Media & Entertainment Skills Council

सत्यमेव जयते
GOVERNMENT OF INDIA
MINISTRY OF SKILL DEVELOPMENT
& ENTREPRENEURSHIP

Qualification Pack

N·S·D·C
National
Skill Development
Corporation
Transforming the skill landscape

Animation Director

QP Code: MES/Q1302

Version: 2.0

NSQF Level: 6

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MES/Q1302: Animation Director

Brief Job Description

Individuals at this job need to support the director and guide efforts of the production team towards achieving the common creative vision

Personal Attributes

This job requires the individual to have a good understanding of all animation processes including art & design, pre-production, production (e.g. modeling/rigging, animation, sound design) and post-production. The individual must be able to communicate clear specifics to the team and guide efforts to help achieve them. The individual must be able to provide creative inputs and approve all animation/assets during the making of the film. The individual must also have an understanding of the design and animation software used during production. The individual should be technically qualified and/ or have an understanding of the technical aspects of animation.

Applicable National Occupational Standards (NOS)

Compulsory NOS:

1. MES/N1304: Communicate requirements to the team
2. MES/N1306: Direct the animation process
3. MES/N1307: Direct the post-production process
4. MES/N0104: Maintain Workplace Health & Safety

Qualification Pack (QP) Parameters

Sector	Media & Entertainment
Sub-Sector	Animation, Gaming
Occupation	Direction
Country	India
NSQF Level	6
Aligned to NCO/ISCO/ISIC Code	NCO 2015- 2166.0205
Minimum Educational Qualification & Experience	Graduate with 3-5 Years of experience

Minimum Level of Education for Training in School	
Pre-Requisite License or Training	NA
Minimum Job Entry Age	18 Years
Last Reviewed On	22/08/2020
Next Review Date	31/03/2022
NSQC Approval Date	22/08/2019
Version	2.0
Reference code on NQR	2019/ME/MESC/3422
NQR Version	1

MES/N1304: Communicate requirements to the team

Description

This OS unit is about communicating a cohesive creative vision across teams and developing a function-wise action plan to help execute it

Scope

This unit/task covers the following:

Elements and Performance Criteria

Communicating the key aspects of production to the teams

To be competent, the user/individual on the job must be able to:

PC1. communicate the creative vision, project outcomes, functional roles, responsibilities, expectations, requirements, budget and timelines to functional heads prior to the production

PC2. receive periodic updates and ensure that any major changes agreed upon are recorded and communicated to the appropriate people

PC3. develop a function-wise action plan to help execute the vision, as appropriate

PC4. ensure that the teams are aware of their role towards realizing the creative vision of the project

PC5. articulate and encourage the need for team work and work standards that are expected to match the productions requirements

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the creative vision of the project

KU2. the production budget and timelines

KU3. the roles and responsibilities of the production team

KU4. the language of film-making and cinematography

KU5. stage and repertory acting

KU6. the various pre-production, production and post-production processes involved in creating animation

KU7. how to set and communicate action areas for each team

KU8. how to set realistic requirements that would be achievable within the given budget and timelines

KU9. how to convey expectations and requirements in a manner that is easy to understand and adapted to each individual person

KU10. applicable health and safety guidelines

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. document action plans including functional roles, responsibilities, expectations, requirements, budget and timelines for circulation to functional heads

GS2. document issues, feedback and suggestions after discussions with production team

GS3. conduct technical readings of the script with the production team

GS4. communicate the creative vision and production aspects to the entire production team

GS5. discuss and agree on the roles, responsibilities, expectations, requirements, budget and timelines with the functional heads of various departments

GS6. solicit feedback and suggestions from the teams

GS7. finalise action plans for all teams

GS8. prepare a work schedule/ sequence of activities to help the entire production unit plan their work on a daily basis, if appropriate

