards to lighting aspects, as relevant to the role	5	-	-	-
<b>PC2.</b> <ul style="list-style-type: none"> <li>• Demonstrate different aspects of 70 lighting, which may include:</li> <li>• ☐ Types of lighting, power supply and management systems</li> <li>• ☐ Lighting requirements for different settings and locations</li> <li>• ☐ Process flows of the lighting process</li> <li>• ☐ Technical specifications attached to the equipment used in lighting</li> </ul>	5	-	-	-
<b>PC3.</b> Measure roles and responsibility of team and each member in the lighting department's, roles and responsibilities, and one's own/others scope for handling lighting equipment	10	-	-	-
<b>PC4.</b> Estimate realistic lighting requirements as appropriate to the role, based upon production schedules, budgetary restrictions, logistical nuances of having the lighting equipment present and functioning at the day/s of the shoot, and discussions in the pre-production planning stage (if appropriate)	10	-	-	-
<b>NOS Total</b>	<b>30</b>	<b>70</b>	-	-



## Qualification Pack

### National Occupational Standards (NOS) Parameters

<b>NOS Code</b>	MES/N0917
<b>NOS Name</b>	Estimate lighting requirements
<b>Sector</b>	Media & Entertainment
<b>Sub-Sector</b>	Film, Television, Media and Entertainment, Advertising
<b>Occupation</b>	Camera Operation, Set Crafts
<b>NSQF Level</b>	5
<b>Credits</b>	TBD
<b>Version</b>	1.0
<b>Last Reviewed Date</b>	NA
<b>Next Review Date</b>	30/03/2027
<b>NSQF Clearance Date</b>	31/03/2022



## Qualification Pack

### MES/N0918: Procure or arrange lights for shoot

#### Description

This OS unit is about procuring lights and maintaining records of procured Lighting requirements for different settings and locations as appropriate to the role

#### Scope

The scope covers the following :

- Procure lights and maintain records of procurement

#### Elements and Performance Criteria

##### *Procure or arrange lights for shoot*

To be competent, the user/individual on the job must be able to:

- PC1.** • Discuss and agree on the list of resources/equipment to be procured and the allocated budget with the
  - creative and finance teams
- PC2.** Determine the most appropriate method of procurement (hire, purchase or fabricate) based on the item required and its significance to the production
- PC3.** Research and identify appropriate lighting/equipment vendors for procurement, taking into account existing vendor relationships
- PC4.** Negotiate commercial terms effectively with suppliers and vendors and procure the relevant equipment and resources required, which may include spots, consoles, generators, power management systems etc
- PC5.** Ensure, or supervise others to ensure, that appropriate documentation, insurance, etc. is kept, in line with applicable laws and regulations

#### Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** the creative vision and elements of production with relevant to the individuals job role
- KU2.** the profile and preferences of the target audience
- KU3.** the production budget and timelines with relevant to the individuals job role
- KU4.** the theory and principles of lighting, shadows, exposure, natural light, color space, reflections etc.
- KU5.** the fundamentals of photography and cinematography
- KU6.** the fundamentals of lighting optimization
- KU7.** the pipeline of rendering and compositing relevant to the individuals job role
- KU8.** Technical specifications attached to the equipment used in lighting
- KU9.** the different types of lighting that can be applied to objects and layouts
- KU10.** how to visualize a scene under different lighting conditions



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- KU11.** the traditional techniques of lighting including techniques used in theatrical stage lighting, product lighting etc.
- KU12.** the sources for research and reference material
- KU13.** applicable copyright norms and intellectual property rights
- KU14.** applicable health and safety guidelines
- KU15.** resources/equipment to be procured and the allocated budget with the creative and finance teams
- KU16.** production schedule relevant to lighting into a daily task list, for oneself or the wider team

### Generic Skills (GS)

User/individual on the job needs to know how to:

- GS1.** document notes on lighting, to help present to the director and producer, and to guide the production process
- GS2.** read and understand the script and analyze the lighting requirements based on it
- GS3.** read and interpret the brief that is given by the creative team
- GS4.** read any instructions that are given related to the lighting equipment
- GS5.** understand the lighting requirements with the art director
- GS6.** plan and prioritize own work according to the requirements and agreed timelines
- GS7.** identify any creative problems that may arise during the production and find solutions to address them
- GS8.** seek assistance and guidance from the Director, Art Director and Supervisors, where required
- GS9.** manage creative decisions as per the client inputs while producing 3D lighting
- GS10.** how to plan individual timelines and deliver on schedule
- GS11.** have a keen eye for detail and maintain an aesthetic sense towards colour shapes, forms and software capabilities of the final output
- GS12.** improve performance based on feedback received and through self-appraisal

## Qualification Pack

### Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Procure or arrange lights for shoot</i>	<b>35</b>	<b>65</b>	-	-
<b>PC1.</b> • Discuss and agree on the list of resources/equipment to be procured and the allocated budget with the • creative and finance teams	5	-	-	-
<b>PC2.</b> Determine the most appropriate method of procurement (hire, purchase or fabricate) based on the item required and its significance to the production	5	-	-	-
<b>PC3.</b> Research and identify appropriate lighting/equipment vendors for procurement, taking into account existing vendor relationships	5	-	-	-
<b>PC4.</b> Negotiate commercial terms effectively with suppliers and vendors and procure the relevant equipment and resources required, which may include spots, consoles, generators, power management systems etc	10	-	-	-
<b>PC5.</b> Ensure, or supervise others to ensure, that appropriate documentation, insurance, etc. is kept, in line with applicable laws and regulations	10	-	-	-
<b>NOS Total</b>	<b>35</b>	<b>65</b>	-	-



## Qualification Pack

### National Occupational Standards (NOS) Parameters

<b>NOS Code</b>	MES/N0918
<b>NOS Name</b>	Procure or arrange lights for shoot
<b>Sector</b>	Media & Entertainment
<b>Sub-Sector</b>	Film, Television, Media and Entertainment
<b>Occupation</b>	Camera Operation, Art and Design, Set Crafts
<b>NSQF Level</b>	5
<b>Credits</b>	TBD
<b>Version</b>	1.0
<b>Last Reviewed Date</b>	NA
<b>Next Review Date</b>	30/03/2027
<b>NSQC Clearance Date</b>	31/03/2022



## Qualification Pack

### MES/N1516: Co-ordinate lighting activities

#### Description

This OS unit is about Lead, or support, the lighting unit toward successful completion of their tasks, and manage, or support in managing, day to day activities during the shoot

#### Scope

The scope covers the following :

- Demonstrate skills for lighting activities as per the production schedule

#### Elements and Performance Criteria

##### *Co-ordinate lighting activities as per production schedule*

To be competent, the user/individual on the job must be able to:

- PC1.** Identify each member of the lighting team and their roles and responsibilities
- PC2.** Identify important members of the production team (in relation to the lighting department) and their roles and responsibilities
- PC3.** Break-down the production schedule relevant to lighting into a daily task list, for oneself or the wider team
- PC4.** Lead, or support, the lighting unit toward successful completion of their tasks, and manage, or support in managing, day to day activities during the shoot
- PC5.** Track progress against the lighting schedule and budget, if appropriate to the role
- PC6.** Anticipate potential delays/ budget overruns, for own work or the wider team's, and escalate these to relevant departments and identify ways to minimize them
- PC7.** Attend relevant production meetings, as appropriate to the role, to ensure the electrical requirements are accounted for, and that any change and their implications for lighting are considered

#### Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** the creative vision and elements of production with relevant to the individuals job role
- KU2.** the profile and preferences of the target audience
- KU3.** the production budget and timelines with relevant to the individuals job role
- KU4.** the theory and principles of lighting, shadows, exposure, natural light, color space, reflections etc.
- KU5.** the fundamentals of photography and cinematography
- KU6.** the fundamentals of lighting optimization
- KU7.** the pipeline of rendering and compositing relevant to the individuals job role
- KU8.** Technical specifications attached to the equipment used in lighting
- KU9.** the different types of lighting that can be applied to objects and layouts



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- KU10.** how to visualize a scene under different lighting conditions
- KU11.** the traditional techniques of lighting including techniques used in theatrical stage lighting, product lighting etc.
- KU12.** the sources for research and reference material
- KU13.** applicable copyright norms and intellectual property rights
- KU14.** applicable health and safety guidelines
- KU15.** resources/equipment to be procured and the allocated budget with the creative and finance teams
- KU16.** production schedule relevant to lighting into a daily task list, for oneself or the wider team

