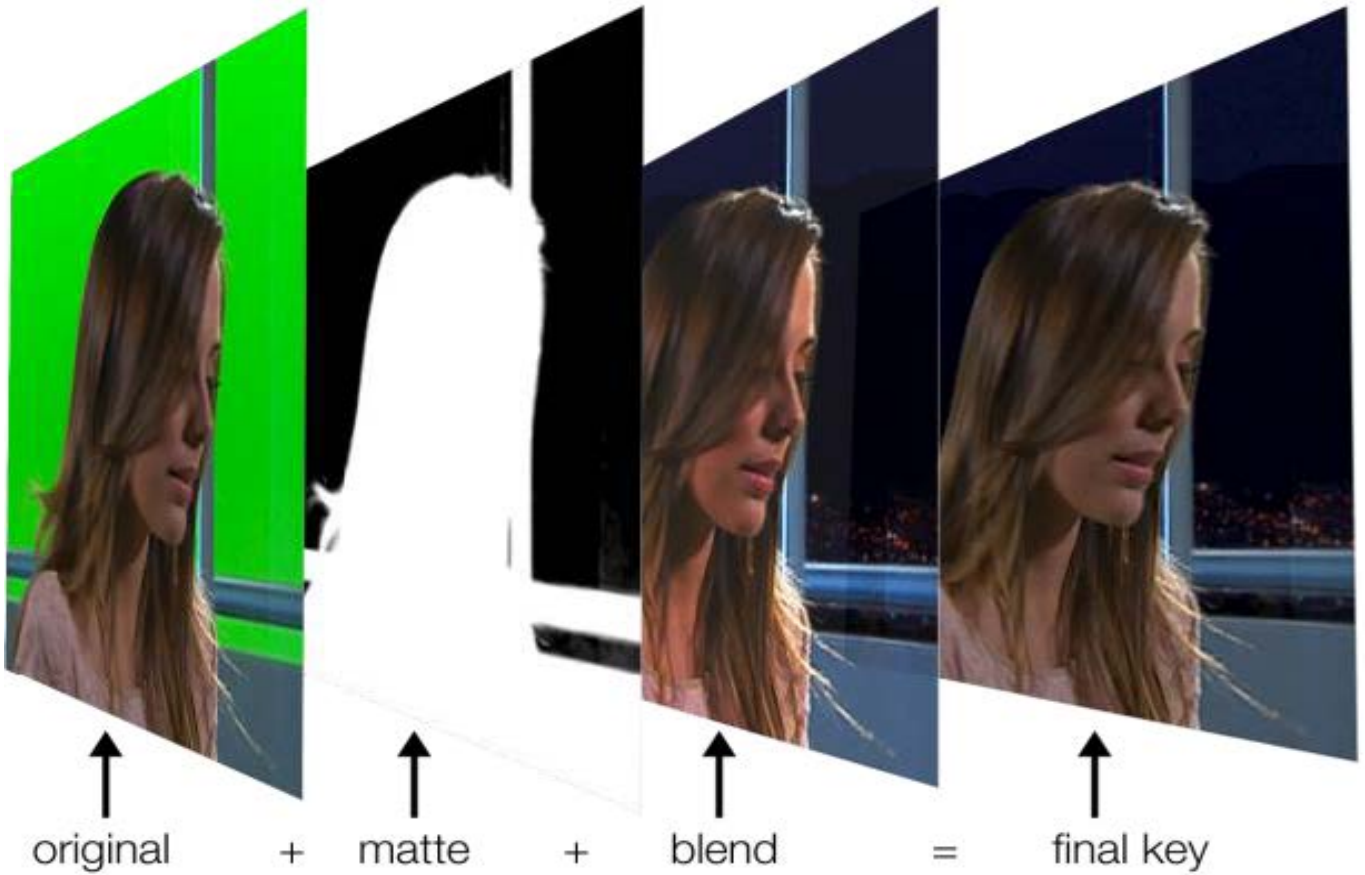


Qualification Pack



Vfx Editor

QP Code: MES/Q3501

Version: 1.0

NSQF Level: 4

Media & Entertainment Skills Council || Commercial premises No Ja522, 5th Floor, DLF Tower A, Jasola,
New Delhi
110025



Qualification Pack

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MES/Q3501: Vfx Editor

Brief Job Description

Individuals at this job need to create illusionary elements/images/segments for production

Personal Attributes

This job requires the individual to have a good understanding of the techniques for creating computer-generated effects and for rectifying production. The individual must be aware of the principles of film-making, cinematography and photography. The individual must be able to define how footage needs to be shot to ensure that the desired effects can be incorporated. The individual must be able to assess if the footage is suitable, and create effects using digital software such as After Effects, Final Cut Pro and Blender.