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Communicating the key aspects of production to the teams	**50**	**50**	**-**	**-**
PC1. communicate the creative vision, project outcomes, functional roles, responsibilities, expectations, requirements, budget and timelines to functional heads prior to the production	10	10	-	-
PC2. receive periodic updates and ensure that any major changes agreed upon are recorded and communicated to the appropriate people	10	10	-	-
PC3. develop a function-wise action plan to help execute the vision, as appropriate	10	10	-	-
PC4. ensure that the teams are aware of their role towards realizing the creative vision of the project	10	10	-	-
PC5. articulate and encourage the need for team work and work standards that are expected to match the productions requirements	10	10	-	-
NOS Total	**50**	**50**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N1304
NOS Name	Communicate requirements to the team
Sector	Media & Entertainment
Sub-Sector	Animation, Gaming
Occupation	Direction
NSQF Level	6
Credits	TBD
Version	1.0
Last Reviewed Date	29/10/2014
Next Review Date	31/03/2022
NSQC Clearance Date	28/09/2015

MES/N1306: Direct the animation process

Description

This OS unit is about realising the creative vision of the project by guiding efforts of the animation teams towards creating a cohesive end product

Scope

This unit/task covers the following:

Elements and Performance Criteria

Understanding the story, script

To be competent, the user/individual on the job must be able to:

PC1. work with storyboard and previsualisation artist to establish the mood, feel and style of cinematography

PC2. plan the descriptions and timing of actions for every scene. provide inputs on action timing, expressions,dialogue as per the storyboard and directors vision

PC3. identify where camera technique, lighting and design relate to the theme of the production

Approving the design/assets

To be competent, the user/individual on the job must be able to:

PC4. provide specifics and approve all design/ animation/ assets during the making of the film (characters, backgrounds, models, layouts, animated shots & sequences)

PC5. provide design and creative inputs to help guide the production process

Guiding and managing the animation process

To be competent, the user/individual on the job must be able to:

PC6. work with the animators to ensure the animation meets the brief

PC7. ensure through your direction, that appropriate use is being made of camera and lighting techniques during pre-production and production

PC8. liase with the producer at key points during production

esting & approving the character rig

To be competent, the user/individual on the job must be able to:

PC9. test and approve the character rig

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the creative vision of the production

KU2. the production budget and timelines

KU3. roles and responsibilities of members of the pre-production, production and post-production teams

KU4. the fundamentals and principles of animation and film-making

KU5. how to enact and emote; and thereby animate characters in accordance to the demands of the script and animatic
KU6. principles of movement and timing
KU7. the principles of continuity
KU8. the technical aspects of production
KU9. design standards and specifications that needs to be complied with to produce the final output
KU10. how to guide and motivate the team to realise overall objectives cohesively as a team
KU11. how to make decisions and lead a team
KU12. relevant copyright norms and intellectual property rights
KU13. applicable health and safety guidelines

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. document specific technical guidelines to assist the animation production process e.g. range of movements of mouth, eyes, max min limits and approve expressions on characters
GS2. read the script, storyboard and dialogues
GS3. understand the creative vision and requirements from the director
GS4. communicate requirements to the animation team
GS5. manage work according to the requirements and agreed timelines
GS6. manage within the agreed budget and minimize overruns
GS7. how to resolve any technical problems during the animation process

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Understanding the story, script	**13**	**17**	**-**	**-**
PC1. work with storyboard and previsualisation artist to establish the mood, feel and style of cinematography	5	10	-	-
PC2. plan the descriptions and timing of actions for every scene. provide inputs on action timing, expressions,dialogue as per the storyboard and directors vision	5	5	-	-
PC3. identify where camera technique, lighting and design relate to the theme of the production	3	2	-	-
Approving the design/assets	**6**	**4**	**-**	**-**
PC4. provide specifics and approve all design/ animation/ assets during the making of the film (characters, backgrounds, models, layouts, animated shots & sequences)	3	2	-	-
PC5. provide design and creative inputs to help guide the production process	3	2	-	-
Guiding and managing the animation process	**26**	**24**	**-**	**-**
PC6. work with the animators to ensure the animation meets the brief	10	10	-	-
PC7. ensure through your direction, that appropriate use is being made of camera and lighting techniques during pre-production and production	10	5	-	-
PC8. liase with the producer at key points during production	6	9	-	-
esting & approving the character rig	**5**	**5**	**-**	**-**
PC9. test and approve the character rig	5	5	-	-
NOS Total	**50**	**50**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N1306
NOS Name	Direct the animation process
Sector	Media & Entertainment
Sub-Sector	Animation, Gaming
Occupation	Direction
NSQF Level	6
Credits	TBD
Version	1.0
Last Reviewed Date	29/10/2014
Next Review Date	31/03/2022
NSQC Clearance Date	28/09/2015