## Generic Skills (GS)

User/individual on the job needs to know how to:

- GS1.** document notes on lighting, to help present to the director and producer, and to guide the production process
- GS2.** read and understand the script and analyze the lighting requirements based on it
- GS3.** read and interpret the brief that is given by the creative team
- GS4.** read any instructions that are given related to the lighting equipment
- GS5.** understand the lighting requirements with the art director
- GS6.** plan and prioritize own work according to the requirements and agreed timelines
- GS7.** identify any creative problems that may arise during the production and find solutions to address them
- GS8.** seek assistance and guidance from the Director, Art Director and Supervisors, where required
- GS9.** manage creative decisions as per the client inputs while producing 3D lighting
- GS10.** how to plan individual timelines and deliver on schedule
- GS11.** have a keen eye for detail and maintain an aesthetic sense towards colour shapes, forms and software capabilities of the final output
- GS12.** improve performance based on feedback received and through self-appraisal

## Qualification Pack

### Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Co-ordinate lighting activities as per production schedule</i>	<b>35</b>	<b>65</b>	-	-
<b>PC1.</b> Identify each member of the lighting team and their roles and responsibilities	5	-	-	-
<b>PC2.</b> Identify important members of the production team (in relation to the lighting department) and their roles and responsibilities	5	-	-	-
<b>PC3.</b> Break-down the production schedule relevant to lighting into a daily task list, for oneself or the wider team	5	-	-	-
<b>PC4.</b> Lead, or support, the lighting unit toward successful completion of their tasks, and manage, or support in managing, day to day activities during the shoot	5	-	-	-
<b>PC5.</b> Track progress against the lighting schedule and budget, if appropriate to the role	5	-	-	-
<b>PC6.</b> Anticipate potential delays/ budget overruns, for own work or the wider team's, and escalate these to relevant departments and identify ways to minimize them	5	-	-	-
<b>PC7.</b> Attend relevant production meetings, as appropriate to the role, to ensure the electrical requirements are accounted for, and that any change and their implications for lighting are considered	5	-	-	-
<b>NOS Total</b>	<b>35</b>	<b>65</b>	-	-



## Qualification Pack

### National Occupational Standards (NOS) Parameters

<b>NOS Code</b>	MES/N1516
<b>NOS Name</b>	Co-ordinate lighting activities
<b>Sector</b>	Media & Entertainment
<b>Sub-Sector</b>	Film, Television, Media and Entertainment
<b>Occupation</b>	Music Production, Art and Design
<b>NSQF Level</b>	5
<b>Credits</b>	TBD
<b>Version</b>	1.0
<b>Last Reviewed Date</b>	NA
<b>Next Review Date</b>	30/03/2027
<b>NSQF Clearance Date</b>	31/03/2022



## Qualification Pack

### MES/N0919: Monitor and supervise team of lighting artist

#### Description

This OS unit is about planning and procurement of equipment's required for the shoot. Prepare schedule and plan of action for arrangement of lighting., Conduct inspection of lighting arrangements before the shoot

#### Scope

The scope covers the following :

- Demonstrate skills to monitor and supervise the lighting work assigned to the team.
- Work effectively with the team to ensure proper lighting requirements are met

#### Elements and Performance Criteria

##### *Monitor and supervise the lighting work assigned to the team*

To be competent, the user/individual on the job must be able to:

**PC1.** Oversee the work assigned to other team members like Lighting Artist, Electrician etc

**PC2.** Plan, arrange and procure equipments required for the shoot

##### *Work effectively with the team to ensure proper lighting requirements*

To be competent, the user/individual on the job must be able to:

**PC3.** Coordinate with the team to analyse requirement as per scene / script demand

**PC4.** Ensure film-maker (Director/Producer) to facilitate all necessary provision of lighting requirement

**PC5.** Prepare schedule and plan of action for arrangement of lighting

**PC6.** Inspect all lighting arrangements before the shoot

**PC7.** Take necessary precaution to minimise risk due to power supply

#### Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

**KU1.** the creative vision and elements of production with relevant to the individuals job role

**KU2.** the profile and preferences of the target audience

**KU3.** the production budget and timelines with relevant to the individuals job role

**KU4.** the theory and principles of lighting, shadows, exposure, natural light, color space, reflections etc.

**KU5.** the fundamentals of photography and cinematography

**KU6.** the fundamentals of lighting optimization

**KU7.** the pipeline of rendering and compositing relevant to the individuals job role

**KU8.** Technical specifications attached to the equipment used in lighting

**KU9.** the different types of lighting that can be applied to objects and layouts



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- KU10.** how to visualize a scene under different lighting conditions
- KU11.** the traditional techniques of lighting including techniques used in theatrical stage lighting, product lighting etc.
- KU12.** the sources for research and reference material
- KU13.** applicable copyright norms and intellectual property rights
- KU14.** applicable health and safety guidelines
- KU15.** resources/equipment to be procured and the allocated budget with the creative and finance teams
- KU16.** production schedule relevant to lighting into a daily task list, for oneself or the wider team

## Generic Skills (GS)

User/individual on the job needs to know how to:

- GS1.** document notes on lighting, to help present to the director and producer, and to guide the production process
- GS2.** read and understand the script and analyze the lighting requirements based on it
- GS3.** read and interpret the brief that is given by the creative team
- GS4.** read any instructions that are given related to the lighting equipment
- GS5.** understand the lighting requirements with the art director
- GS6.** plan and prioritize own work according to the requirements and agreed timelines
- GS7.** identify any creative problems that may arise during the production and find solutions to address them
- GS8.** seek assistance and guidance from the Director, Art Director and Supervisors, where required
- GS9.** manage creative decisions as per the client inputs while producing 3D lighting
- GS10.** how to plan individual timelines and deliver on schedule
- GS11.** have a keen eye for detail and maintain an aesthetic sense towards colour shapes, forms and software capabilities of the final output
- GS12.** improve performance based on feedback received and through self-appraisal

## Qualification Pack

### Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Monitor and supervise the lighting work assigned to the team</i>	<b>10</b>	<b>65</b>	-	-
<b>PC1.</b> Oversee the work assigned to other team members like Lighting Artist, Electrician etc	5	-	-	-
<b>PC2.</b> Plan, arrange and procure equipments required for the shoot	5	-	-	-
<i>Work effectively with the team to ensure proper lighting requirements</i>	<b>25</b>	-	-	-
<b>PC3.</b> Coordinate with the team to analyse requirement as per scene / script demand	5	-	-	-
<b>PC4.</b> Ensure film-maker (Director/Producer) to facilitate all necessary provision of lighting requirement	5	-	-	-
<b>PC5.</b> Prepare schedule and plan of action for arrangement of lighting	5	-	-	-
<b>PC6.</b> Inspect all lighting arrangements before the shoot	5	-	-	-
<b>PC7.</b> Take necessary precaution to minimise risk due to power supply	5	-	-	-
<b>NOS Total</b>	<b>35</b>	<b>65</b>	-	-



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### National Occupational Standards (NOS) Parameters

<b>NOS Code</b>	MES/N0919
<b>NOS Name</b>	Monitor and supervise team of lighting artist
<b>Sector</b>	Media & Entertainment
<b>Sub-Sector</b>	Film, Television, Media and Entertainment
<b>Occupation</b>	Camera Operation, Art and Design
<b>NSQF Level</b>	5
<b>Credits</b>	TBD
<b>Version</b>	1.0
<b>Last Reviewed Date</b>	NA
<b>Next Review Date</b>	30/03/2027
<b>NSQF Clearance Date</b>	31/03/2022



## Qualification Pack

### MES/N0920: Operate lights and lighting console

#### Description

This OS unit is about how to Operate lights, the lighting console and other equipment such as wiring, power supply and management systems, to meet the desired direction, quality and color of light

#### Scope

The scope covers the following :

- Operate and adjust lights

#### Elements and Performance Criteria

##### *Operate and adjust lights*

To be competent, the user/individual on the job must be able to:

- PC1.** Operate lights, the lighting console and other equipment such as wiring, power supply and management systems, to meet the desired direction, quality and color of light
- PC2.** Across mediums such as TV, live events or corporate/studio shoots
- PC3.** Adjust the lighting balance for different settings and locations, to the satisfaction of the client/director/director of photography
- PC4.** Adjust the changes in lighting consistently to manage continuity and control out of sight lighting operations

#### Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** the creative vision and elements of production with relevant to the individuals job role
- KU2.** the profile and preferences of the target audience
- KU3.** the production budget and timelines with relevant to the individuals job role
- KU4.** the theory and principles of lighting, shadows, exposure, natural light, color space, reflections etc.
- KU5.** the fundamentals of photography and cinematography
- KU6.** the fundamentals of lighting optimization
- KU7.** the pipeline of rendering and compositing relevant to the individuals job role
- KU8.** Technical specifications attached to the equipment used in lighting
- KU9.** the different types of lighting that can be applied to objects and layouts
- KU10.** how to visualize a scene under different lighting conditions
- KU11.** the traditional techniques of lighting including techniques used in theatrical stage lighting, product lighting etc.
- KU12.** the sources for research and reference material
- KU13.** applicable copyright norms and intellectual property rights



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- KU14.** applicable health and safety guidelines
- KU15.** resources/equipment to be procured and the allocated budget with the creative and finance teams
- KU16.** production schedule relevant to lighting into a daily task list, for oneself or the wider team

### Generic Skills (GS)

User/individual on the job needs to know how to:

- GS1.** document notes on lighting, to help present to the director and producer, and to guide the production process
- GS2.** read and understand the script and analyze the lighting requirements based on it
- GS3.** read and interpret the brief that is given by the creative team
- GS4.** read any instructions that are given related to the lighting equipment
- GS5.** understand the lighting requirements with the art director
- GS6.** plan and prioritize own work according to the requirements and agreed timelines
- GS7.** identify any creative problems that may arise during the production and find solutions to address them
- GS8.** seek assistance and guidance from the Director, Art Director and Supervisors, where required
- GS9.** manage creative decisions as per the client inputs while producing 3D lighting
- GS10.** how to plan individual timelines and deliver on schedule
- GS11.** have a keen eye for detail and maintain an aesthetic sense towards colour shapes, forms and software capabilities of the final output
- GS12.** improve performance based on feedback received and through self-appraisal

## Qualification Pack

### Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Operate and adjust lights</i>	<b>20</b>	<b>80</b>	-	-
<b>PC1.</b> Operate lights, the lighting console and other equipment such as wiring, power supply and management systems, to meet the desired direction, quality and color of light	5	-	-	-
<b>PC2.</b> Across mediums such as TV, live events or corporate/studio shoots	5	-	-	-
<b>PC3.</b> Adjust the lighting balance for different settings and locations, to the satisfaction of the client/director/director of photography	5	-	-	-
<b>PC4.</b> Adjust the changes in lighting consistently to manage continuity and control out of sight lighting operations	5	-	-	-
<b>NOS Total</b>	<b>20</b>	<b>80</b>	-	-



## Qualification Pack

### National Occupational Standards (NOS) Parameters

<b>NOS Code</b>	MES/N0920
<b>NOS Name</b>	Operate lights and lighting console
<b>Sector</b>	Media & Entertainment
<b>Sub-Sector</b>	Film, Television, Media and Entertainment
<b>Occupation</b>	Camera Operation, Art and Design
<b>NSQF Level</b>	5
<b>Credits</b>	TBD
<b>Version</b>	1.0
<b>Last Reviewed Date</b>	NA
<b>Next Review Date</b>	30/03/2027
<b>NSQC Clearance Date</b>	31/03/2022





## Qualification Pack

### MES/N0104: Maintain Workplace Health & Safety

#### Description

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

#### Elements and Performance Criteria

##### *Understanding the health, safety and security risks prevalent in the workplace*

To be competent, the user/individual on the job must be able to:

- PC1.** understand and comply with the organizations current health, safety and security policies and procedures
- PC2.** understand the safe working practices pertaining to own occupation
- 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
- PC4.** participate in organization health and safety knowledge sessions and drills

##### *Knowing the people responsible for health and safety and the resources available*

To be competent, the user/individual on the job must be able to:

- PC5.** identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency
- PC6.** identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms

##### *Identifying and reporting risks*

To be competent, the user/individual on the job must be able to:

- PC7.** identify aspects of your workplace that could cause potential risk to own and others health and safety
- PC8.** ensure own personal health and safety, and that of others in the workplace through precautionary measures
- PC9.** identify and recommend opportunities for improving health, safety, and security to the designated person
- PC10.** report any hazards outside the individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected

##### *Complying with procedures in the event of an emergency*

To be competent, the user/individual on the job must be able to:

- PC11.** follow organizations emergency procedures for accidents, fires or any other natural calamity in case of a hazard
- PC12.** identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individuals authority

#### Knowledge and Understanding (KU)

The individual on the job needs to know and understand:



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- KU1.** Organizations norms and policies relating to health and safety
- KU2.** Government norms and policies regarding health and safety and related emergency procedures
- KU3.** Limits of authority while dealing with risks/ hazards
- KU4.** The importance of maintaining high standards of health and safety at a workplace
- KU5.** The different types of health and safety hazards in a workplace
- KU6.** Safe working practices for own job role
- KU7.** Evacuation procedures and other arrangements for handling risks
- KU8.** Names and contact numbers of people responsible for health and safety in a workplace
- KU9.** How to summon medical assistance and the emergency services, where necessary
- KU10.** Vendors or manufacturers instructions for maintaining health and safety while using equipment, systems and/or machines

## Generic Skills (GS)

User/individual on the job needs to know how to:

- GS1.** how to write and provide feedback regarding health and safety to the concerned people
- GS2.** how to write and highlight potential risks or report a hazard to the concerned people
- GS3.** read instructions, policies, procedures and norms relating to health and safety
- GS4.** highlight potential risks and report hazards to the designated people
- GS5.** listen and communicate information with all anyone concerned or affected
- GS6.** make decisions on a suitable course of action or plan
- GS7.** plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority
- GS8.** apply problem solving approaches in different situations
- GS9.** understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority
- GS10.** apply balanced judgments in different situations
- GS11.** How to write and provide feedback regarding health and safety to the concerned people
- GS12.** How to write and highlight potential risks or report a hazard to the concerned people
- GS13.** Read instructions, policies, procedures and norms relating to health and safety
- GS14.** Highlight potential risks and report hazards to the designated people
- GS15.** Listen and communicate information with all anyone concerned or affected
- GS16.** Make decisions on a suitable course of action or plan
- GS17.** Plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority
- GS18.** Apply problem solving approaches in different situations
- GS19.** build and maintain positive and effective relationships with colleges and customers
- GS20.** analyze data and activities
- GS21.** Understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority



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**GS22.** Apply balanced judgments in different situations

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### Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Understanding the health, safety and security risks prevalent in the workplace</i>	<b>15</b>	<b>15</b>	-	-
<b>PC1.</b> understand and comply with the organizations current health, safety and security policies and procedures	5	5	-	-
<b>PC2.</b> understand the safe working practices pertaining to own occupation	5	5	-	-
<b>PC3.</b> 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	3	2	-	-
<b>PC4.</b> participate in organization health and safety knowledge sessions and drills	2	3	-	-
<i>Knowing the people responsible for health and safety and the resources available</i>	<b>10</b>	<b>10</b>	-	-
<b>PC5.</b> identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency	5	5	-	-
<b>PC6.</b> identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms	5	5	-	-
<i>Identifying and reporting risks</i>	<b>18</b>	<b>17</b>	-	-
<b>PC7.</b> identify aspects of your workplace that could cause potential risk to own and others health and safety	5	5	-	-
<b>PC8.</b> ensure own personal health and safety, and that of others in the workplace through precautionary measures	5	5	-	-
<b>PC9.</b> identify and recommend opportunities for improving health, safety, and security to the designated person	3	2	-	-

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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<b>PC10.</b> report any hazards outside the individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected	5	5	-	-
<i>Complying with procedures in the event of an emergency</i>	<b>7</b>	<b>8</b>	-	-
<b>PC11.</b> follow organizations emergency procedures for accidents, fires or any other natural calamity in case of a hazard	5	5	-	-
<b>PC12.</b> identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individuals authority	2	3	-	-
<b>NOS Total</b>	<b>50</b>	<b>50</b>	-	-



