

# Model Curriculum

## Animator

**SECTOR:** Media and Entertainment  
**SUB-SECTOR:** Animation and Gaming  
**OCCUPATION:** Animation  
**REF ID:** MES/Q0701, V 1.0  
**NSQF LEVEL:** 4



**Certificate**

**CURRICULUM COMPLIANCE TO**

**QUALIFICATION PACK –**

**NATIONAL OCCUPATIONAL STANDARDS**

is hereby issued by the  
**Media and Entertainment Skills Council**

for the

**MODEL CURRICULUM**

Complying to National Occupational Standards of  
Job Role/ Qualification Pack: **Animator**  
QP No: **'MES/Q0701 NSQF Level 4'**

Authorized Signatory  
Media and Entertainment Skill Council

Date of Issuance: February, 25, 2019

Valid up to: February, 25, 2022

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

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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

<b>Program Name</b>	<b>Animator</b>		
<b>Qualification Pack Name &amp; Reference ID. ID</b>	MES/Q0701		
<b>Version No.</b>	1.0	<b>Version Update Date</b>	25/02/2019
<b>Pre-requisites to Training</b>	Class 10 <sup>th</sup>		
<b>Training Outcomes</b>	<p>After completing this programme, participants will be able to:</p> <ul style="list-style-type: none"> <li>• Identify animation requirements</li> <li>• Breakdown different stages of animation production</li> <li>• Prepare a schedule by listing the characters, props, number of shots and scenes and complexity of the scene requirement by reading script and referring storyboard in detail.</li> <li>• Plan tools and workflow for the animation</li> <li>• Apply principles of animation as per the character turn around, pose sheet, expression chart.</li> <li>• Produce 2D animation</li> <li>• Produce 3D animation</li> <li>• Produce stop motion animation</li> <li>• Create layout with camera, props and characters in given scene or shot or location as per storyboard.</li> <li>• Create poses for characters to exhibit their attitude, behavior as per pose sheet and storyboard.</li> <li>• Create walk cycle, run cycle of biped and quadruped characters</li> <li>• Apply forward kinematics, inverse kinematics and constraints while creating animation for characters and props</li> <li>• Create a playblast and basic render of the animation scene file</li> <li>• Use all assets for animation like audio/dialogue clips, storyboard, pose sheet, pose characters with MEL scripts, facial expressions, blend shapes, scripts, animation cycles, etc. as per the medium and animation requirement.</li> <li>• Maintain workplace health and safety</li> </ul>		

This course encompasses 7 out of 7 National Occupational Standards (NOS) of “Animator” Qualification Pack issued by “Media and Entertainment Skills Council”.

S. No	Module	Key Learning Outcomes	Equipments
1	<p><b>Introduction and Orientation</b> <b>Theory Duration</b> (hh:mm) 02:00</p> <p><b>Practical Duration</b> (hh:mm) 02:00</p> <p><b>Corresponding NOS Code</b> Bridge Module</p>	<ul style="list-style-type: none"> <li>• Explain the importance of media and entertainment</li> <li>• Describe the role and responsibility of an animator</li> <li>• Explain the technical terms associated with animation</li> </ul>	Laptop, white board, marker, projector
2	<p><b>Understand Animation Requirements</b></p> <p><b>Theory Duration</b> (hh:mm) 20:00</p> <p><b>Practical Duration</b> (hh:mm) 20:00</p> <p><b>Corresponding NOS code</b> MES/N0701</p>	<ul style="list-style-type: none"> <li>• Discuss the creative and technical requirements of the project with Director, Art Director and Supervisors. This could include the following:</li> <li>• Identify the concept and/or style of animation, script, storyboard and animatic,</li> <li>• Identify the target audience, define project pipeline/ asset management/ scheduling and activities, project timelines and constraints, production brief/ key milestones for delivery, creative brief/desired look of the end-product – using similar projects for reference,</li> <li>• List the quality standards to be maintained,</li> <li>• Identify and list the technical details like aspect ratio, output format, list of deliverables and their respective output format</li> <li>• Identify and list various parameters of the end-product that would influence production requirements (e.g. duration, style, number of characters, subject and storyline, culture and period the story is based in, effects required, format, music etc.)</li> <li>• Identify the treatment of the output that needs to be produced and the volume of</li> </ul>	Laptop, white board, marker, projector, Animation Software (Maya etc.)