MES/N1307: Direct the post-production process

Description

This OS unit is about directing and guiding the finalisation of the end-product during post-production

Scope

This unit/task covers the following:

Elements and Performance Criteria

Managing and guiding the post production process

To be competent, the user/individual on the job must be able to:

PC1. guide/direct the entire post-production process to ensure that the final output is in line with the creative vision (can include editing, special effects, colour grading, dubbing, rendering, rotoscopy, compositing, wire removal, chroma, sound design, sound editing, music and sound mixing)

Preparing the final version including correction of the screenplay (if required)

To be competent, the user/individual on the job must be able to:

PC2. identify any gaps/deficiencies through critical feedback

PC3. guide/direct the relevant post-production processes to ensure the final version incorporates all changes

PC4. prepare a directors cut of the film (optional)

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the creative vision of the production

KU2. the target audience and their tastes and preferences

KU3. the production budget and timelines

KU4. roles and responsibilities of members of the post-production team

KU5. the technical aspects of post-production

KU6. the principles of continuity

KU7. the post-production process, techniques and activities

KU8. technologies of post production and the various workflows involved in editing, sound post production, color correction, animation, VFX and printing

KU9. the impact of each activity on the entire process workflow

KU10. how to make decisions and lead a team

KU11. how to guide and motivate the post-production team to work cohesively to realise overall production objectives

KU12. how to promote and project the film to the right audiences

KU13. how to protect the confidentiality of the entire production process

KU14. relevant copyright norms and intellectual property rights
KU15. applicable health and safety guidelines

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. document notes/links/suggestions to assist the post-production team
GS2. track the action plans and schedules during the post-production process
GS3. research and gather references from already executed projects/available in the public domain
GS4. communicate preferred takes and sequence of activities to the editors to help guide the editing process
GS5. manage work according to the requirements and agreed timelines
GS6. manage within the agreed budget and minimize overruns
GS7. how to resolve any technical problems during post-production
GS8. appraise the quality of the final product to ensure it is in line with the expected quality standards and suggest areas of improvement

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Managing and guiding the post production process	**15**	**15**	**-**	**-**
PC1. guide/direct the entire post-production process to ensure that the final output is in line with the creative vision (can include editing, special effects, colour grading, dubbing, rendering, rotoscopy, compositing, wire removal, chroma, sound design, sound editing, music and sound mixing)	15	15	-	-
Preparing the final version including correction of the screenplay (if required)	**35**	**35**	**-**	**-**
PC2. identify any gaps/deficiencies through critical feedback	15	15	-	-
PC3. guide/direct the relevant post-production processes to ensure the final version incorporates all changes	20	20	-	-
PC4. prepare a directors cut of the film (optional)	-	-	-	-
NOS Total	**50**	**50**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N1307
NOS Name	Direct the post-production process
Sector	Media & Entertainment
Sub-Sector	Animation, Gaming
Occupation	Direction
NSQF Level	6
Credits	TBD
Version	1.0
Last Reviewed Date	29/10/2014
Next Review Date	31/03/2022
NSQC Clearance Date	28/09/2015

MES/N0104: Maintain Workplace Health & 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

Elements and Performance Criteria

Understanding the health, safety and security risks prevalent in the workplace

To be competent, the user/individual on the job must be able to:

PC1. understand and comply with the organizations 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 and safety knowledge sessions and drills

Knowing the people responsible for health and safety and the resources available

To be competent, the user/individual on the job must be able to:

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

To be competent, the user/individual on the job must be able to:

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 individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected

Complying with procedures in the event of an emergency

To be competent, the user/individual on the job must be able to:

PC11. follow organizations 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 individuals authority

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. Organizations norms and policies relating to health and safety

KU2. Government norms and policies regarding health and safety and related emergency procedures

KU3. Limits of authority while dealing with risks/ hazards

KU4. The importance of maintaining high standards of health and safety at a workplace

