Model Curriculum

Character Designer

SECTOR: **MEDIA AND ENTERTAINMENT**
SUB-SECTOR: **Film, Television, Animation, Advertising**
OCCUPATION: **Animation**
REF ID: **MES/ Q 0502**
NSQF LEVEL: **4**

Certificate

CURRICULUM COMPLIANCE TO QUALIFICATION PACK – NATIONAL OCCUPATIONAL STANDARDS

is hereby issued by the

Media and Entertainment Skill Council

for

MODEL CURRICULUM

Complying to National Occupational Standards of
Job Role/ Qualification Pack: **'Character Designer'** QP Ref. No. **'MES/Q0502, NSQF Level 4'**

Date of Issuance: 27th January 2022

Valid up to: 25th January 2027

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

Authorized Signatory
Media and Entertainment Skill Council

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Character Designer

CURRICULUM / SYLLABUS

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

Program Name	Character Designer	
Qualification Pack Name & Reference ID. ID	MES/ Q 0502	
Version No.	2.0	**Version Update Date** 27-Jan-22
Pre-requisites to Training	Class XII with one year of relevant experience **OR** Class X with three years of relevant Experience **OR** Stotyboard Artist NSQF Level-3 with two years of experience **Min Age:** 18 Year	
Training Outcomes	**After completing this programme, participants will be able to:** • Gather character references, conceptualise designs for primary and secondary characters • Study the movement of characters and suggest characteristics by shooting videos or acting • Draw out possibilities (simple structure) for each character out on paper along with their clothing, accessories etc. • Develop the character line-up and size relationship chart • Visualise character expressions and attitude poses for each character and create a character pack including construction detail, how to draw, prop details, character dos and donts, attitude poses, walk poses, turnarounds, facial expressions, mouth chart, character gestures, group behaviour etc. in line with requirements • 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 • Follow organisation's emergency procedures for accidents, fires or any other natural calamity in case of a hazard • Ensure own personal health and safety, and that of others in the workplace though precautionary measures	

This course encompasses 2 out of 2 National Occupational Standards (NOS) of "Character Designer" Qualification Pack issued by "Media & Entertainment Skill Council".

Sr. No.	Module	Key Learning Outcomes	Equipment Required
1	**Understanding the script** **Theory Duration** (hh:mm) 20:00 **Practical Duration** (hh:mm) 40:00 **Corresponding NOS Code** MES/N 0501	• Gather character references, conceptualise designs for primary and secondary characters • Study the movement of characters and suggest characteristics by shooting videos or acting	Laptop, PowerPoint & white board, marker, projector, Laptop, Software like Silhouette, Nuke, Fusion, Combustion, 3DS Max etc.
2	**Ensuring consistency across all scenes** **Theory Duration** (hh:mm) 30:00 **Practical Duration** (hh:mm) 60:00 **Corresponding NOS Code** MES/N 0502	• Gather raw footage/material and select relevant material that can be used for post-production. • Draw out possibilities (simple structure) for each character out on paper along with their clothing, accessories etc. • Develop the character line-up and size relationship chart • Visualise character expressions and attitude poses for each character and create a character pack including construction detail, how to draw, prop details, character do's and don'ts, attitude poses, walk poses, turnarounds, facial expressions, mouth chart, character gestures, group behaviour etc. in line with requirements	Laptop, PowerPoint & white board, marker, projector, Laptop, Sample pictures and videos, Software like 3DS Max and image editing software like Photoshop
3	**Design Characters and Ensuring Consistency** **Theory Duration** (hh:mm) 20:00 **Practical Duration** (hh:mm) 40:00 **Corresponding NOS Code** MES/N 0503	• Gather raw footage/material and select relevant material that can be used for post-production. • Draw out possibilities (simple structure) for each character out on paper along with their clothing, accessories etc. • Develop the character line-up and size relationship chart • Visualise character expressions and attitude poses for each character and create a character pack including construction detail, how to draw, prop details, character do's and don'ts, attitude poses, walk poses, turnarounds, facial expressions, mouth chart, character gestures, group behaviour etc. in line with requirements	Laptop, PowerPoint & white board, marker, projector, Laptop, Sample pictures and videos, Software like 3DS Max and image editing software like Photoshop

Media & Entertainment Skills Council

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GOVERNMENT OF INDIA
MINISTRY OF SKILL DEVELOPMENT
& ENTREPRENEURSHIP