		<p>the final output</p> <ul style="list-style-type: none"> <li>List the shot sequence (high- level) and continuity/consistency required</li> <li>Select an appropriate animation technique based on the output required. This could include: 2D animation, 3D Animation</li> </ul>	
3	<p><b>Conceptualise Creative Ideas for Production</b></p> <p><b>Theory Duration</b> (hh:mm) 10:00</p> <p><b>Practical Duration</b> (hh:mm) 10:00</p> <p><b>Corresponding NOS code</b> MES/N0702</p>	<ul style="list-style-type: none"> <li>Research and find character references that would aid and inspire designs</li> <li>Design creative concepts and ideas for production using visualization and using references from the concept art-work prepared by the designers, drawing from imagination, acting and performing</li> <li>Explain ideas to the Director, Art Director and Supervisors</li> <li>Identify the style of the work-product that would most appeal to the target audience in sync with the schedule and show requirement</li> </ul>	Laptop, white board, marker, projector, Animation Software (maya etc.)
4	<p><b>Plan Tools and Workflow</b></p> <p><b>Theory Duration</b> (hh:mm) 10:00</p> <p><b>Practical Duration</b> (hh:mm) 10:00</p> <p><b>Corresponding NOS code</b> MES/N0703</p>	<ul style="list-style-type: none"> <li>Compare various types of software tools available for production in the market</li> <li>Research and Suggest the best tool for the production</li> <li>Evaluate timelines for production in accordance to the production schedule (supervisor)</li> <li>List the production workflow/schedule, deliverables and timelines with the Director, Art Director and Supervisors</li> </ul>	Laptop, white board, marker, projector, Animation Software (maya etc.)

5	<p><b>Produce 2D Animation</b></p> <p><b>Theory Duration</b> (hh:mm) 20:00</p> <p><b>Practical Duration</b> (hh:mm) 20:00</p> <p><b>Corresponding NOS code</b></p> <p>MES/N0704</p>	<ul style="list-style-type: none"> <li>• Follow the storyboard for composition i.e. positioning of the character with respect to the background and camera to create the desired animation</li> <li>• Draw/source key frame drawings to establish a reference point for strong poses Incorporate audio/music assets</li> <li>• Create shadows for animation using pre- defined lighting keys</li> <li>• Bring assets together to produce sequences and scenes/shots as per requirements and ensuring continuity</li> <li>• Ensure that the hook-up/transition from one scene to another is done properly</li> <li>• Create compositions with layers and build a perspective view in the scene/shot.</li> <li>• Work effectively within the team and with other departments, namely, assets, lighting and effects</li> <li>• Critically review animation produced, keeping in mind the creative and design specifications and producer brief</li> <li>• Refine the output based on deviations observed and/or modifications required within requisite timelines</li> <li>• Ensure that the work-products meet quality standards (so that they can be approved with minimum iterations) and are delivered within the requisite timelines</li> <li>• Organise, store and manage work-products into file formats using standard file naming conventions and maintain assets for further use.</li> <li>• Communicate with junior animators regarding the project specifications to meet the production delivery as scheduled</li> <li>• Apply principles of design, 2D animation and film-making to create sequences and scenes/shots</li> <li>• Apply varied techniques and styles based on the requirement</li> <li>• Use graphics and animation software to produce in-between poses for animation.</li> </ul>	<p>Laptop, white board, marker, projector, Animation Software (maya etc.)</p>
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6	<p><b>Produce 3D Animation</b></p> <p><b>Theory Duration</b> (hh:mm) 23:00</p> <p><b>Practical Duration</b> (hh:mm) 23:00</p> <p><b>Corresponding NOS code</b> MES/N0705</p>	<ul style="list-style-type: none"> <li>• Apply principles of design, 3D animation and film-making to create sequences and scenes/shots</li> <li>• Follow the storyboard for composition i.e. positioning of the character model with respect to the background and camera to create the desired animation</li> <li>• Animate expressions and lip movements to match dialogues and sound</li> <li>• Communicate requirements to camera and lighting for motion capture, where required</li> <li>• Work with motion capture data received from the motion/performance capture studio (clean up the data and map animation data to 3D models)</li> <li>• Prepare a prototype work product/pre- visualisation for review</li> <li>• Refine the product until the required creative effect is achieved</li> <li>• Organise, store and manage work-products into file formats using standard file naming conventions and maintain assets for further use</li> <li>• Work effectively within the team and with other departments, namely, design, modeling/rigging, texturing, editing, rendering and compositing</li> <li>• Critically review animation produced, keeping in mind the creative and design specifications and producer brief</li> <li>• Refine the output based on deviations observed and/or modifications required within requisite timelines</li> <li>• Apply 3D animation techniques including realistic 3D animation (motion capture + key frame</li> </ul>	<p>Laptop, white board, marker, projector, Animation Software (maya etc.)</p>
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		<p>animation) e.g. in movies such as Beowulf, Avatar and Lord of the Rings, semi-realistic e.g. in movies such as little krishna and brave, toon animation e.g. kung-fu panda, simulation of traditional &amp; stop motion techniques e.g. advertisements such as vineta cucini, amaron battery etc.</p> <ul style="list-style-type: none"> <li>• Produce 3D movements and performance required using 3D animation software within the agreed timelines</li> </ul>	
7	<p><b>Produce Stop Motion Animation</b></p> <p><b>Theory Duration</b> (hh:mm) 10:00</p> <p><b>Practical Duration</b> (hh:mm) 10:00</p> <p><b>Corresponding NOS code</b> MES/N0706</p>	<ul style="list-style-type: none"> <li>• Follow the storyboard for composition.</li> <li>• Construct/compose a shot by placing the characters as per the storyboard.</li> <li>• Animate stop motion characters (puppets or models) in accordance with the script and any feedback from the director/producer/supervisor.</li> <li>• Examine animation produced, keeping in mind creative and design specifications and the production brief.</li> <li>• Organise, store and manage work-products into file formats using standard file naming conventions and maintain assets for further use.</li> </ul>	Laptop, white board, marker, projector, Animation Software (Maya etc.)

