Contents

What are Occupational Standards(OS)?

➢ OS describe what individuals need to do, know and understand in order to carry out a particular job role or function

➢ OS are performance standards that individuals must achieve when carrying out functions in the workplace, together with specifications of the underpinning knowledge and understanding

Contact Us:
Media & Entertainment Skills Council

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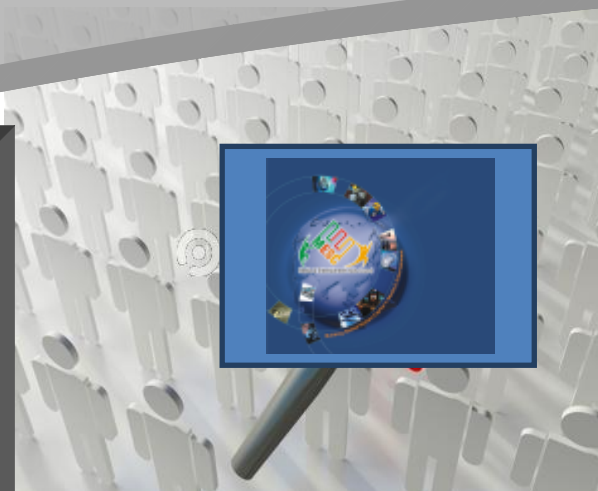
Introduction

Qualifications Pack- Texturing artist

SECTOR: MEDIA AND ENTERTAINMENT

SUB-SECTOR: Animation, Gaming

OCCUPATION: Asset Creation

REFERENCE ID: MES/ Q 2503

ALIGNED TO: NCO-2004/NIL

Texturing artist in the Media & Entertainment Industry is also known as a Shading artist

Brief Job Description: Individuals at this job are responsible to add textures to models to create photo-realistic models that can be used for animation under close supervision

Personal Attributes: This job requires the individual to create textures using software such as Autodesk Maya, 3D Studio Max, Mud Box, Zbrush, etc. The individual must be well-versed with the techniques of texture mapping and projection. The individual must also have a good understanding of the principles of colour theory, photography multi-pass rendering and lighting etc.

Qualifications Pack Code	MES/ Q 2503		
Job Role	**Texturing artist** This job role is applicable in both national and international scenarios		
Credits(NSQF)	TBD	Version number	1.0
Sector	Media and Entertainment	Drafted on	16/07/13
Sub-sector	Animation, Gaming	Last reviewed on	30/07/13
Occupation	Asset Creation	Next review date	29/07/15

Job Details

| Job Role	Texturing artist
Role Description	Add textures to create photo-realistic models
NSQF level	3
Minimum Educational Qualifications	Class X
Maximum Educational Qualifications	-
Training (Suggested but not mandatory)	3D software such as Maya, 3D Studio Max etc.
Experience	0-1 years Trainee / Junior Texturing Artist 1+ years Texturing Artist
Applicable National Occupational Standards (NOS)	**Compulsory:** 1. MES / N 2501 (Interpret the script/ brief/ storyboard) 2. MES / N 2506 (Add textures to models) 3. MES / N 2507 (Test textures applied to models) 4. MES / N 2508 (Maintain workplace health and safety) **Optional:** N.A.
Performance Criteria	As described in the relevant OS units

Keywords /Terms	Description
Budget	Budget is an estimate of the total cost of production that may include a break-up of cost components
Compositing	Compositing is the process of combining layers of images/elements into a single frame
Clean-up	Refining the interim/rough animation
Creative Brief	Creative brief is a document that captures the key questions that serve as a guide for the production including the vision, objective of the project, target audience, timelines, budgets, milestones, stakeholders etc.
Key Frame	Key Frames are the key poses, usually the start and end poses for a particular animation sequence
Modelling	Modelling is the process of creating three-dimensional models for animation using a specialised software application.
Rendering	Rendering is the process of converting three-dimensional models into two-dimensional images with 3D effects
Rigging	Rigging is the process of adding joints to a static three-dimensional model to aid movement during posing
Texturing	Texturing is the process of adding colour and texture to plain models to give them a photo-real appearance
Timelines	Timelines is a listing of dates by which the production milestones/stages need to be completed
Sector	Sector is a conglomeration of different business operations having similar businesses and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests.
Sub-sector	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
Vertical	Vertical may exist within a sub-sector representing different domain areas or the client industries served by the industry.
Occupation	Occupation is a set of job roles, which perform similar/related set of functions in an industry
Function	Function is an activity necessary for achieving the key purpose of the sector, occupation, or area of work, which can be carried out by a person or a group of persons. Functions are identified through functional analysis and form the basis of OS.
Sub-functions	Sub-functions are sub-activities essential to fulfill the achieving the objectives of the function.
Job role	Job role defines a unique set of functions that together form a unique employment opportunity in an organization.
Occupational Standards (OS)	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the knowledge and understanding they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
Performance Criteria	Performance Criteria are statements that together specify the standard of performance required when carrying out a task
National Occupational Standards (NOS)	NOS are Occupational Standards which apply uniquely in the Indian context.
Qualifications Pack Code	Qualifications Pack Code is a unique reference code that identifies a qualifications pack.
Qualifications Pack(QP)	Qualifications Pack comprises the set of OS, together with the

3

	educational, training and other criteria required to perform a job role. A Qualifications Pack is assigned a unique qualification pack code.
Unit Code	Unit Code is a unique identifier for an Occupational Standard, which is denoted by an 'N'.
Unit Title	Unit Title gives a clear overall statement about what the incumbent should be able to do.
Description	Description gives a short summary of the unit content. This would be helpful to anyone searching on a database to verify that this is the appropriate OS they are looking for.
Scope	Scope is the set of statements specifying the range of variables that an individual may have to deal with in carrying out the function which have a critical impact on the quality of performance required.
Knowledge and Understanding	Knowledge and Understanding are statements which together specify the technical, generic, professional and organizational specific knowledge that an individual needs in order to perform to the required standard.
Organizational Context	Organizational Context includes the way the organization is structured and how it operates, including the extent of operative knowledge managers have of their relevant areas of responsibility.
Technical Knowledge	Technical Knowledge is the specific knowledge needed to accomplish specific designated responsibilities.
Core Skills/Generic Skills	Core Skills or Generic Skills are a group of skills that are key to learning and working in today's world. These skills are typically needed in any work environment. In the context of the OS, these include communication related skills that are applicable to most job roles.