Applicable National Occupational Standards (NOS)

Compulsory NOS:

1. [MES/N0104: Maintain Workplace Health & Safety](#)
2. [MES/N1402: Manage Equipment & material](#)
3. [MES/N3501: Understand requirements and plan workflow](#)
4. [MES/N3503: Create Visual Effects During Post Production](#)

Qualification Pack (QP) Parameters

| | |
|---|--|
| Sector | Media & Entertainment |
| Sub-Sector | Film, Television, Animation, Advertising |
| Occupation | Vfx And Di |
| Country | India |
| NSQF Level | 4 |
| Aligned to NCO/ISCO/ISIC Code | NCO 2015- 2166.0211 |
| Minimum Educational Qualification & Experience | 10th Class with 2-3 Years of experience |
| Minimum Level of Education for Training in School | 10th Class |

Qualification Pack

| | |
|--|--------------------|
| Pre-Requisite License or Training | NA |
| Minimum Job Entry Age | 18 Years |
| Last Reviewed On | 26/11/2014 |
| Next Review Date | 31/03/2022 |
| NSQC Approval Date | 28/09/2015 |
| Version | 1.0 |
| Reference code on NQR | 2019/ME/MESC/03469 |
| NQR Version | 1.0 |

Remarks:

This QP was approved in 2015 and NSQC Extended it in 2019 without any change in QP. Therefore, NQR code used is of 2019.

Qualification Pack

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 through 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:

Qualification Pack

- 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



Qualification Pack

- 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 |
|--|--------------|-----------------|---------------|------------|
| <i>Understanding the health, safety and security risks prevalent in the workplace</i> | 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 | - | - |
| <i>Knowing the people responsible for health and safety and the resources available</i> | 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 | - | - |
| <i>Identifying and reporting risks</i> | 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 through precautionary measures | 5 | 5 | - | - |
| PC9. identify and recommend opportunities for improving health, safety, and security to the designated person | 3 | 2 | - | - |

Qualification Pack

| 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 | - | - |
| <i>Complying with procedures in the event of an emergency</i> | 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 | - | - |

Qualification Pack

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 |

Qualification Pack

MES/N1402: Manage Equipment & material

Description

This OS unit is about managing equipment and material throughout the post-production process

Scope

This unit/task covers the following:

Elements and Performance Criteria

Preparing materials and equipment for the post production process

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

PC1. gather raw footage/material (e.g. raw camera footage, dialogue, sound effects, graphics, special effects) and select relevant material that can be used for post-production

Managing interim work-products during post-production

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

PC2. ingest the footage/keep the material ready for the post-production process

Ensuring work-products are distribution/exhibition ready as per the required technical specifications

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

PC3. ensure software/equipment is ready for use (e.g. final cut pro, avid, after-effects and sound cleaning software)

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the purpose and intended use of the end-product

KU2. the creative and technical specifications of the work-product, including the quality standards expected of the final output

KU3. the intended distribution/exhibition mediums for the production

KU4. established data management and work flow systems

KU5. how to maintain quality control as production scales

KU6. how to work on relevant equipment and software e.g. final cut pro, avid, after-effects and sound cleaning software

KU7. the format, resolution and quality in which the material would need to be ingested, based on the intended final output

KU8. how to identify issues with the raw material/footage prior to, or during, the ingest process

KU9. the storage media relevant to the type of production

KU10. file-naming conventions appropriate to the production

KU11. how to keep abreast of changes in technology and update skills accordingly

KU12. applicable health and safety guidelines

Qualification Pack

Generic Skills (GS)

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

- GS1.** prepare documentation, including charts, to accompany the work-product
- GS2.** read and understand the user and technical specifications of equipment and software
- GS3.** gather and watch raw footage/material including raw camera footage, dialogue, sound effects, graphics and special effects
- GS4.** gather references of work-products and productions that could provide ideas and help conceptualise possibilities for post-production
- GS5.** discuss and understand requirements and specifications from the producer, director and supervisor
- GS6.** discuss any problems with the footage that could impact the post-production process and solicit suggestions for resolving them
- GS7.** plan and prioritise work according to the requirements
- GS8.** manage deadlines successfully--on time
- GS9.** work well in a fast-paced environment
- GS10.** highlight any issues (such as visual and sound quality) with the raw material that may impact the post production process and take pro-active steps to resolve them
- GS11.** identify and resolve commonly occurring issues in the equipment