<p>8</p>	<p><b>Maintain workplace health and safety</b></p> <p><b>Theory Duration</b> (hh:mm) 15:00</p> <p><b>Practical Duration</b> (hh:mm) 15:00</p> <p><b>Corresponding NOS code</b> MES/N0707</p>	<ul style="list-style-type: none"> <li>• Describe the organization's health, safety and security policies and procedures.</li> <li>• Understand the safe working practices.</li> <li>• Recall the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires which may involve evacuation of the premises.</li> <li>• Participate in health and safety knowledge sessions and drills.</li> <li>• Identify the people responsible for health and safety at workplace, including those to contact in case of an emergency.</li> <li>• Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms.</li> <li>• Identify aspects of your workplace that could cause potential risk to self and others' health and safety.</li> <li>• Identify and recommend opportunities for improving health, safety and security.</li> <li>• 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.</li> <li>• Follow the organization's emergency, procedures for accidents, fires, etc.</li> </ul>	<p>Laptop, white board, marker, projector, Health and Safety Signs and policy</p>
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<p>9</p>	<p><b>Communication and Professional Skills</b></p> <p><b>Theory Duration</b> (hh:mm) 10:00</p> <p><b>Practical Duration</b> (hh:mm) 10:00</p> <p><b>Corresponding NOS code</b> Bridge Module</p>	<ul style="list-style-type: none"> <li>• Report output, efforts and schedule taken to complete the allotted task</li> <li>• Read and understand the script and character descriptions</li> <li>• Read the work plan and production schedule to ensure that progress is in line</li> <li>• Suggest creative ideas to the Director and Animation supervisor</li> <li>• Communicate clearly and collaborate effectively with colleagues who are working with the previous or next scenes/shots</li> <li>• Understand the modifications required from the Director, Animation supervisor and Producer</li> <li>• Discuss the challenges faced during production and discuss ways to address such challenges in future projects</li> <li>• Make decisions in order to be able to work collectively and independently, where required</li> <li>• Understand shot break up and plan effort and time required for each element of the shot</li> <li>• How to plan and prioritise individual timelines and deliver on schedule</li> <li>• Work effectively as a member of the team and help realize overall timelines</li> <li>• Prioritise work-products and tasks based on requirements</li> <li>• Address comments and make</li> </ul>	<p>Laptop, white board, marker, projector</p>
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		<p>changes</p> <ul style="list-style-type: none"> <li>• Seek assistance and guidance from the Director, Art Director and Supervisors, where required</li> <li>• Improve work-products and performance based on feedback received and through self-appraisal</li> <li>• Understand the perspective of Client, Director, Art Director and Supervisors and apply it to the animation being produced</li> </ul>	
	<p><b>Total Duration</b></p> <p><b>Theory Duration</b> (hh:mm) <b>120:00</b></p> <p><b>Practical Duration</b> (hh:mm) <b>120:00</b></p>		

