

Model Curriculum

Animator (Divyangjan)

Sector: Media and Entertainment
Sub-Sector: Animation, Gaming
Occupation: Asset Creation
Ref ID: PWD/MES/Q0701, V2.0
NSQF Level: 4

Model Curriculum Aligned for
Persons with Locomotor Disability
E001



Certificate

CURRICULUM COMPLIANCE TO QUALIFICATION PACK- NATIONAL OCCUPATIONAL STANDARDS

is hereby issued by the

SKILL COUNCIL FOR PERSONS WITH DISABILITY (SCPwD)

for

MODEL CURRICULUM – ALIGNED FOR PERSONS WITH DISABILITY

Complying to National Occupational Standards of Job Role/ Qualification Pack:

'Animator' QP No. **'PWD/MES/Q0701 NSQF Level 4'**

Expository and Code: **Locomotor Disability (E001, Version 1.0)**

Date of Issuance: October 15, 2022
Valid up to*: January 27, 2028

*Valid up to the next review date of the Qualification Pack or the
'Valid up to' date mentioned above, whichever is earlier



Authorized Signatory
(Skill Council for Persons with Disability)

TABLE OF CONTENTS

1. Curriculum	01
2. Trainer Prerequisites	07
3. Assessment Criteria	08
4. Guidelines for Trainers	09

This program is aimed at training candidates for the job of a “Animator”, in the “Media and Entertainment” Sector/Industry and aims at building the following key competencies amongst the learners.

Program Name	Animator		
Qualification Pack Name & Reference ID.	“Animator (Divyangjan)-LD, PWD/MES/Q0701, VERSION 2.0		
Version No.	2.0	Version Update Date	31-01-2024
Pre-requisites to Training	12th grade pass OR 11th grade pass with 1 year experience OR Completed 2nd year of 3-year diploma (after 10th) and pursuing regular diploma OR 10th grade pass plus 1-year NTC/ NAC plus 1 year experience OR 10th Grade pass with 2 year NTC (after 10th) OR 10th Grade Pass with 2 year relevant experience OR 8th grade pass plus 2-year NTC (after 8th) plus 1 Year NAC/CITS with 1 year of relevant experience OR 10th grade pass and pursuing continuous schooling OR Previous relevant Qualification of NSQF Level 3.0 with minimum education as 8th Grade pass with 3 year of relevant experience		
Training Outcomes	After completing this program, participants will be able to: <ul style="list-style-type: none"> • Understand Animation Requirements • Produce 3D Animation. • Conceptualize Creative Ideas for Production • Produce Stop Motion Animation. • Plan Tools and Workflow. • Maintain workplace health and safety. • Produce 2D Animation. 		

This course encompasses NOS (National Occupational Standards) of “Animator” Qualification Pack issued by “Media & Entertainment Skill Council”. The Curriculum is Aligned by “Skill Council for Persons with Disability” for Persons with Locomotor Disability”.

	Module	Key Learning Outcomes	Equipment Required	Disability-wise training tools with reference to Expository for each NOS
1	<p>Animation Requirements</p> <p>Theory Duration (hh:mm) 30:00</p> <p>Practical Duration (hh:mm) 30:00</p> <p>Corresponding NOS Code MES/ N 0701</p>	<ul style="list-style-type: none"> • Descriptive guidelines to animation • Familiarise with modelling. • Character sketching and drawing of human anatomy. • Production concepts and their applicability to each project. • The various techniques available for animating objects. • Understanding various elements that influence the final artwork. • Enact and emote. • Learn to create hook up poses and animation 	<ul style="list-style-type: none"> • Laptop • White board • Marker • Projector • Animation Software (maya etc.) 	<p>Any of the following tools may be used:</p> <ul style="list-style-type: none"> • Computer • Sticky Keys • Foot Pedals • Access Switches • Wheelchair • Walker • One-Handed Keyboard • Pencil Gripper • Automatic Page Turner • Grab Bars • Speech to Text software
2	<p>Conceptualize Creative Ideas for Production</p> <p>Theory Duration (hh:mm) 30:00</p> <p>Practical Duration (hh:mm) 60:00</p> <p>Corresponding NOS Code MES/ N 0702</p>	<ul style="list-style-type: none"> • Find inspiration in form of character references that would aid design. • Generate inventive ideas and thoughts for creation using visualization and utilizing references from the concept artwork arranged by the creators, drawing from creative ability, acting and performing. • Give priority to target audience, schedule and show requirements. 	<ul style="list-style-type: none"> • Laptop • White board • Marker • Projector • Animation Software (maya etc.) 	<p>Any of the following tools may be used:</p> <ul style="list-style-type: none"> • Computer • Sticky Keys • Foot Pedals • Access Switches • Wheelchair • Walker • One-Handed Keyboard • Pencil Gripper • Automatic Page Turner • Grab Bars • Speech to Text software
3	<p>Animation Workflow and Tools</p> <p>Theory Duration (hh:mm) 30:00</p> <p>Practical Duration (hh:mm)</p>	<ul style="list-style-type: none"> • Be aware of various software production tools available in market today. Suggest the most optimum tool for the production. • Access timelines for production with respect to the production agenda 	<ul style="list-style-type: none"> • Laptop • White board • Marker • Projector • Animation Software (maya etc.) 	<p>Any of the following tools may be used:</p> <ul style="list-style-type: none"> • Computer • Sticky Keys • Foot Pedals • Access Switches • Wheelchair