Keywords /Terms	Description
NOS	National Occupational Standard(s)
NSQF	National Skill Qualifications Framework
QP	Qualifications Pack
NVEQF	National Vocational Education Qualifications Framework
NVQF	National Vocational Qualifications Framework
CG	Computer Generated

Acronyms

NOS

National Occupational Standards

National Occupational Standard
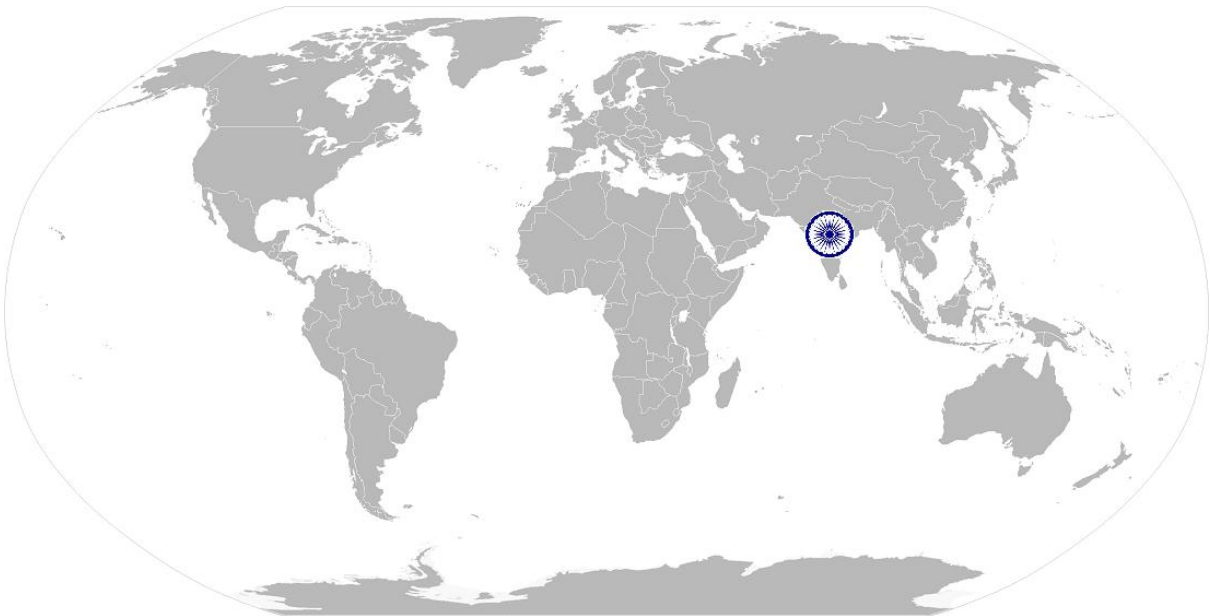
Overview

This OS unit is about interpreting the script/ brief/ storyboard for the animation process
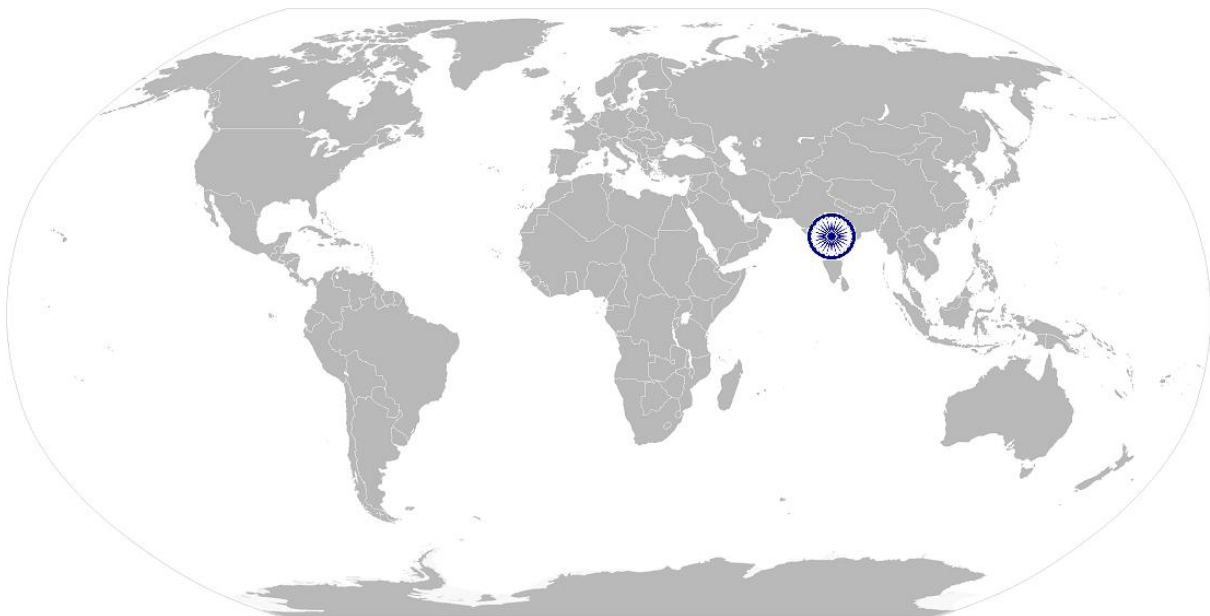
Unit Code	MES/ N 2501
Unit Title (Task)	**Interpret the script/ brief/ storyboard**
Description	This OS unit is about interpreting the script/ brief/ storyboard for the animation process
Scope	This unit/task covers the following: • Interpret the script/ brief/ storyboard correctly