Grand Total Course Duration: **240 Hours**

(This syllabus/ curriculum has been approved by Media and Entertainment Skills Council)

## Trainer Prerequisites for Job role: “Animator” mapped to Qualification Pack: “MES/ Q0701, version 1.0”

Sr. No.	Area	Details
1	<b>Job Description</b>	To deliver accredited training service, mapping to the curriculum detailed above, in accordance with Qualification Pack “Q0701”
2	<b>Personal Attributes</b>	The candidate should have aptitude for conducting training, pre /post work to ensure competent, employable candidates at the end of training. Strong communication skills, interpersonal skills, ability to work as team; diligent and is passionate for maintaining the quality in content and training delivery methodology. Candidate should have basic understanding of English language; however this should not be a restrictive criterion as long as the candidate is willing and open to learn. He/she must be able to speak, read and write in the local language.
3	<b>Minimum Educational Qualifications</b>	Graduate/ ITI/Diploma/AMT, from any other polytechnic/ reputed institute in the core subject
4a	<b>Domain Certification</b>	Certified for Job Role: “Animator” mapped to QP: “MES/Q0701”, version 1.0. Minimum accepted score as per SSC guidelines is 80%.
4b	<b>Platform Certification</b>	Recommended that the Trainer is certified for the Job Role: “Trainer”, mapped to the Qualification Pack: “MEP/Q0102” with scoring of minimum 80%.
5	<b>Experience</b>	The candidate should have a minimum of 3 years of work experience in the same job role. He should be able to communicate in English and local language. He should have knowledge of equipment, tools, material, Safety, Health & Hygiene.

### Annexure: Assessment Criteria

<b>Assessment Criteria for Animator</b>	
<b>Job Role</b>	<b>Animator</b>
<b>Qualification Pack</b>	<b>MES/Q0701, version 1.0</b>
<b>Sector Skill Council</b>	<b>Media and Entertainment Skills Council</b>

Sr. No.	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 part will be based on knowledge bank of questions created by the 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% aggregate in QP

Job role	Animator					
NOS CODE	NOS NAME	Performance criteria	Total marks	Marks Allocation		
				Out of	Theory	Skills Practical
MES/ N 0701	Understand Script Requirements	PC1. Understand, clarify and agree on the project brief from the Director, Producer and Cinematographer	100	50	25	50
		PC2. Understand various requirements of the project in hand that would influence production requirements (e.g. Number of Locations, Indoor and Outdoor Set Requirements, Planning of Sets as per Scheduling by Director-Producer etc.)		30	15	
		PC3. Prepare a Breakdown and present an Action Plan within required timelines		20	10	
		Total		100	50	50
MES/ N 0702	Conceptualise and creative visuals for Production	PC1. Research and find visual references that would become the basis of Set Designs from various sources	100	50	25	50
		PC2. Recce for the Project and understanding of Actual Dimension of Set spaces		30	15	
		PC3. Present ideas to the Director, Art Director and Supervisors		20	10	
		Total		100	50	50

NOS CODE	NOS NAME	Performance criteria	Total marks	Marks Allocation		
				Out of	Theory	Skills Practical
MES/N 0703	Plan Tools and Workflow	PC1. Stay apprised of the various types of software tools available for production in the market	100	30	15	50
		PC2. Research and Suggest the best tool for the production		30	15	
		PC3. Evaluate timelines for production in accordance to the production schedule (supervisor)		20	10	
		PC4. Read, follow and update the production workflow/schedule, deliverables and timelines with the Director, Art Director and Supervisors"		20	10	
			<b>Total</b>	100	50	50