Qualification Pack

Assessment Criteria

| Assessment Criteria for Outcomes | Theory Marks | Practical Marks | Project Marks | Viva Marks |
|---|--------------|-----------------|---------------|------------|
| <i>Preparing materials and equipment for the post production process</i> | 20 | 20 | - | - |
| PC1. gather raw footage/material (e.g. raw camera footage, dialogue, sound effects, graphics, special effects) and select relevant material that can be used for post-production | 20 | 20 | - | - |
| <i>Managing interim work-products during post-production</i> | 10 | 15 | - | - |
| PC2. ingest the footage/keep the material ready for the post-production process | 10 | 15 | - | - |
| <i>Ensuring work-products are distribution/exhibition ready as per the required technical specifications</i> | 5 | 5 | - | - |
| PC3. ensure software/equipment is ready for use (e.g. final cut pro, avid, after-effects and sound cleaning software) | 5 | 5 | - | - |
| NOS Total | 35 | 40 | - | - |

Qualification Pack

National Occupational Standards (NOS) Parameters

| | |
|----------------------------|--|
| NOS Code | MES/N1402 |
| NOS Name | Manage Equipment & material |
| Sector | Media & Entertainment |
| Sub-Sector | Film, Television, Animation, Advertising |
| Occupation | Editing |
| NSQF Level | 4 |
| Credits | TBD |
| Version | 1.0 |
| Last Reviewed Date | 26/11/2014 |
| Next Review Date | 31/03/2022 |
| NSQC Clearance Date | 28/09/2015 |

Qualification Pack

MES/N3501: Understand requirements and plan workflow

Description

This OS unit is about understanding the post-production requirements and planning the process and workflow

Scope

This unit/task covers the following:

- Understanding requirements for post-production
- Planning the process for post-production.
- Preparing and finalising effort estimates and work plan

Elements and Performance Criteria

Understanding requirements for post-production

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

PC1. understand the creative and technical requirements and expectations in terms of quality of deliverables and timelines, as necessary to the role

Planning the process for post-production

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

PC2. determine key post-production processes that would be involved to produce the desired outcome and chart-out the process workflow, as per role key processes could include computer-generated effects, colour grading, digital intermediate, screen conversion, rendering, rotoscoping, keying, match-moving and compositing

Preparing and finalising effort estimates and work plan

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

PC3. translate, or support senior personnel in translating, expectations into effort estimates for each process

PC4. prepare a work plan, for oneself or other team members if appropriate, keeping in mind the impact on the production budget, timelines and technical viability

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** production vision, objectives, expected output, distribution/exhibition channels
- KU2.** post-production objectives, expected outcomes and quality standards
- KU3.** the technical, budget and time constraints applicable
- KU4.** established data management and work flow systems
- KU5.** how to maintain quality control as production scales
- KU6.** post-production techniques that would apply to the current production, as per role

Qualification Pack

- KU7.** the relevant equipment and software required e.g. Silhouette, Nuke, Fusion, Combustion, Shake Premier, PF track, After Effects, Renderman, Quantel, Smoke, Flame, Avid, 3DS Max and FCP
- KU8.** how to translate script requirements and post-production objectives into a schedule that could cover the workflow, key activities, deliverables and timelines, as appropriate to the role
- KU9.** the implications of each activity on time, materials, equipment, manpower and budget, as appropriate to the role
- KU10.** the impact of each activity on the ones own, or the wider teams, process workflow
- KU11.** how to estimate the cost and time it would take, keeping in mind the intended visual style
- KU12.** domestic and international post-production best practices prevalent in the industry
- KU13.** applicable copyright norms and intellectual property rights
- KU14.** applicable health and safety guidelines

Generic Skills (GS)

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

- GS1.** document post-production requirements that can serve as a reference document for circulation to the team
- GS2.** document decisions on the processes involved and techniques to be used with reasons thereof
- GS3.** document the project work-plan including the key deliverables, resources involved and timelines, as required in the role
- GS4.** document dos and donts for different machines and software for reference of the team
- GS5.** document other areas (e.g. requirements of the target audience, market, end-product, reference links and videos) that may be relevant for the team
- GS6.** read and understand the script and determine requirements, as per role
- GS7.** read and research about emerging techniques in post-production
- GS8.** read user manuals for equipment and software
- GS9.** read about the tastes and preferences of the target audience and the market where the end-product intends to be distributed
- GS10.** understand the creative vision of the director and producer, and resolve any issues, as necessary to the role
- GS11.** communicate with team members, relay instructions, collaborate and resolve issues with members of the post-production team handling different aspects/processes to determine the effort involved for the activities that would need to be performed (supervisor)
- GS12.** plan the activities, workflow, resourcing and timelines in accordance to the creative and technical requirements
- GS13.** create post-production schedules, for oneself or the wider team
- GS14.** use time management techniques so that the scheduled time is not exceeded
- GS15.** manage and enforce deadlines successfully--on time
- GS16.** work well in a fast-paced environment
- GS17.** identify any issues that may arise during post-production and find solutions to address them