Performance Criteria (PC) w.r.t. the Scope	
Element	**Performance Criteria**
Interpretation of script/ brief/ storyboard	To be competent, the user/individual on the job must be able to: PC1. Understand the script, brief and storyboard from the Art Director and character designers PC2. Understand the design brief in context of his/her job (appearance, complexion, dressing, moods, personalities, expressions etc.) PC3. Understand the requirements (number, types, duplicates etc.) PC4. Understand the specifications (dimensions, operating parameters etc.) PC5. Understand the technical needs of the project relevant to his/ her job role (Television, Film, Gaming, Internet, DVD etc.) PC6. Be aware and responsible of his/her role in the pre-production, production and post-production process

Knowledge and Understanding (K)	
A. Organizational Context (Knowledge of the company / organization and its processes)	The user/individual on the job needs to know and understand: KA1. The creative vision and elements of production relevant to his/her job role KA2. The project pipeline/schedule and timelines relevant to their work KA3. The intended purpose/ end-use of the models that need to be created
B. Technical Knowledge	The user/individual on the job needs to know and understand: KB1. Principles of animation KB2. Human anatomy, skeleton structure, joints, facial muscles etc. KB3. Human mannerisms, emotions, behavior, facial expressions etc. KB4. Techniques and workflow KB5. Drawing and illustration techniques KB6. How to prepare an output that is consistent with the creative look of the production and in accordance to the script and design brief KB7. The sources for research and reference material KB8. Applicable copyright norms and intellectual property rights KB9. Applicable health and safety guidelines

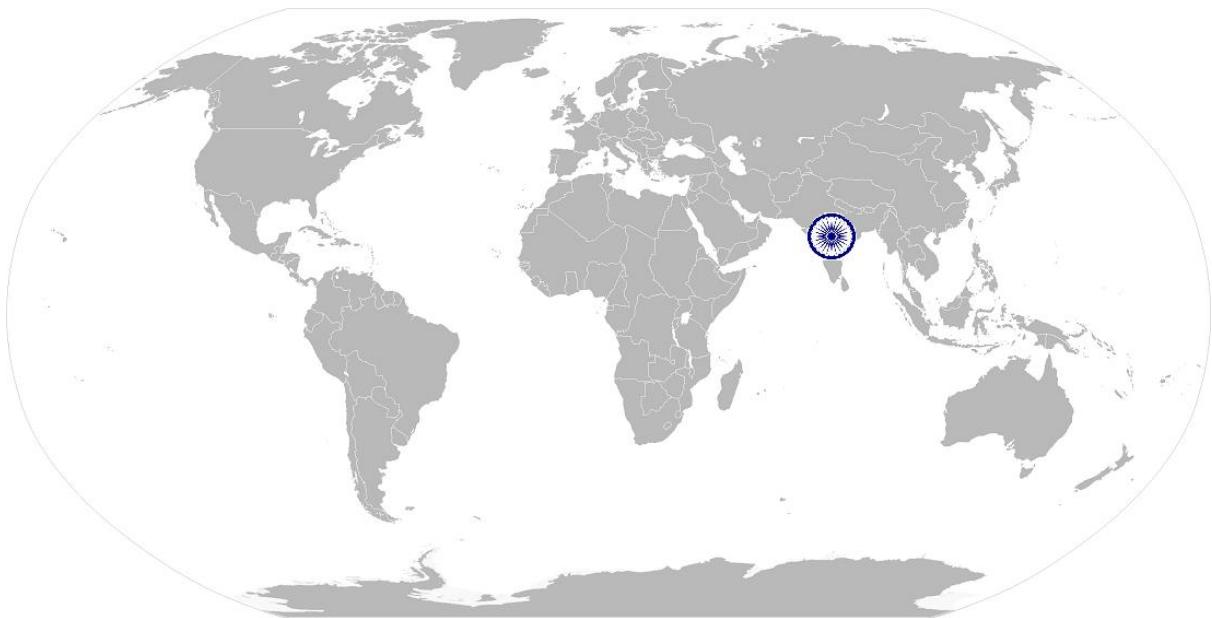| Skills (S) (Optional)	
A. Core Skills/ Generic Skills	**Writing Skills**
	The user/individual on the job needs to know and understand how to: SA1. Document notes while understanding the brief, requirements and specifications from the art director and character designers to refer to during the production process
	Reading Skills
	The user/individual on the job needs to know and understand how to: SA2. Read and understand the design brief and character pack SA3. Research links, videos, artwork etc. that can be used as references
	Oral Communication (Listening and Speaking skills)
	The user/individual on the job needs to know and understand how to: SA4. Understand the design brief and requirements from the Art Director and character designers
B. Professional Skills	**Plan and Organize**
	The user/individual on the job needs to know and understand how to: SB1. Breakup the tasks required and estimate the time required for each task, so as to manage own work in assigned time schedule
	Problem Solving
	The user/individual on the job needs to know and understand how to: SB2. Identify any creative problems that may arise during the production and work back with the art director and character designers to find suitable solutions to address them SB3. Handle technical issues such as pipeline concerns, optimizing efficiency of assets and asset integration in collaboration with peers and under supervision of the art director

NOS Version Control

NOS Code	**MES / N 2501**		
Credits(NSQF)	TBD	**Version number**	1.0
Sector	Media and Entertainment	**Drafted on**	16/07/13
Sub-sector	Animation, Gaming	**Last reviewed on**	30/07/13
Occupation	Asset Creation	**Next review date**	29/07/15