MES/N 0704	Produce 2D Animation	P1. Follow the storyboard for composition i.e. positioning of the character with respect to the background and camera to create the desired animation	100	10	5	50
		P2. Draw/source key frame drawings to establish a reference point for strong poses		10	5	
		PC3. Incorporate audio/music assets		5	3	
		PC4. Create shadows for animation using pre-defined lighting keys		5	2	
		PC5. Bring assets together to produce sequences and scenes/shots as per requirements and ensuring continuity		5	3	
		PC6. Ensure that the hook-up/transition from one scene to another is done properly		5	2	
		PC7. How to work with layers and get a good perspective view		5	3	
		PC8. Work effectively within the team and with other departments, namely, assets, lighting		5	2	
		PC9. Critically review animation produced, keeping in mind the creative and design specifications		5	3	
		PC10. Refine the output based on deviations observed and/or modifications required within requisite timelines		5	2	
		PC11. Ensure that the work-products meet quality standards (so that they can be approved with minimum iterations) and are delivered within the requisite timelines		5	2	
		PC12. How to achieve the required output targets		5	3	
		PC13. Organise, store and manage work-products into file formats using standard file naming conventions and maintain assets for further use		5	2	
		PC14. Train junior animators to improve their quality ability to deliver within given timelines		5	2	
		PC15. Apply principles of design, 2D animation and film-making to create sequences and sce		10	5	
		PC16. Apply varied techniques and styles based on the requirement		5	3	
		PC17. Use graphics and animation software to produce in-between poses for animation		5	3	
		<b>Total</b>	100	50	50	

NOS CODE	NOS NAME	Performance criteria	Marks Allocation			
			Total marks	Out of	Theory	Skills Practical
MES/N 0705	Produce 3D Animation	PC1. Apply principles of design, 3D animation and film-making to create sequences and scenes/shots	100	20	10	50
		PC2. Follow the storyboard for composition i.e. positioning of the character model with respect to the background and camera to create the desired animation		10	5	
		PC3. Animate expressions and lip movements to match dialogues and sound		10	5	
		PC4. Communicate requirements to camera and lighting for motion capture, where required		5	2	
		PC5. Work with motion capture data received from the motion/ performance capture studio (clean up the data and map animation data to 3D models)		5	3	
		PC6. Prepare a prototype work product/pre-visualisation for review		10	5	
		PC7. Refine the product until the required creative effect is achieved		5	3	
		PC8. Organise, store and manage work-products into file formats using standard file naming conventions and maintain assets for further use		5	2	
		PC9. Work effectively within the team and with other departments, namely, design, modeling/rigging, texturing, editing, rendering and compositing		5	3	
		PC10. Critically review animation produced, keeping in mind the creative and design specifications and producer brief		5	3	
		PC11. Refine the output based on deviations observed and/or modifications required within requisite timelines	5	3		
		PC12. Apply 3D animation techniques including realistic 3D animation (motion capture + key frame animation) e.g. in movies such as beowulf, avatar and gollum, semi-realistic e.g. in movies such as little krishna and brave, toon animation e.g. kung-fu panda, simulation of traditional & stop motion techniques e.g. advertisements such as vineta cucini, amaron battery etc.	5	3		
		PC13. Produce 3D movements and performance required using 3D animation software within the agreed timelines	10	3		
		<b>Total</b>	100	50	50	
MES/N 0706	Produce Stop Motion Animation	PC1. Understand requirements including the way the characters will act/move in accordance to the storyboard	100	20	10	50
		PC2. Move characters and construct/compose a shot in accordance to the script and storyboard as a prototype		20	10	
		PC3. Animate stop motion characters (puppets or models) in accordance to the script and directors instructions		20	10	
		PC4. Contribute creative ideas during the animation process		20	10	
		PC5. Apply stop motion animation techniques including traditional frame by-frame capture, Claymation and cut-out using computer-generated tools		20	10	
		<b>Total</b>	100	50	50	



NOS CODE	NOS NAME	Performance criteria	Marks Allocation			
			Total marks	Out of	Theory	Skills Practical
MES/N 0707	Maintain workplace health and safety Description	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 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 authority		5	2	
		<b>Total</b>	100	50	50	