## Qualification Pack

### National Occupational Standards (NOS) Parameters

<b>NOS Code</b>	MES/N0104
<b>NOS Name</b>	Maintain Workplace Health & Safety
<b>Sector</b>	Media & Entertainment
<b>Sub-Sector</b>	Film, Television, Animation, Gaming, Radio, Advertising
<b>Occupation</b>	Ad sales/Account Management/Scheduling/Traffic
<b>NSQF Level</b>	5
<b>Credits</b>	TBD
<b>Version</b>	1.0
<b>Last Reviewed Date</b>	30/12/2021
<b>Next Review Date</b>	27/01/2027
<b>NSQC Clearance Date</b>	27/01/2022

## Assessment Guidelines and Assessment Weightage

### Assessment Guidelines

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.



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### Minimum Aggregate Passing % at QP Level : 70

(Please note: Every Trainee should score a minimum aggregate passing percentage as specified above, to successfully clear the Qualification Pack assessment.)

### Assessment Weightage

Compulsory NOS

National Occupational Standards	Theory Marks	Practical Marks	Project Marks	Viva Marks	Total Marks	Weightage
MES/N0917.Estimate lighting requirements	30	70	0	0	100	20
MES/N0918.Procure or arrange lights for shoot	35	65	0	0	100	15
MES/N1516.Co-ordinate lighting activities	35	65	0	0	100	20
MES/N0919.Monitor and supervise team of lighting artist	35	65	0	0	100	15
MES/N0920.Operate lights and lighting console	20	80	0	0	100	20
MES/N0104.Maintain Workplace Health & Safety	50	50	-	-	100	10
<b>Total</b>	<b>205</b>	<b>395</b>	<b>-</b>	<b>-</b>	<b>600</b>	<b>100</b>



## Qualification Pack

### Acronyms

<b>NOS</b>	National Occupational Standard(s)
<b>NSQF</b>	National Skills Qualifications Framework
<b>QP</b>	Qualifications Pack
<b>TVET</b>	Technical and Vocational Education and Training



## Qualification Pack

### Glossary

<b>Sector</b>	Sector is a conglomeration of different business operations having similar business and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests.
<b>Sub-sector</b>	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
<b>Occupation</b>	Occupation is a set of job roles, which perform similar/ related set of functions in an industry.
<b>Job role</b>	Job role defines a unique set of functions that together form a unique employment opportunity in an organisation.
<b>Occupational Standards (OS)</b>	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the Knowledge and Understanding (KU) they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
<b>Performance Criteria (PC)</b>	Performance Criteria (PC) are statements that together specify the standard of performance required when carrying out a task.
<b>National Occupational Standards (NOS)</b>	NOS are occupational standards which apply uniquely in the Indian context.
<b>Qualifications Pack (QP)</b>	QP comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A QP is assigned a unique qualifications pack code.
<b>Unit Code</b>	Unit code is a unique identifier for an Occupational Standard, which is denoted by an 'N'
<b>Unit Title</b>	Unit title gives a clear overall statement about what the incumbent should be able to do.
<b>Description</b>	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.
<b>Scope</b>	Scope is a 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 quality of performance required.

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<b>Knowledge and Understanding (KU)</b>	Knowledge and Understanding (KU) are statements which together specify the technical, generic, professional and organisational specific knowledge that an individual needs in order to perform to the required standard.
<b>Organisational Context</b>	Organisational context includes the way the organisation is structured and how it operates, including the extent of operative knowledge managers have of their relevant areas of responsibility.
<b>Technical Knowledge</b>	Technical knowledge is the specific knowledge needed to accomplish specific designated responsibilities.
<b>Core Skills/ Generic Skills (GS)</b>	Core skills or Generic Skills (GS) are a group of skills that are the key to learning and working in today's world. These skills are typically needed in any work environment 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>Electives</b>	Electives are NOS/set of NOS that are identified by the sector as contributive to specialization in a job role. There may be multiple electives within a QP for each specialized job role. Trainees must select at least one elective for the successful completion of a QP with Electives.
<b>Options</b>	Options are NOS/set of NOS that are identified by the sector as additional skills. There may be multiple options within a QP. It is not mandatory to select any of the options to complete a QP with Options.