National Occupational Standard

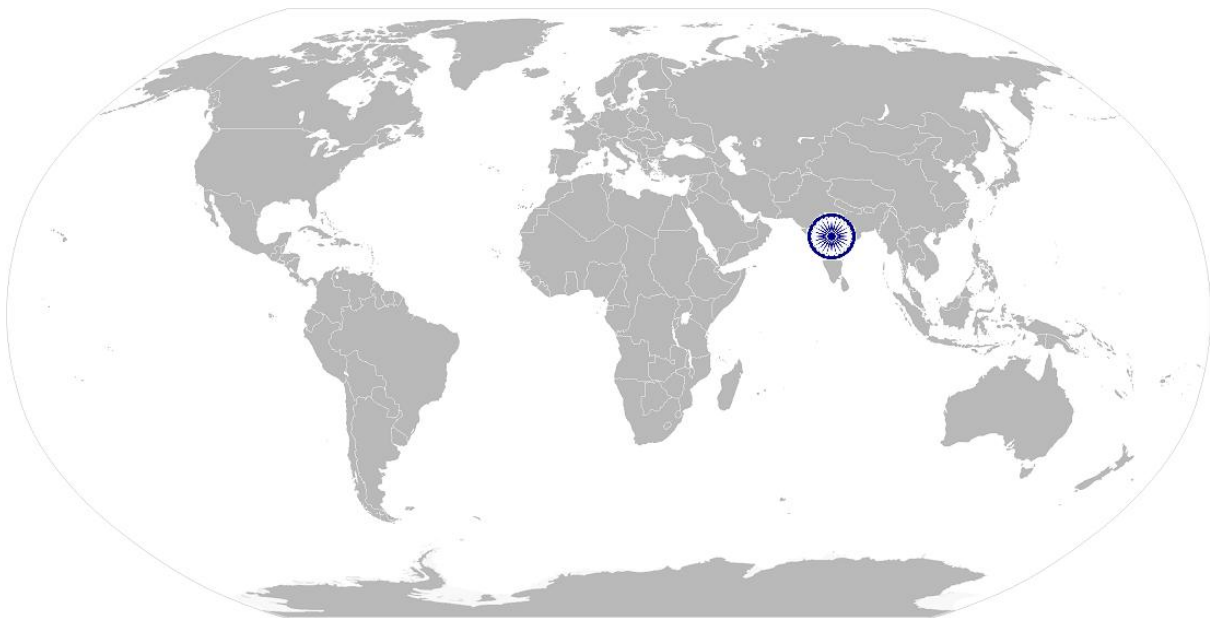---

Overview

This unit is about creating and adding textures to models to create precise photo-realistic models that can be used for animation

MES/ N 2506

NOS
National Occupational Standards

N·S·D·C
National
Skill Development
Corporation

Add textures to models

National Occupational Standard

Unit Code	MES/ N 2506
Unit Title (Task)	**Add textures to models**
Description	This OS unit is about creating and adding textures to models to create precise photo-realistic models that can be used for animation under close supervision of a senior
Scope	This unit/task covers the following: • Creation of textures for human, animal, character, location, set and props which may include organic and inorganic surfaces such as: • Bones, wrinkles, bricks, ground, rust, wood, tiles, plastic, paper, metal, food, water, fire, skin, hair and eyes, cloth, walls and ceiling, imaginary

Performance Criteria (PC) w.r.t. the Scope

Element	Performance Criteria
Creation of textures	To be competent, the user/individual on the job must be able to: PC1. Understand possibilities for adding textures to models to create photo-realistic models/images PC2. Develop and add textures to models in accordance to the design brief and concept art for different types of models under the supervision of the art director and character artist PC3. Understand the final exhibition medium and adapt the textures accordingly PC4. Manage quality of textures during the animation process and ensure uniformity and consistency in the final output PC5. Supply work in appropriate formats that can be used by others in the pipeline

Knowledge and Understanding (K)

B. Organizational Context (Knowledge of the company / organization and its processes)	The user/individual on the job needs to know and understand: KA1. The creative vision and elements of production relevant to his/her job role KA2. The production pipeline/schedule and timelines relevant to their work KA3. The medium on which the product will be exhibited
B. Technical Knowledge	The user/individual on the job needs to know and understand: KB1. The principles of Colour theory and ways in which it can be explored to meet the needs of the production KB2. Lighting properties and concepts like three point lighting, Blinn, Lambert, transparency, self-illumination, glow, bump, displacement, reflection, refraction etc. KB3. Techniques and workflow of UV mapping KB4. Techniques of texture mapping, projection and managing texture seams KB5. Techniques of drawing, painting and sculpting KB6. Fundamentals of photography/lighting (would be an added advantage) KB7. Fundamentals of modeling, multi-pass rendering and lighting KB8. How to apply colour effects such as colour tones, textures, matte etc.