Qualification Pack

- GS18.** have a keen eye for detail and maintain an aesthetic sense towards colour grading, vfx components and software capabilities of the final output
- GS19.** envision the impact of selecting a particular technique/activity on the budget, resourcing and timelines
- GS20.** appraise the quality of the raw footage gathered to ensure it is in line with the post-production requirements and quality standards
- GS21.** manage decision on suitable course of action
- GS22.** check that the medium finalized/selected meets project/customer requirements

Qualification Pack

Assessment Criteria

| Assessment Criteria for Outcomes | Theory Marks | Practical Marks | Project Marks | Viva Marks |
|---|--------------|-----------------|---------------|------------|
| <i>Understanding requirements for post-production</i> | 15 | 15 | - | - |
| PC1. understand the creative and technical requirements and expectations in terms of quality of deliverables and timelines, as necessary to the role | 15 | 15 | - | - |
| <i>Planning the process for post-production</i> | 15 | 15 | - | - |
| PC2. determine key post-production processes that would be involved to produce the desired outcome and chart-out the process workflow, as per role key processes could include computer-generated effects, colour grading, digital intermediate, screen conversion, rendering, rotoscoping, keying, match-moving and compositing | 15 | 15 | - | - |
| <i>Preparing and finalising effort estimates and work plan</i> | 20 | 20 | - | - |
| PC3. translate, or support senior personnel in translating, expectations into effort estimates for each process | 10 | 10 | - | - |
| PC4. prepare a work plan, for oneself or other team members if appropriate, keeping in mind the impact on the production budget, timelines and technical viability | 10 | 10 | - | - |
| NOS Total | 50 | 50 | - | - |

Qualification Pack

National Occupational Standards (NOS) Parameters

| | |
|----------------------------|---|
| NOS Code | MES/N3501 |
| NOS Name | Understand requirements and plan workflow |
| Sector | Media & Entertainment |
| Sub-Sector | Film, Television, Animation, Advertising |
| Occupation | VFX and DI |
| NSQF Level | 4 |
| Credits | TBD |
| Version | 1.0 |
| Last Reviewed Date | 21/11/2014 |
| Next Review Date | 31/03/2022 |
| NSQC Clearance Date | 28/09/2015 |

Qualification Pack

MES/N3503: Create Visual Effects During Post Production

Description

This OS unit is about creating illusionary elements/images/segments for production

Scope

This unit/task covers the following:

Elements and Performance Criteria

Conceptualising effects that can be created for productions

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

- PC1.** determine requirements for visual effects from the script and provide instructions to the production team on how footage should be shot to ensure that the desired effects can be created (supervisor). (sometimes this may require them to be present on set)
- PC2.** assess shoot footage to determine capability to generate effects
- PC3.** visualise the story and conceptualise effects that would enhance, rectify or complete the production
- PC4.** identify and finalise the techniques that could be used to create the desired effects

Creating realistic effects through the use of software

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

- PC5.** generate the required effects that conform to requirements and quality standards
- PC6.** ensure continuity in the final output

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** production vision, objectives, expected output and distribution/exhibition channels
- KU2.** the technical, budget and time constraints applicable
- KU3.** the creative and technical specifications of the work-product, including the quality standards expected of the final output
- KU4.** established data management and work flow systems
- KU5.** the production pipeline
- KU6.** how to maintain quality control as production scales
- KU7.** the principles of film-making and cinematography
- KU8.** the fundamentals of photography
- KU9.** how to draw/illustrate
- KU10.** how to interpret visual tricks and optical illusions
- KU11.** how to generate images using digital software such as After Effects, Final Cut Pro, Adobe, Blender and Autodesk Maya

Qualification Pack

- KU12.** techniques for creating computer-generated effects e.g. chroma keying, in-camera optical effects
- KU13.** techniques for rectifying production including removing rigs, dust-busting, removing visual faults, retouching and restoration
- KU14.** how to determine, select and assess the type of raw material/ footage that would be required to produce the desired effects
- KU15.** how to create pre-visualisation using tools for better production planning
- KU16.** how to make effects look inconspicuous
- KU17.** how to save interim and final deliverables in the required format using appropriate file naming conventions
- KU18.** the implication of the format on the quality of the end-product
- KU19.** domestic and international best practices prevalent in the industry
- KU20.** applicable health and safety guidelines