KU5. The different types of health and safety hazards in a workplace

KU6. Safe working practices for own job role

KU7. Evacuation procedures and other arrangements for handling risks

KU8. Names and contact numbers of people responsible for health and safety in a workplace

KU9. How to summon medical assistance and the emergency services, where necessary

KU10. Vendors or manufacturers instructions for maintaining health and safety while using equipment, systems and/or machines

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. how to write and provide feedback regarding health and safety to the concerned people

GS2. how to write and highlight potential risks or report a hazard to the concerned people

GS3. read instructions, policies, procedures and norms relating to health and safety

GS4. highlight potential risks and report hazards to the designated people

GS5. listen and communicate information with all anyone concerned or affected

GS6. make decisions on a suitable course of action or plan

GS7. plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority

GS8. apply problem solving approaches in different situations

GS9. understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority

GS10. apply balanced judgments in different situations

GS11. How to write and provide feedback regarding health and safety to the concerned people

GS12. How to write and highlight potential risks or report a hazard to the concerned people

GS13. Read instructions, policies, procedures and norms relating to health and safety

GS14. Highlight potential risks and report hazards to the designated people

GS15. Listen and communicate information with all anyone concerned or affected

GS16. Make decisions on a suitable course of action or plan

GS17. Plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority

GS18. Apply problem solving approaches in different situations

GS19. build and maintain positive and effective relationships with colleges and customers

GS20. analyze data and activites

GS21. Understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority

GS22. Apply balanced judgments in different situations

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Understanding the health, safety and security risks prevalent in the workplace	**15**	**15**	**-**	**-**
PC1. understand and comply with the organizations current health, safety and security policies and procedures	5	5	-	-
PC2. understand the safe working practices pertaining to own occupation	5	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	2	-	-
PC4. participate in organization health and safety knowledge sessions and drills	2	3	-	-
Knowing the people responsible for health and safety and the resources available	**10**	**10**	**-**	**-**
PC5. identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency	5	5	-	-
PC6. identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms	5	5	-	-
Identifying and reporting risks	**18**	**17**	**-**	**-**
PC7. identify aspects of your workplace that could cause potential risk to own and others health and safety	5	5	-	-
PC8. ensure own personal health and safety, and that of others in the workplace though precautionary measures	5	5	-	-
PC9. identify and recommend opportunities for improving health, safety, and security to the designated person	3	2	-	-

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC10. report any hazards outside the individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected	5	5	-	-
Complying with procedures in the event of an emergency	**7**	**8**	**-**	**-**
PC11. follow organizations emergency procedures for accidents, fires or any other natural calamity in case of a hazard	5	5	-	-
PC12. identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individuals authority	2	3	-	-
NOS Total	**50**	**50**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N0104
NOS Name	Maintain Workplace Health & Safety
Sector	Media & Entertainment
Sub-Sector	Film, Television, Animation, Gaming, Radio, Advertising
Occupation	Ad sales/Account Management/Scheduling/Traffic
NSQF Level	5
Credits	TBD
Version	1.0
Last Reviewed Date	02/06/2014
Next Review Date	31/03/2022
NSQC Clearance Date	28/09/2015

Assessment Guidelines and Assessment Weightage

Assessment Guidelines

1. Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Element/ 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 Element/ 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 these criteria.

6. To pass the Qualification Pack assessment, every trainee should score the Recommended Pass % aggregate for the QP.

7. In case of unsuccessful completion, the trainee may seek reassessment on the Qualification Pack.

Minimum Aggregate Passing % at QP Level : 70

(**Please note**: Every Trainee should score a minimum aggregate passing percentage as specified above, to successfully clear the Qualification Pack assessment.)