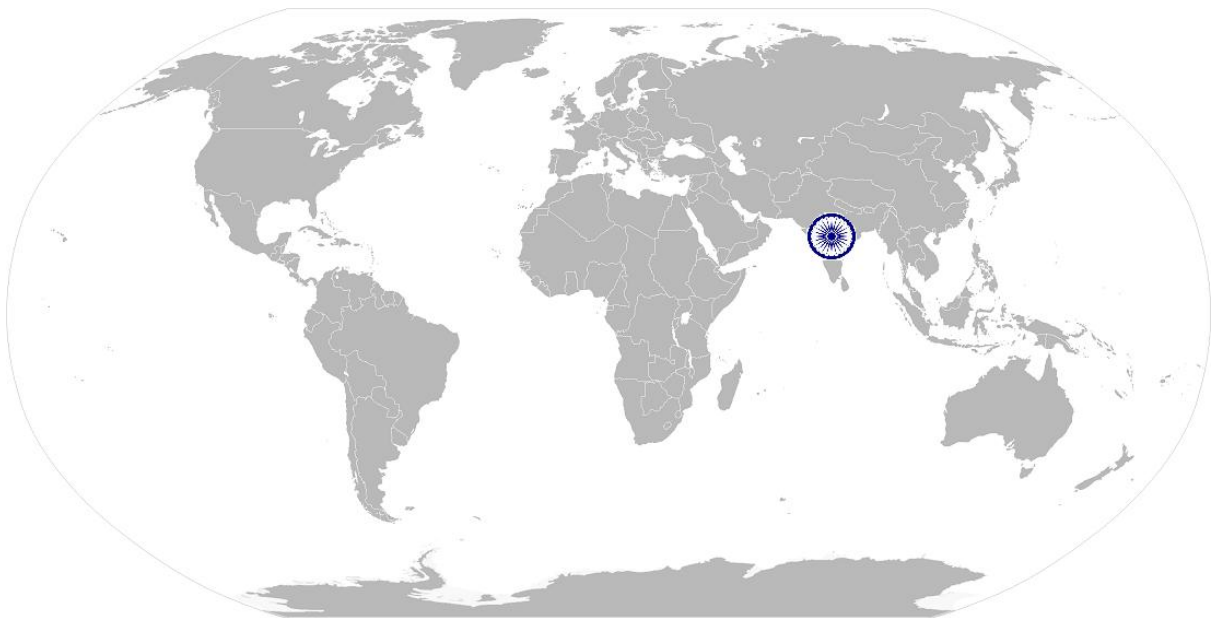|	
	KB9. Properties of different types of surfaces such as wood, glass, plastic, leather, metal etc. and native materials for rendering (for Vray, MentalRay etc.)
	KB10. How different types of surfaces react to varying lighting conditions
	KB11. How to work on software such as Autodesk Maya, Photoshop, 3D Studio Max, Blender, Mud Box, Zbrush, Mari, Renderman Shader scripting etc. and render plug-ins like renderman, air, vray etc.
	KB12. How to create photo-realistic textures consistent with the creative look of the production and in accordance to the design brief
	KB13. How to test the textures using light reaction turnarounds tests, location study of the environment etc.
	KB14. How to optimise or enhance textures as per the needs of production
	KB15. The basics of modeling to understand the surface flow and create textures without stretching
	KB16. Fundamentals of scripting (added advantage)
	KB17. The sources for research and reference material
	KB18. Applicable copyright norms and intellectual property rights
	KB19. Applicable health and safety guidelines
Skills (S) (Optional)	
C. Core Skills/ Generic Skills	**Writing Skills**
	The user/individual on the job needs to know and understand how to: SA1. Document notes on the texture specifications to be complied with during the texturing process
	Reading Skills
	The user/individual on the job needs to know and understand how to: SA2. Keep apprised of the techniques applied by other artists to create photo-realistic textures SA3. Gather references and drawings to compare with real-life textures
	Oral Communication (Listening and Speaking skills)
	The user/individual on the job needs to know and understand how to: SA4. Understand the design brief and textures that need to be created from the Art Director SA5. Collaborate with lighting artists and compositors to ensure that the final product matches quality standards SA6. Present the textured models to the Art Director and solicit feedback
D. Professional Skills	**Plan and Organize**
	The user/individual on the job needs to know and understand how to: SB1. Plan and prioritise own work according to the requirements and agreed timelines
	Problem Solving
	The user/individual on the job needs to know and understand how to: SB2. Identify any creative problems that may arise during the production and work back with the art director and character designers to find suitable solutions to address them

NOS Version Control

NOS Code	MES / N 2506		
Credits(NSQF)	TBD	Version number	1.0
Sector	Media and Entertainment	Drafted on	16/07/13
Sub-sector	Animation, Gaming	Last reviewed on	30/07/13
Occupation	Asset Creation	Next review date	29/07/15

National Occupational Standard

Overview

This unit is about testing the textures applied to models

National Occupational Standard

Unit Code	MES/ N 2507
Unit Title (Task)	Test textures applied to models
Description	This OS unit is about testing the textures applied to models
Scope	This unit/task covers the following: • Testing the models to ensure that they function correctly and are designed as per requirements and get them approved by the senior

Performance Criteria (PC) w.r.t. the Scope

Element	Performance Criteria
Testing the models to ensure that they function correctly and are designed as per requirements	To be competent, the user/individual on the job must be able to: PC1. Check the continuity of models, textures or paintings and make sure they are fit for purpose of for all required camera positions and angles PC2. Evaluate the quality of the assets in relation to others within the same context in which they will be used PC3. Correct any problems or issues that may arise PC4. Respond positively to feedback about work and changing textures/ other requirements and make refinements as needed

Knowledge and Understanding (K)

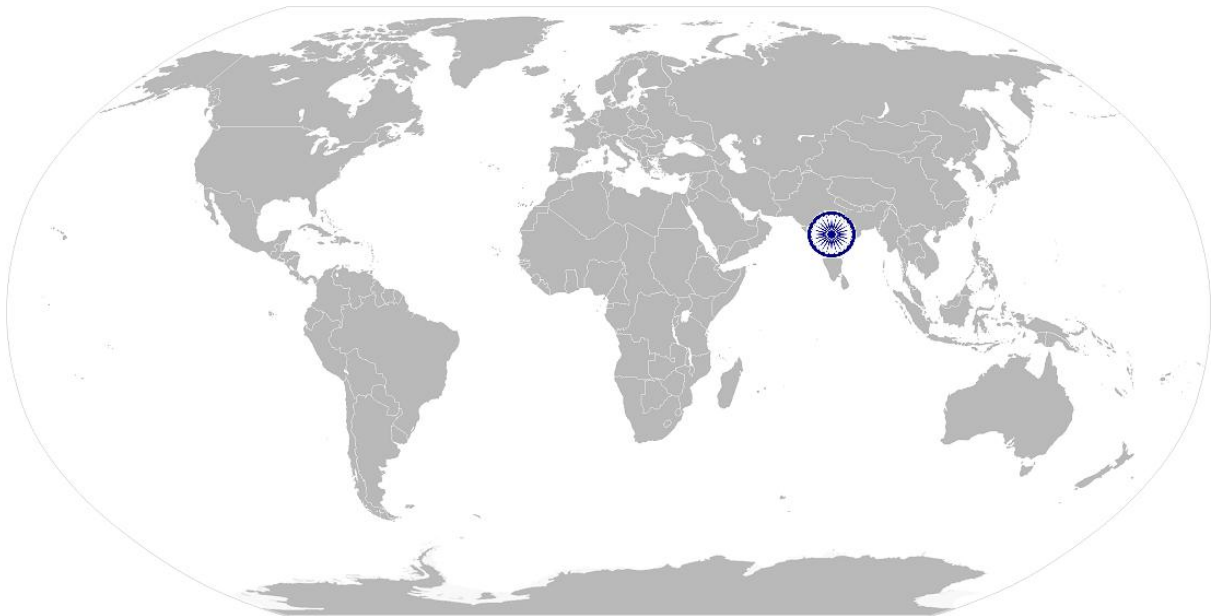| C. Organizational Context (Knowledge of the company / organization and its processes)	The user/individual on the job needs to know and understand: KA1. The creative vision and elements of production relevant to his/her job role KA2. The pipeline/schedule and timelines relevant to their work KA3. The medium on which the product will be exhibited
B. Technical Knowledge	The user/individual on the job needs to know and understand: KB1. The principles of colour theory and ways in which it can be explored to meet the needs of the production KB2. Lighting properties and concepts like three point lighting, Blinn, Lambert, transparency, self-illumination, glow, bump, displacement, reflection, refraction etc. KB3. Techniques and workflow of UV mapping KB4. Techniques of texture mapping, projection and managing texture seams KB5. Techniques of drawing, painting and sculpting KB6. Fundamentals of photography/lighting (would be an added advantage) KB7. Fundamentals of modeling, multi-pass rendering and lighting KB8. How to apply colour effects such as colour tones, textures, matte etc. KB9. Properties of different types of surfaces such as wood, glass, plastic, leather, metal etc. and native materials for rendering (for Vray, MentalRay etc.) KB10. How different types of surfaces react to varying lighting conditions KB11. How to work on software such as Autodesk Maya, Photoshop, 3D Studio Max, Blender, Mud Box, Zbrush, Mari, Renderman Shader scripting etc. and render plug-ins like renderman, air, vray etc.