N·S·D·C
National
Skill Development
Corporation
Transforming the skill landscape

Sr. No.	Module	Key Learning Outcomes	Equipment Required
4	**Manage and store assets** **Theory Duration** (hh:mm) 20:00 **Practical Duration** (hh:mm) 40:00 **Corresponding NOS Code** MES/N 0513	• Gather raw footage/material and select relevant material that can be used for post-production. • Draw out possibilities (simple structure) for each character out on paper along with their clothing, accessories etc. • Develop the character line-up and size relationship chart • Visualise character expressions and attitude poses for each character and create a character pack including construction detail, how to draw, prop details, character do's and don'ts, attitude poses, walk poses, turnarounds, facial expressions, mouth chart, character gestures, group behaviour etc. in line with requirements	Laptop, PowerPoint & white board, marker, projector, Laptop, Sample pictures and videos, Software like 3DS Max and image editing software like Photoshop
5	**Maintain Workplace, Health & Safety** **Theory Duration** (hh:mm) 30:00 **Practical Duration** (hh:mm) 30:00 **Corresponding NOS Code** MES/N 0104	• Explain the meaning of health • List common health issues • Follow safety measures during operations to ensure that the health and safety of self or others (including members of the public) is not at risk. • Carry out operations as per the manufacturer's and worksite related health and safety guidelines. • Handle the transport, storage and disposal of hazardous materials and waste in compliance with worksite health, safety and environmental guidelines. • Follow safety regulations and procedures about worksite hazards and risks. • Operate various grades of fire extinguishers, as applicable.	Laptop, white board, marker, projector, Work safety and ergonomics chart, Fire Extinguisher, First-Aid Kit
	Total Duration 390:00 **Theory Duration 120:00** **Practical Duration 210:00** **OJT 60:00**	**Unique Equipment Required:** Laptop, PowerPoint & white board, marker, projector, Laptop, Sample pictures and videos, Software like 3DS Max and image editing software like Photoshop, Cleaning tools, electricity tester, safety and ergonomics chart, Fire Extinguisher, First-Aid Kit	

Grand Total Course Duration: **390 Hours, 0 Minutes**
*(This syllabus/ curriculum has been approved by **Media and Entertainment Skill Council**)*

Trainer Prerequisites for Job role: "Character Designer" mapped to Qualification Pack: "MES/Q 0502, v2.0"

Sr. No.	Area	Details
1	**Description**	Character designer in the Media & Entertainment Industry creates the design and personality of the characters for a production. Individuals at this job need to design the character pack including the look, expressions, poses, gestures, turnarounds, personality traits of characters for a production.
2	**Personal Attributes**	This job requires the individual to have excellent life drawing skills including an understanding of human anatomy, behaviour, facial expressions, emotions, actions etc. The individual must be able to design characters consistent with the creative style of the production using software such as Adobe Photoshop, Gimp etc. The individual must also possess acting skills to differentiate characters e.g. centre of gravity
3	**Minimum Educational Qualifications**	Preferable Class XII
4a	**Domain Certification**	Certified for Job Role: "Character Designer" mapped to QP: "MES/ Q 0502, v1.0". Minimum accepted score is 70%
4b	**Platform Certification**	Recommended that the Trainer is certified for the Job Role: "Trainer", mapped to the Qualification Pack: "MES/Q0212". Minimum accepted % as per respective SSC guidelines is 60%.
5	**Experience**	Minimum 3 years of experience as Character Designer.

Assessment Criteria	
Job Role	Character Designer
Qualification Pack	MES/ Q 0502, v1.0
Sector Skill Council	Media & Entertainment

Sr. No.	Guidelines for Assessment
1	Criteria for assessment for each Qualification Pack will be created by the Media and Entertainment 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 each PC.
2	Each NOS will be assessed both for theoretical knowledge and practical
3	The assessment for the theory & Practical part will be based on knowledge bank of questions created by the AA and approved by SSC.
4	Individual assessment agencies will create unique question papers for theory and skill practical part for each candidate at each examination/training centre
5	To pass the Qualification Pack, every trainee should score a minimum of 70% in every NOS
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	Character Designer					
NOS CODE	NOS NAME	Performance Criteria			Marks Allocation	
			Total Mark	Out Of	Theory	Skills Practical
MES/ N 0502	Design Characters	PC1. Gather character references, conceptualise designs for primary and secondary characters	100	20	10	50
		PC2. Study the movement of characters and suggest characteristics by shooting videos or acting		20	10	
		PC3. Draw out possibilities (simple structure) for each character out on paper along with their clothing, accessories etc.		20	10	

				100	50	50
		PC4. Develop the character line-up and size relationship chart		20	10	
		PC5. Visualise character expressions and attitude poses for each characters and create a character pack including construction detail, how to draw, prop details, character dos and donts, attitude poses, walk poses, turnarounds, facial expressions, mouth chart, character gestures, group behaviour etc. in line with requirements		20	10	
			Total	100	50	50
MES/N 0508	Maintain workplace health and safety	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 though 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