

Model Curriculum

Colour Key Artist

SECTOR: MEDIA AND ENTERTAINMENT
SUB-SECTOR: Animation, Gaming
OCCUPATION: Colour key artist
REF ID: MES/Q0505
NSQF LEVEL: 3



Certificate

CURRICULUM COMPLIANCE TO QUALIFICATION PACK - NATIONAL OCCUPATIONAL STANDARDS

is hereby issued by the

Media and Entertainment Skill Council

for the

MODEL CURRICULUM

Complying to National Occupational Standards of
Job Role/ Qualification Pack: '**Colour Key Artist**'

QP Ref. No. '**MES/Q0505 V 1.0 NSQF Level 3**'



Date of Issuance: **July 29, 2015**

Valid up to: **March 20, 2020**

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

Authorized Signatory
Media and Entertainment Skill Council

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Colour Key Artist

CURRICULUM / SYLLABUS

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

| | | | |
|---|---|----------------------------|-----------------------------|
| Program Name | Colour Key Artist | | |
| Qualification Pack Name & Reference ID. ID | MES/Q0505, Version 1.0 | | |
| Version No. | 1.0 | Version Update Date | 29 th July, 2015 |
| Pre-requisites to Training | Class X Training in Art and Photoshop (suggested not mandatory) | | |
| Training Outcomes | <p>After completing this programme, participants will be able to:</p> <ul style="list-style-type: none"> • Interpret the script / story brief • Discuss aspects in line with design brief (appearance, complexion, dressing, moods, personalities, expressions etc.) • Define colour keys for each segment of models / designs as per specification • Match colour patterns across the character / sequences and maintain consistency • Check that the colour keys picked out and added to the drawings match the production requirements • Maintain workplace health and safety | | |

This course encompasses 4 out of 4 National Occupational Standards (NOS) of “Colour Key Artist” Qualification Pack issued by “Media & Entertainment Skill Council”.

| Sr. No. | Module | Key Learning Outcomes | Equipment Required |
|---------|---|--|--|
| 1 | <p>Understanding the script</p> <p>Theory Duration (hh:mm) 10:00</p> <p>Practical Duration (hh:mm) 34:00</p> <p>Corresponding NOS Code MES/N0501</p> | <ul style="list-style-type: none"> • Discuss about media and entertainment industry • Describe the role and responsibilities of colour Key Artist. • Discuss the process involved in Animation and Modelling wherein Colour key artist plays important role. • Distinguish between the components of model for which colour key will be defined • Identify necessary tools for defined colour scheme for each component of model • Interpret the sequences of character appearance, complexion, dressing, moods, personality, etc. as per story line • Prepare the technical need sheet relevant to project for working model • Discuss the challenges which may be faced during production • Identify the technical needs for the project with respect to the story line | Laptop, PowerPoint & white board, marker, projector |
| 2 | <p>Conceptualizing and applying colour key</p> <p>Theory Duration (hh:mm) 08:00</p> <p>Practical Duration (hh:mm) 28:00</p> <p>Corresponding NOS Code MES/N0505</p> | <ul style="list-style-type: none"> • Interpreting the requirements of the script to understand the colour keys required with respect to the individual's job role • Define colour contrast / pattern for the characters • Add colour to line drawings in accordance with the colour keys established, under supervision • Apply the colour concept on an input image as per character mood | Laptop, PowerPoint & white board, marker, projector, Photoshop |

| Sr. No. | Module | Key Learning Outcomes | Equipment Required |
|---------|---|---|---|
| | | <ul style="list-style-type: none"> Check that the colour keys picked out and added to the drawings match the production requirements | |
| 3 | <p>Ensure that the colour keys are consistent across all sequences</p> <p>Theory Duration (hh:mm) 10:00</p> <p>Practical Duration (hh:mm) 20:00</p> <p>Corresponding NOS Code MES/N0510</p> | <ul style="list-style-type: none"> Check spatial continuity of colour Scan the artwork to match the technical standards Creating art related to colour styling and design Identify the mismatch of colours across the character Enable to check colour composition in final shots Identify indoor/outdoor colour effects, tones etc. | Laptop, PowerPoint & white board, marker, projector |
| 4 | <p>Maintain Workplace, Health & Safety</p> <p>Theory Duration (hh:mm) 04:00</p> <p>Practical Duration (hh:mm) 06:00</p> <p>Corresponding NOS Code MES/N0514</p> | <ul style="list-style-type: none"> Identify aspects of workplace that could cause potential risk to own and others health and safety Recognize security signals such as, fire alarms and places such as staircases, fire warden stations, first aid, and medical rooms Maintain a healthy, safe and secure working environment by identifying the relevant people responsible for health and safety, identifying risks, following emergency procedures etc. Use first aid kit when needed and keep oneself informed on first aid procedures. Identify and recommend opportunities for improving health, safety, and security to the designated person. Report hazards outside one's authority | Fire extinguisher, First aid kit, Health and Safety Signs |

| Sr. No. | Module | Key Learning Outcomes | Equipment Required |
|---------|--|---|--------------------|
| | | <p>to the relevant person in line with organizational procedures and warn other people who may be affected by these hazards.</p> <ul style="list-style-type: none"> Follow organisation's emergency procedures for accidents, fires or any other natural calamity in case of a hazard. | |
| | <p>Total Duration 120:00</p> <p>Theory Duration 32:00</p> <p>Practical Duration 88:00</p> | <p>Unique Equipment Required:</p> <p>Classroom aids: Diary, notebook, pen, Music equipments, Props as and when required, Computer System, white-board, marker, projector etc.</p> <p>Software: Photoshop</p> <p>Other Aids: Fire extinguisher, First aid kit, Health and Safety Signs</p> | |