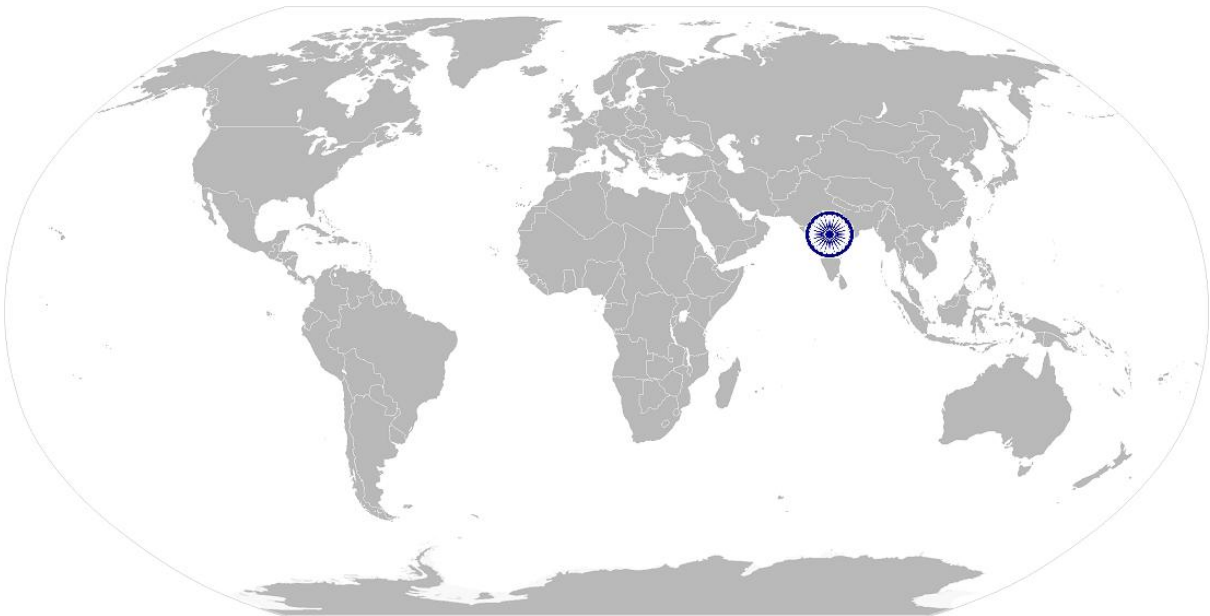|	KB12. How to create photo-realistic textures consistent with the creative look of the production and in accordance to the design brief
	KB13. How to test the textures using light reaction turnarounds tests, location study of the environment etc.
	KB14. How to optimise or enhance textures as per the needs of production
	KB15. The basics of modeling to understand the surface flow and create textures without stretching
	KB16. Fundamentals of scripting (added advantage)
	KB17. The sources for research and reference material
	KB18. Applicable copyright norms and intellectual property rights
	KB19. Applicable health and safety guidelines
Skills (S) (Optional)	
E. Core Skills/ Generic Skills	**Writing Skills**
	The user/individual on the job needs to know and understand how to:
	SA1. Document notes on the texture specifications to be complied with during the texturing process
	Reading Skills
	The user/individual on the job needs to know and understand how to:
	SA2. Keep apprised of the techniques applied by other artists to create photo-realistic textures
	SA3. Gather references and drawings to compare with real-life textures
	Oral Communication (Listening and Speaking skills)
	The user/individual on the job needs to know and understand how to:
	SA4. Understand the design brief and textures that need to be created from the Art Director
	SA5. Collaborate with lighting artists and compositors to ensure that the final product matches quality standards
	SA6. Present the textured models to the Art Director and solicit feedback
F. Professional Skills	**Plan and Organize**
	The user/individual on the job needs to know and understand how to:
	SB1. Plan and prioritise own work according to the requirements and agreed timelines
	Problem Solving
	The user/individual on the job needs to know and understand how to:
	SB2. Identify any creative problems that may arise during the production and work back with the art director and character designers to find suitable solutions to address them

NOS Version Control

NOS Code	MES / N 2507		
Credits(NSQF)	TBD	Version number	1.0
Sector	Media and Entertainment	Drafted on	16/07/13
Sub-sector	Animation, Gaming	Last reviewed on	30/07/13
Occupation	Asset Creation	Next review date	29/07/15

