Model Curriculum

Modeller

SECTOR: **MEDIA AND ENTERTAINMENT**
SUB-SECTOR: **Animation, Gaming**
OCCUPATION: **Asset creation**
REF ID: **MES/Q2501**
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: **'Modeller'** QP Ref. No. **'MES/Q2501, 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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Modeller

CURRICULUM / SYLLABUS

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

Program Name	Modeller		
Qualification Pack Name & Ref. ID	MES/Q2501, Version 3.0		
Version No.	3.0	**Version Update Date**	**27-Jan-22**
Pre-requisites for Training	Class XII with one year of relevant experience OR ITI (2 years after 10th) with one year of relevant experience Min Age: 18 Year		
Training Outcomes	**After completing this programme, participants will be able to:** • Analyse the work of scope for creation of model in line with script / story brief • Plan and manage the component of Model • Handle software(s) like Maya, Max, Blender etc. to create models • Inspect the created models in line with the specification • Communicate effectively and follow behavior etiquettes while interacting with others • Create model as per script / story • Maintain workplace health and safety		

This course encompasses **4** out of **4** National Occupational Standards (NOS) of "Modeller" Qualification Pack issued by "Media & Entertainment Skills Council".

Sr. No.	Module	Key Learning Outcomes	Equipment Required
1	**Interpret the script/brief/storyboard** **Theory Duration** (hh:mm) 45:00 **Practical Duration** (hh:mm) 75:00 **Corresponding NOS Code** MES/N2501	• Discuss the script, brief and storyboard from the respective Art Director and character designers • Recite the script/brief and prepare the design concept like: appearance of the character, dress, complexion, mood, personality and expression. etc.) • List the requirements such as number of characters required, types, any specific feature required in the character, as given in the script. • Note down the specifications in sequence as per assigned model. • Prepare the technical need sheet relevant to project for which model needs to be prepared and used for as per the script. • List the queries and challenges for clarification from the art director • Prepare the character model sheet as per the script • Plan the technicalities to be taken care while creating the model as per the characteristics of the model and script • Plan the roles and responsibilities involves in during pre-production, production and post-production process	Laptop, White board, Marker, Projector, Animation Software (maya etc.)
2	**Prepare Computer generated models** **Theory Duration** (hh:mm) 45:00 **Practical Duration** (hh:mm) 75:00 **Corresponding NOS Code** MES/N2502	• Prepare digital models according to the design and technical needs of the project specified by client. • Create prototypes/pilots for testing purpose. • Create character – design / frame and structure the character as model • Create the visual style of the project, including colour sets, mood, etc. • Use scale properly which allows mapping of textures to lay nicely over surface • Present final display of model for its polycot's, mesh complexity, movement	Laptop, White board, Marker, Projector, Animation Software (maya etc.)

Sr. No.	Module	Key Learning Outcomes	Equipment Required
		capability etc. under supervision of the art director and character designers • Ensure that the edge topology is maintained while preparing the models so they would perform properly (movement) once animated, • Construct a prototype of model • Estimate schedule and timelines of the projects. • Conceptualize sequence aimed at modelling deliverables and create checklist. • Create 3D primitive objects. • Select objects for manipulation and editing purposes. • Check the objects edges, vertices for any penetration or overlap for efficient working in texturing or in animation. • Analyse the overview of workflow specific to the project.	
3	**Test computer generated models** **Theory Duration** (hh:mm) 65:00 **Practical Duration** (hh:mm) 85:00 **Corresponding NOS Code** MES/N2503	• Verify all the component as per check list prepared on the basis of requirement • Analyse the movement of model and its associate part as per client needs. • Test the generated models to ensure that they meet the production requirements and function as required in specification. • Resolve problems with the models prepared that emerge during production or construction in collaboration with peers and under supervision of the art director and character designers. • Review and discuss on specific model with relevant people (project team). • Respond positively to feedback about the models created, making refinements as needed. • Be flexible and adaptable to new directions, creative requirements and developments in model making • Design the testing steps for deliverable output and create check list. • Operate UV mapping	Laptop, White board, Marker, Projector, Animation Software (maya etc.)