Grand Total Course Duration: **120 Hours, 0 Minutes**

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

Trainer Prerequisites for Job role: “Colour Key Artist” mapped to Qualification Pack: “MES/Q0505, V 1.0”

| Sr. No. | Area | Details |
|---------|---|---|
| 1 | Description | To deliver accredited training service, mapping to the curriculum detailed above, in accordance with Qualification Pack “MES/Q0505” |
| 2 | Personal Attributes | This job requires the individual to judge distances and mark focus lengths accurately. The individual must be creative and detail-oriented. The individual must know and keep updated on the various camera equipment, shooting techniques and mediums. The individual must have excellent communication skills and must possess the ability to work collaboratively as a part of a team. |
| 3 | Minimum Educational Qualifications | Class XII Pass |
| 4a | Domain Certification | Certified for Job Role: “ <u>Colour Key Artist</u> ” mapped to QP: “ <u>MES/Q0505, V1.0</u> ”. Minimum accepted score as per SSC guidelines is 80%. |
| 4b | Platform Certification | Recommended that the Trainer is certified for the Job Role: “Trainer”, mapped to the Qualification Pack: “MEP/Q2601” with scoring of minimum 80%. |
| 5 | Experience | Minimum 2 years of experience as Colour Key Artist. |

Annexure: Assessment Criteria

| Assessment Criteria for Colour Key Artist | |
|---|-----------------------|
| Job Role | Colour Key Artist |
| Qualification Pack | MES/Q0505, V 1.0 |
| 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 will be based on knowledge bank of questions created by the 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 60% 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 |

| Assessment outcome | Assessment criteria for outcomes | Marks Allocation | | | |
|---|---|------------------|--------|--------|------------------|
| | | Total mark | Out of | Theory | Skills Practical |
| MES/N0501 (Understanding the script) | PC1. Understand the artistic and communication goals of the script, brief or storyboard with respect to the individual's role | 100 | 15 | 10 | 50 |
| | PC2. Be aware of the intended medium and target audience, and how this may affect animation processes | | 15 | 5 | |
| | PC3. Understand the aspects related to the design brief (appearance, complexion, dressing, moods, personalities, expressions etc.) | | 10 | 5 | |
| | PC4. Understand the requirements according to the scripts (number, types, duplicates etc.) based on the individual's role and its requirements | | 10 | 5 | |
| | PC5. Understand the specifications for the background and other aspects (dimensions, operating parameters etc.) based on the individual's role and its requirements | | 15 | 10 | |
| | PC6. Understand the technical needs of the project with respect to the job role (Television, Film, Gaming, Internet, DVD etc.) | | 10 | 5 | |

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| | PC7. Understand the of the concept, which may be self-created, provided in a brief, or arrived at via discussions with relevant personnel (Director, Executive Producer etc. | | 15 | 5 | |
| | PC8. Liaise with relevant personnel (Art Director, Producers, Animation Supervisor etc.) to better understand script elements, as appropriate | | 10 | 5 | |
| | Total | | 100 | 50 | 50 |
| MES/N0505 (Conceptualiz e colour keys) | PC1. Interpreting the requirements of the script to understand the colour keys required with respect to the individual's job role | 100 | 30 | 15 | 50 |
| | PC2. Maintaining consistency across all production elements | | 20 | 10 | |
| | PC3. Add colour to line drawings in accordance with the colour keys established, under supervision | | 20 | 10 | |
| | PC4. Check that the colour keys picked out and added to the drawings match the production requirements | | 20 | 10 | |
| | PC5. Ensure consistency amongst all the characters | | 10 | 5 | |
| | Total | | 100 | 50 | 50 |
| MES/N0510 (Ensuring that the colour keys are consistent across all sequences) | PC1. Ensure that the colour keys match the production requirements | 100 | 30 | 15 | 50 |
| | PC2. Scan the artwork to make sure it matches the technical standards | | 20 | 10 | |
| | PC3. Ensure that the digital images match the production references | | 20 | 10 | |
| | PC4. Resolve problems as and when they arise without delay to make sure that disruption in the production chain is minimized | | 20 | 10 | |
| | PC5. Respond positively to feedback and any changes in creative requirements | | 10 | 5 | |
| | Total | | 100 | 50 | 50 |
| MES/N0514 (Maintain workplace health and safety) | PC1. Understand and comply with the organization'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 | | 5 | 3 | |

| | | | | | |
|--|---|--------------|------------|-----------|-----------|
| | 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 | | 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 organizational procedures and warn other people who may be affected | | 10 | 5 | |
| | PC11. Follow organization'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 |