Assessment Weightage

Compulsory NOS

National Occupational Standards	Theory Marks	Practical Marks	Project Marks	Viva Marks	Total Marks	Weightage
MES/N1304.Communicate requirements to the team	50	50	-	-	100	25
MES/N1306.Direct the animation process	50	50	-	-	100	40
MES/N1307.Direct the post-production process	50	50	-	-	100	25
MES/N0104.Maintain Workplace Health & Safety	50	50	-	-	100	10
Total	**200**	**200**	**-**	**-**	**400**	**100**

Acronyms

NOS	National Occupational Standard(s)
NSQF	National Skills Qualifications Framework
QP	Qualifications Pack
TVET	Technical and Vocational Education and Training

Glossary

Sector	Sector is a conglomeration of different business operations having similar business 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.
Occupation	Occupation is a set of job roles, which perform similar/ related set of functions in an industry.
Job role	Job role defines a unique set of functions that together form a unique employment opportunity in an organisation.
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 (KU) they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
Performance Criteria (PC)	Performance Criteria (PC) 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 (QP)	QP comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A QP is assigned a unique qualifications 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 a 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 quality of performance required.
Knowledge and Understanding (KU)	Knowledge and Understanding (KU) are statements which together specify the technical, generic, professional and organisational specific knowledge that an individual needs in order to perform to the required standard.

Organisational Context	Organisational context includes the way the organisation 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 (GS)	Core skills or Generic Skills (GS) are a group of skills that are the key to learning and working in today's world. These skills are typically needed in any work environment 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.
Electives	Electives are NOS/set of NOS that are identified by the sector as contributive to specialization in a job role. There may be multiple electives within a QP for each specialized job role. Trainees must select at least one elective for the successful completion of a QP with Electives.
Options	Options are NOS/set of NOS that are identified by the sector as additional skills. There may be multiple options within a QP. It is not mandatory to select any of the options to complete a QP with Options.
BUDGET	Budget is an estimate of the total cost of production that may include a break-up of cost components
COLOUR GRADING	Colour grading is the process of modifying/enhancing the colour of productions
COMPOSITING	Compositing is the process of combining layers of images/elements into a single frame
COMPUTER GENERATED EFFECTS	Computer-generated effects is the process of creating illusionary images for use in productions
CONTINUITY	Continuity represents the seamless transition from one shot to another
COPYRIGHT LAWS	A legal framework linked to intellectual property and the rights given to creators of original products/ concepts
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.
DIGITAL INTERMIDIATE	Digital Intermediate is the process of altering the colour characteristics of a digital version of the production

EDITING	Editing is the process of cutting, organising and putting together audio, visual footage to prepare an accurate, condensed and consistent final output
FINANCER	An entity (individual or organization) that provides financing for a project
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.
INGEST	Ingest is the process of importing the relevant audio visual files and/or images to the computer's hard disk and uploading them to the editing software
JOB ROLE	Job role defines a unique set of functions that together form a unique employment opportunity in an organization.
MODELING	Modeling is the process of creating three-dimensional models for animation using a specialised software application.
NATIONAL OCCUPATION STANDARDS (NOS)	NOS are Occupational Standards which apply uniquely in the Indian context.
OCCUPATION	Occupation is a set of job roles, which perform similar/related set of functions in an industry
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
QUALIFICATION PACK CODE	Qualifications Pack Code is a unique reference code that identifies a qualifications pack.
QUALIFICATION PACK (QP)	Qualifications Pack comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A Qualifications Pack is assigned a unique qualification pack code.
RENDERING	Rendering is the process of converting three-dimensional models into two-dimensional images with 3D effects
ROTOSCOPY	Rotoscopy is the process of breaking down content into individual frames, tracing out individual images and altering content according to requirements

SCREEN CONVERSION	Screen conversion is the process of conversion from 2D to 3D
SCRIPT	Script is a structured narrative of a story
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.
SOUND EDITING	Sound editing
SUB FUNCTIONS	Sub-functions are sub-activities essential to fulfill the achieving the objectives of the function.
SUB-SECTOR	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
TARGET AUDIENCE	Group of people at whom content/ adverting is aimed. A target audience is typically defined by age, gender, economic classification, geography and any other relevant parameters (e.g. Females, aged 25-40, average monthly household income INR 25,000-50,000, from Hindi speaking states in North India)
TIMELINES	Timelines is a listing of dates by which the production milestones/stages need to be completed
VERTICAL	Vertical may exist within a sub-sector representing different domain areas or the client industries served by the industry.
VISUAL EFFECTS	Visual effects is the process of integrating live-action footage with computer-generated effects.