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Sr. No.	Module	Key Learning Outcomes	Equipment Required
4	**Maintain Workplace Health and Safety** **Theory Duration** (hh:mm) 20:00 **Practical Duration** (hh:mm) 40:00 **Corresponding NOS Code** MES/N0104	• Maintain one's posture and position to minimize fatigue and the risk of injury. • Maintain first aid kit and keep oneself updated on the first aid procedures • Identify and document potential risks like siting postures while using computer, eye fatigues and other hazards in the workplace. • Maintain accident reports. • Report health and safety risks/ hazards to concerned personnel. • 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. • Ensure own personal health and safety, and that of others in the workplace though precautionary measures. • Identify and recommend opportunities for improving health, safety, and security to the designated person. • 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. • Follows organisation's emergency procedures for accidents, fires or any other natural calamity in case of a hazard. • Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority.	Laptop, White board, Marker, Projector, Health and Safety Signs and policy
	Total Duration 450:00 **Theory Duration**	**Unique Equipment Required:**	

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	175:00 **Practical Duration** 275:00	Laptop, PowerPoint & white board, marker, projector, Laptop, Animation Software (maya etc.), electricity tester, safety and ergonomics chart, Fire Extinguisher, First-Aid Kit	

Grand Total Course Duration: **450 Hours, 0 Minutes**

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

Trainer Prerequisites for Job role: "Modeller" mapped to Qualification Pack: "MES/Q2501, v2.0"

Sr. No.	Area	Details
1.	**Description**	To deliver accredited training service, mapping to the curriculum detailed above, in accordance with Qualification Pack "MES/Q2501"
2.	**Personal Attributes**	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.	**Minimum Educational Qualifications**	Class XII/ ITI/Diploma, from any other polytechnic/ reputed institute in the core subject
4.	**Domain Certification**	Certified for Job Role: "Modeller" mapped to QP: "MES/Q2501", 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: "MEP/Q2601" with scoring of minimum 80%.
6.	**Experience**	The candidate should have a minimum of 3 years of work experience in the same job. He/she should be able to communicate in English and local language. He should have knowledge of equipment, tools, material, Safety, Health & Hygiene.

Annexure: Assessment Criteria

Assessment Criteria for Modeller	
Job Role	**Modeller**
Qualification Pack	**MES/Q2501, version 1.0**
Sector Skill Council	**Media and Entertainment Skills Council**

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. 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.

Assessment outcomes	Assessment criteria for outcomes	Total marks	Marks Allocation		
			Out of	Theory	Skills Practical
MES/N2501 (Interpret the script/ brief/ storyboard)	PC1. Understand the script, brief, storyboard from the Art Director and character designers	100	20	10	60
	PC2.Understand the design brief (Appearance, complexion, dressing, moods, personalities, expressions etc.)		20	10	
	PC3.Understand the requirements (number, types, duplicates etc.)		20	5	
	PC4.Understand the specifications (dimensions, operating parameters etc.		20	5	
	PC5.Understand the technical needs of the project (Television, Film, Gaming, Internet, DVD etc.)		10	5	
	PC6.Be aware and responsible of his/her role in the pre-production, production and post-production process		10	5	
	Total		100	40	60
MES/N2502 (Prepare computer	PC1. Prepare digital models according to the design brief (appearance, complexion, dressing, moods, personalities, expressions etc.), requirements	100	25	10	60

Assessment outcomes	Assessment criteria for outcomes	Total marks	Marks Allocation		
			Out of	Theory	Skills Practical
generated models)	(number, types, duplicates etc.) and specifications (dimensions, operating parameters etc.)				
	PC2. Create prototypes/pilots for testing		25	10	
	PC3.Understand the final display medium and adapt / suggest the model for its polycot's, mesh complexity, movement capability etc.		25	10	
	PC4. Ensure that the models will be able to perform properly once animated, are uniform and consistent and are delivered in appropriate formats that can be used by others		25	10	
		Total	100	40	60
MES/N2503 (Test computer generated models)	PC1.Test the models to ensure that they meet the design specifications and production requirements and function as required	100	25	10	60
	PC2.Work out any problems with the models that emerge during production or construction in collaboration with peers and under supervision of the art director and character designers		25	10	
	PC3.Review models with relevant people		15	10	
	PC4.Respond positively to feedback about the models created, making refinements as needed		25	5	
	PC5. Remain constantly flexible and adaptable to new directions, creative requirements and developments in model making		10	5	
		Total	100	40	60
MES/ N 0104 (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	

Assessment outcomes	Assessment criteria for outcomes	Total marks	Marks Allocation		
			Out of	Theory	Skills Practical
	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**