

Model Curriculum

Animator

SECTOR: MEDIA AND ENTERTAINMENT
SUB-SECTOR: Animation, Gaming
OCCUPATION: Asset creation
REF ID: MES/ Q 0701
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: **'Animator'** QP Ref. No. **'MES/0701, 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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Animator

CURRICULUM / SYLLABUS

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

Training Delivery Plan			
Program Name:	Animator		
Qualification Name & Ref. ID	Pack	MES/ Q 0701	
Version No.	2.0	Version Update Date	25-Jan-27
Pre-requisites Training	to	Class XII with one year of relevant experience OR ITI (2 years after 10th) with one year of relevant experience Minimum Age: 18 Years	
Training Outcomes	By the end of this program, the participants would have achieved the following competencies:		
	<ul style="list-style-type: none"> • Understand Animation Requirements • Produce 3D Animation. • Conceptualise Creative Ideas for Production • Produce Stop Motion Animation. Plan Tools and Workflow. • Maintain workplace health and safety. • Produce 2D Animation. 		

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

Sr. No.	Module	Key Learning Outcomes	Equipment Required
1	<p>Animation Requirements</p> <p>Theory Duration (hh:mm) 25:00</p> <p>Practical Duration (hh:mm) 25:00</p> <p>Corresponding NOS Code MES/ N 0701</p>	<ul style="list-style-type: none"> • Descriptive guidelines to animation • Familiarise with modelling. • Character sketching and Drawing of human anatomy. • Production concepts and their applicability to each project. • The various techniques available for animating objects. • Understanding various elements that influence the final art work. • Enact and emote. • Learn to create hook up poses and animation 	<ul style="list-style-type: none"> • Laptop • White board • Marker • Projector • Animation Software (maya etc.)
2	<p>Conceptualize Creative Ideas for Production</p> <p>Theory Duration (hh:mm) 20.00</p> <p>Practical Duration (hh:mm) 50:00</p> <p>Corresponding NOS Code MES/ N 0702</p>	<ul style="list-style-type: none"> • Find inspiration in form of character references that would aid design. • Generate inventive ideas and thoughts for creation using visualization and utilizing references from the concept art work arranged by the creators, drawing from creative ability, acting and performing. • Give priority to target audience, schedule and show requirements. 	<ul style="list-style-type: none"> • Laptop • White board • Marker • Projector • Animation Software (maya etc.)
3	<p>Animation Workflow and Tools</p> <p>Theory Duration (hh:mm) 20:00</p> <p>Practical Duration (hh:mm) 50:00</p> <p>Corresponding NOS Code MES/ N 0703</p>	<ul style="list-style-type: none"> • Be aware of various software production tools available in market today. Suggest the most optimum tool for the production. • Access timelines for production with respect to the production agenda 	<ul style="list-style-type: none"> • Laptop • White board • Marker • Projector • Animation Software (maya etc.)
4	<p>Produce 2D Animation</p> <p>Theory Duration (hh:mm) 30:00</p>	<ul style="list-style-type: none"> • Go about the storyboard for composition. Position the character with respect to the background and camera to make the desired animation. 	<ul style="list-style-type: none"> • Laptop • White board • Marker • Projector

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	<p>Practical Duration (hh:mm) 40:00</p> <p>Corresponding NOS Code MES/ N 0704</p>	<ul style="list-style-type: none"> Draw the key frame drawings to get a reference point for strong poses and incorporate audio or music assets. Understand the concept of Hook-up or transition from one scene to another Work with layers to get good perspective views. Effectively work with the team and other departments (assets, lighting and effects). Review the animation looking at the creative and design specifications along with the brief. Meet quality standards (reducing iterations) so that they are delivered within time. <p>Use the principles of design, film-making and 2D animation to create sequences and scenes</p>	<ul style="list-style-type: none"> Animation Software (maya etc.)
5	<p>Produce 3D Animation</p> <p>Theory Duration (hh:mm) 30:00</p> <p>Practical Duration (hh:mm) 40:00</p> <p>Corresponding NOS Code MES/ N 0705</p>	<ul style="list-style-type: none"> Make films by applying principles of 3D animation and design. Work on motion or performance capture studio. Prototype pre-visualisation making for review. Critically review animation produced Apply 3D animation techniques like realistic 3D animation (key frame animation plus motion capture) 	<ul style="list-style-type: none"> Laptop White board Marker Projector Animation Software (maya etc.)
6	<p>Produce Stop Motion Using Stop Motion Pro</p> <p>Theory Duration (hh:mm) 30:00</p> <p>Practical Duration (hh:mm) 40:00</p> <p>Corresponding NOS Code MES/ N 0706</p>	<ul style="list-style-type: none"> Animate stop motion characters Contribute creative ideas during the animation process. Apply stop motion animation techniques. Stop Motion Using Stop Motion Pro, Apply stop motion animation techniques using Stop motion Pro Software. 	<ul style="list-style-type: none"> Laptop White board Marker Projector Animation Software (maya etc.)

Trainer Prerequisites for Job role: “Animator” mapped to Qualification Pack: “MES/Q 1801, v1.0”

Sr. No.	Area	Details
1.	Description	Producing a sequence of 2D/3D images using animation software
2.	Personal Attributes	This job requires the individual to know the fundamentals of life drawing including human anatomy, emotions, actions and expressions. The individual must know and keep updated on graphics and animation software and apply principles of design, animation and film-making to create animation sequences. The individual must be able to collaborate and work effectively as a member of a team to deliver work-products within requisite timelines.
3.	Minimum Educational Qualifications	Class XII Graduation in Fine Arts or equivalent
4.	Domain Certification	Certified for Job Role: “Animator” mapped to QP: “MES/Q 0701”, version 1.0. Minimum accepted score as per SSC guidelines is 80%.
5.	Platform Certification	Recommended that the Trainer is certified for the Job Role: “Trainer”, mapped to the Qualification Pack: “SSC/Q1402” with scoring of minimum 80%.
6.	Experience	3 years Animator or 4-6 years Lead Animator

Annexure: Assessment Criteria

Job Role: Animator

Qualification Pack: MES Q 0701

Sector Skill Council: Media and Entertainment Skills Council

NO S	NOS NAME	Weightage	
1	MES/ N 0701	Understand Animation Requirements	20%
2	MES/ N 0702	Conceptualize creative ideas for Production	15%
3	MES/ N 0703	Plan Tools and Workflow	15%
4	MES/ N 0704	Produce 2D Animation	45%
5	MES/ N 0705	Produce 3D Animation	
6	MES/ N 0706	Produce Stop Motion Animation	
7	MES/N 0104	Maintain workplace Health & Safety	5%
Note: MES/N 0704, MES/N 0705 & MES/N 0706 Student would be assessed for only one NOS out of the three NOS's			100%

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).