National Occupational Standard

Overview

This unit is about contributing towards maintaining a healthy, safe and secure working environment
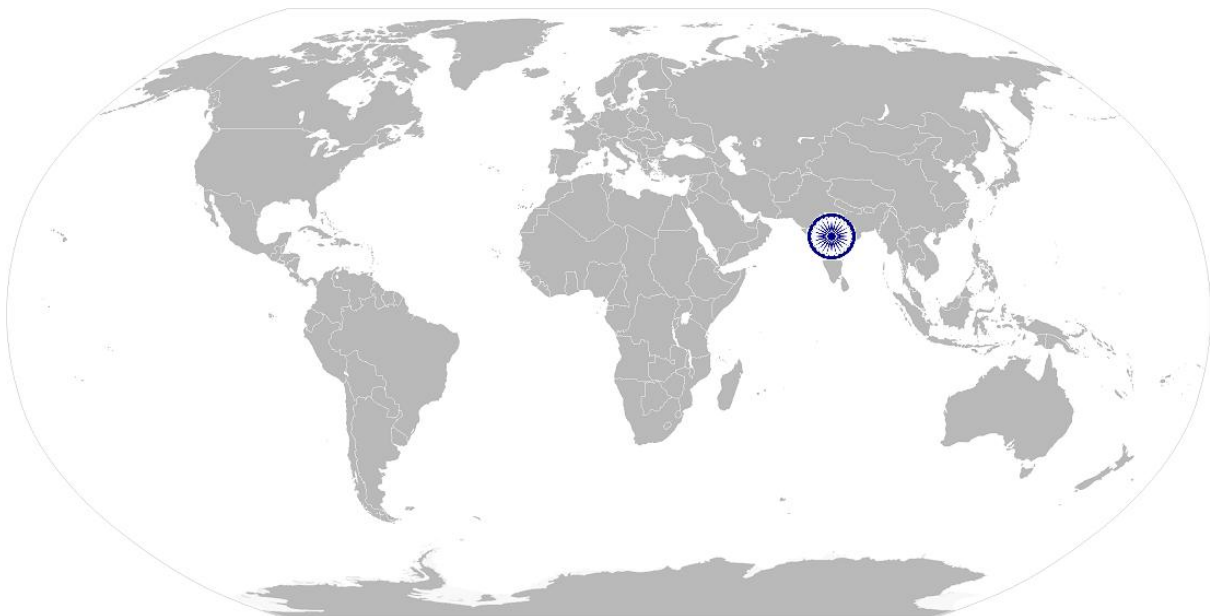
National Occupational Standard

Unit Code	MES/ N 2508
Unit Title (Task)	Maintain workplace health and safety
Description	This OS unit is about contributing towards maintaining a healthy, safe and secure working environment
Scope	This unit/task covers the following: • Understanding the health, safety and security risks prevalent in the workplace • Knowing the people responsible for health and safety and the resources available • Identifying and reporting risks • Complying with procedures in the event of an emergency

Performance Criteria (PC) w.r.t. the Scope

Element	Performance Criteria
Understanding the risks prevalent in the workplace	To be competent, the user/individual on the job must be able to: PC1. Understand and comply with the organisation's current health, safety and security policies and procedures PC2. Understand the safe working practices pertaining to own occupation 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 PC4. Participate in organization health & safety knowledge sessions and drills
Knowing the people responsible for health and safety and the resources available	PC5. Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency PC6. Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms
Identifying and reporting risks	PC7. Identify aspects of your workplace that could cause potential risk to own and others health and safety PC8. Ensure own personal health and safety, and that of others in the workplace though precautionary measures PC9. Identify and recommend opportunities for improving health, safety, and security to the designated person 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
Complying with procedures in the event of an emergency	PC11. Follow organisation's emergency procedures for accidents, fires or any other natural calamity in case of a hazard PC12. Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority

Knowledge and Understanding (K)

A. Organizational Context (Knowledge of the company / organization and	The user/individual on the job needs to know and understand: KA1. Organisation's norms and policies relating to health and safety KA2. Government norms and policies regarding health and safety and related emergency procedures KA3. Limits of authority while dealing with risks/ hazards

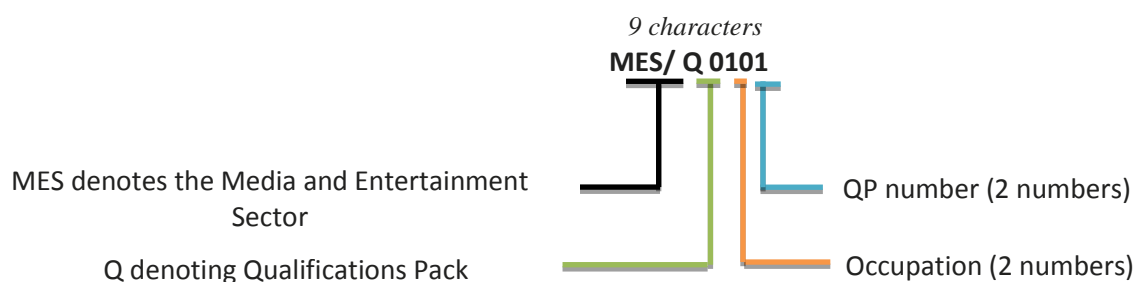|	
its processes)	KA4. The importance of maintaining high standards of health and safety at a workplace
B. Technical Knowledge	The user/individual on the job needs to know and understand: KB1. The different types of health and safety hazards in a workplace KB2. Safe working practices for own job role KB3. Evacuation procedures and other arrangements for handling risks KB4. Names and contact numbers of people responsible for health and safety in a workplace KB5. How to summon medical assistance and the emergency services, where necessary KB6. Vendors' or manufacturers' instructions for maintaining health and safety while using equipments, systems and/or machines
Skills (S) (Optional)	
A. Core Skills/ Generic Skills	**Writing Skills**
	The user/individual on the job needs to know and understand how to: SA1. How to write and provide feedback regarding health and safety to the concerned people SA2. How to write and highlight potential risks or report a hazard to the concerned people
	Reading Skills
	The user/individual on the job needs to know and understand how to: SA3. Read instructions, policies, procedures and norms relating to health and safety
	Oral Communication (Listening and Speaking skills)
	The user/individual on the job needs to know and understand how to: SA4. Highlight potential risks and report hazards to the designated people SA5. Listen and communicate information with all anyone concerned or affected
B. Professional Skills	**Decision making**
	The user/individual on the job needs to know and understand how to: SB1. Make decisions on a suitable course of action or plan
	Plan and Organize
	The user/individual on the job needs to know and understand how to: SB2. Plan and organize people and resources to deal with risks/ hazards that lie within the scope of one's individual authority
	Problem Solving
	The user/individual on the job needs to know and understand how to: SB3. Apply problem solving approaches in different situations
	Critical Thinking
	The user/individual on the job needs to know and understand how to: SB4. Understand hazards that fall within the scope of individual authority and report all hazards that may supersede one's authority SB5. Apply balanced judgements in different situations