Generic Skills (GS)

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

- GS1.** document notes on the creative possibilities for creating effects, for discussion and for personal use during post-production
- GS2.** prepare documentation to accompany the work-product
- GS3.** document notes and specifications for guidance and reference during other post production processes such as colour grading, editing, compositing and rendering
- GS4.** read the script and determine requirements for effects that need to or could potentially be generated to enhance the script
- GS5.** gather suitable references from various sources for use during production
- GS6.** research attributes of end-products from the genre, language, culture, region of the production to determine attributes that may need to be reflected in the final output
- GS7.** research and keep updated on the different types of effects produced for different productions
- GS8.** understand the creative vision and discuss creative possibilities for effects with the director and producer to finalise effects that need to be built into the production
- GS9.** provide instructions to the production crew
- GS10.** discuss and finalise the design and techniques for effects to be created
- GS11.** discuss interim/final work-products with the director and producer and solicit their feedback on improvements that can be made to make sure the initial version is coming out as planned
- GS12.** plan and prioritise work according to the requirements
- GS13.** manage and enforce deadlines successfully--on time
- GS14.** work well in a fast-paced environment
- GS15.** address comments on the interim/final work-products and make changes accordingly
- GS16.** suggest ways to compensate for unsuitable footage, keeping in mind time and budget constraints applicable
- GS17.** define how the footage needs to be shot to ensure that the desired effects can be created



Qualification Pack

- GS18.** envision the impact of chosen effects on the budget, key activities and timelines
- GS19.** appraise the quality of effects to ensure they are in line with the expected quality standards and suggest improvements that can be made through further post-production processes such as colour grading and compositing
- GS20.** assess the quality of footage to determine if effects can be added
- GS21.** check that your own work meets customer/project requirements

Assessment Criteria

| Assessment Criteria for Outcomes | Theory Marks | Practical Marks | Project Marks | Viva Marks |
|--|--------------|-----------------|---------------|------------|
| <i>Conceptualising effects that can be created for productions</i> | 30 | 30 | - | - |
| PC1. determine requirements for visual effects from the script and provide instructions to the production team on how footage should be shot to ensure that the desired effects can be created (supervisor). (sometimes this may require them to be present on set) | 5 | 5 | - | - |
| PC2. assess shoot footage to determine capability to generate effects | 10 | 10 | - | - |
| PC3. visualise the story and conceptualise effects that would enhance, rectify or complete the production | 10 | 10 | - | - |
| PC4. identify and finalise the techniques that could be used to create the desired effects | 5 | 5 | - | - |
| <i>Creating realistic effects through the use of software</i> | 20 | 20 | - | - |
| PC5. generate the required effects that conform to requirements and quality standards | 10 | 10 | - | - |
| PC6. ensure continuity in the final output | 10 | 10 | - | - |
| NOS Total | 50 | 50 | - | - |

Qualification Pack

National Occupational Standards (NOS) Parameters

| | |
|----------------------------|--|
| NOS Code | MES/N3503 |
| NOS Name | Create Visual Effects During Post Production |
| Sector | Media & Entertainment |
| Sub-Sector | Film, Television, Animation, Advertising |
| Occupation | VFX and DI |
| NSQF Level | 4 |
| Credits | TBD |
| Version | 1.0 |
| Last Reviewed Date | 26/11/2014 |
| 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.

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/N0104.Maintain Workplace Health & Safety | 50 | 50 | - | - | 100 | 5 |
| MES/N1402.Manage Equipment & material | 35 | 40 | - | - | 75 | 25 |
| MES/N3501.Understand requirements and plan workflow | 50 | 50 | - | - | 100 | 30 |
| MES/N3503.Create Visual Effects During Post Production | 50 | 50 | - | - | 100 | 40 |
| Total | 185 | 190 | - | - | 375 | 100 |



Acronyms

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

Qualification Pack

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. |

Qualification Pack

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| 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 |
| 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 INTERMEDIATE | Digital Intermediate is the process of altering the colour characteristics of a digital version of the production |
| EDITING | Editing is the process of organizing, cutting and putting together audio, visual footage to prepare an accurate, condensed and consistent final output that communicates the expected content |
| FOOTAGE | Recorded medium in any media |

Qualification Pack

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| 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 |
| MODELLING | Modeling 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 |
| 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 |
| SOUND EDITING | Editing of sound materials with/ without visuals |
| VISUAL EFFECTS | Visual effects is the process of integrating live-action footage with computer-generated effects |
| TIMELINES | It is a basic part of editing software to view/ cut material |
| 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. |

Qualification Pack

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| 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. |
| 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. |