NOS Version Control

NOS Code	**MES / N 2508**		
Credits(NSQF)	**TBD**	**Version number**	**02**
Sector	**Media and Entertainment**	**Drafted on**	**16/07/13**
Sub-sector	**Animation, Gaming**	**Last reviewed on**	**30/07/13**
Occupation	**Asset Creation**	**Next review date**	**29/07/15**

Annexure

Nomenclature for QP and NOS

Qualifications Pack

9 characters
MES/ Q 0101

MES denotes the Media and Entertainment Sector

Q denoting Qualifications Pack

QP number (2 numbers)

Occupation (2 numbers)

Occupational Standard

An example of NOS with 'N'

9 characters
MES / N 0101

MES denotes the Media and Entertainment Sector

N denoting National Occupational Standard

OS number (2 numbers)

Occupation (2 numbers)
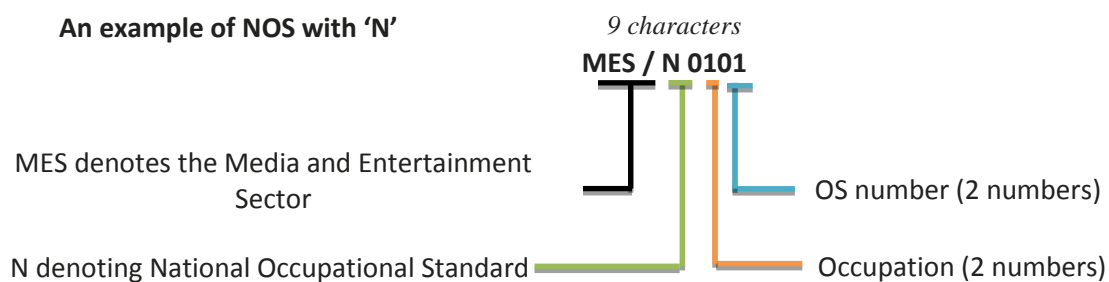
Back to top…

The following acronyms/codes have been used in the nomenclature above:

Sub-sector	Range of Occupation numbers
…	…

Sequence	Description	Example
Three letters	Media and Entertainment	MES
Slash	/	/
Next letter	Whether **Q**P or **N**OS	Q
Next two numbers	Asset Creation	25
Next two numbers	QP number	03

	NOS	NOS NAME	Weightag
1	**MES / N 2501**	**Interpret the script/ brief/ storyboard**	25%
2	**MES / N 2506**	**Add textures to models**	30%
3	**MES / N 2507**	**Test textures applied to models**	35%
4	**MES / N 2508**	**Maintain workplace health and safety**	10%
			100%

Job Role/Qualification Pack	**Texturing artist**
QP- ID	**MES Q 2503**

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

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 evaulations 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)

Job Role   Texturing

NOS CODE	NOS NAME	Performance Criteria		Marks Allocation	
			Total Mark	Theory	Skills Practical
MES/ N 2501	Interpret the script/ brief/ storyboard	PC1. Understand the script, brief and storyboard from the Art Director and character designers	100	10	60
		PC2.Understand the design brief (appearance, complexion, dressing, moods, personalities, expressions etc.)		10	
		PC3.Understand the requirements (number, types, duplicates etc.)		5	
		PC4.Understand the specifications (dimensions, operating parameters etc.		5	
		PC5.Understand the technical needs of the project (Television, Film, Gaming, Internet, DVD etc.)		5	
		PC6.Be aware and responsible of his/her role in the pre-production, production and post-production process		5	
			Total	**40**	**60**
MES/ N 2506	Add textures to models	PC1. Visualise possibilities for adding textures to models to create photo-realistic models/images	100	10	20
		PC2. Develop and add textures to models in accordance to the design brief and concept art for different types of models		10	10
		PC3.Understand the final exhibition medium and adapt the textures accordingly		10	10
		PC4. Manage quality of textures during the animation process and ensure uniformity and consistency in the final output		5	10

		PC5.supply work in appropriate formats that can be used by others in the pipeline		5	10
			Total	**40**	**50**
MES/ N 2507	**Test textures applied to models**	PC1. Check the continuity of models, textures or paintings and make sure they are fit for purpose of for all required camera positions and angles	100	10	15
		PC2. Evaluate the quality of the assets in relation to others within the same context in which they will be used		1O	15
		PC3. Correct any problems or issues that may arise		10	15
		PC4. Respond positively to feedback about work and changing textures/ other requirements and make refinements as needed		10	15
			Total	**40**	**60**
MES/ N 2508	**Maintain workplace health and safety**	PC1. Understand and comply with the organisation's current health, safety and security policies and procedures		5	
		PC2. Understand the safe working practices pertaining to own occupation		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		3	
		PC4. Participate in organization health and safety knowledge sessions and drills		2	
		PC5. Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency		5	

		PC6. Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms	100	5	50
		PC7. Identify aspects of your workplace that could cause potential risk to own and others health and safety		5	
		PC8. Ensure own personal health and safety, and that of others in the workplace though precautionary measures		5	
		PC9. Identify and recommend opportunities for improving health, safety, and security to the designated person		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		5	
		PC11. Follow organisation's emergency procedures for accidents, fires or any other natural calamity in case of a hazard		5	
		PC12. Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority		2	
			Total	50	50