	60:00 Corresponding NOS Code MES/N0703			<ul style="list-style-type: none"> • Walker • One-Handed Keyboard • Pencil Gripper • Automatic Page Turner • Grab Bars • Speech to Text software
4	Produce 2D Animation Theory Duration (hh:mm) 30:00 Practical Duration (hh:mm) 30:00 Corresponding NOS Code MES/N0704	<ul style="list-style-type: none"> • Go about the storyboard for composition. Position the character with respect to the background and camera to make the desired animation. • Draw the key frame drawings to get a reference point for strong poses and incorporate audio or music assets. • Understand the concept of Hook-up or transition from one scene to another • Work with layers to get good perspective views. • Effectively work with the team and other departments (assets, lighting and effects). • Review the animation looking at the creative and design specifications along with the brief. • Meet quality standards (reducing iterations) so that they are delivered within time. • Use the principles of design, filmmaking and 2D animation to create sequences and scenes 	<ul style="list-style-type: none"> • Laptop • White board • Marker • Projector • Animation Software (maya etc.) 	Any of the following tools may be used: <ul style="list-style-type: none"> • Computer • Sticky Keys • Foot Pedals • Access Switches • Wheelchair • Walker • One-Handed Keyboard • Pencil Gripper • Automatic Page Turner • Grab Bars • Speech to Text software
5	Produce 3D Animation Theory Duration (hh:mm) 30:00 Practical Duration (hh:mm) 30:00 Corresponding NOS Code MES/N0705	<ul style="list-style-type: none"> • Make films by applying principles of 3D animation and design. • Work on motion or performance capture studio. • Prototype pre-visualisation making for review. • Critically review animation produced • Apply 3D animation techniques like realistic 3D animation (key frame animation plus motion capture) 	<ul style="list-style-type: none"> • Laptop • White board • Marker • Projector • Animation Software (maya etc.) 	Any of the following tools may be used: <ul style="list-style-type: none"> • Computer • Sticky Keys • Foot Pedals • Access Switches • Wheelchair • Walker • One-Handed Keyboard • Pencil Gripper • Automatic Page Turner

				<ul style="list-style-type: none"> • Grab Bars • Speech to Text software
6	<p>Produce Stop Motion Using Stop Motion Pro</p> <p>Theory Duration (hh:mm) 15:00</p> <p>Practical Duration (hh:mm) 30:00</p> <p>Corresponding NOS Code MES/N0706</p>	<ul style="list-style-type: none"> • Animate stop motion characters • Contribute creative ideas during the animation process. • Apply stop motion animation techniques. • Stop Motion Using Stop Motion Pro, apply stop motion animation techniques using Stop motion Pro Software. 	<ul style="list-style-type: none"> • Laptop • White board • Marker • Projector • Animation Software (maya etc.) 	<ul style="list-style-type: none"> • Any of the following tools may be used: <ul style="list-style-type: none"> • Computer • Sticky Keys • Foot Pedals • Access Switches • Wheelchair • Walker • One-Handed Keyboard • Pencil Gripper • Automatic Page Turner • Grab Bars • Speech to Text software
7	<p>Maintain Workplace Health and Safety</p> <p>Theory Duration (hh:mm) 15:00</p> <p>Practical Duration (hh:mm) 30:00</p> <p>Corresponding NOS Code MES/N0706</p>	<ul style="list-style-type: none"> • Understand and comply with the organisation's current health, safety and security policies and procedures. • Understand the safe working practices pertaining to own occupation. • 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. • Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency. • Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms. • Identify aspects of your workplace that could cause potential risk to own and others health and safety. • Ensure own personal health and safety, and that of others in the workplace through precautionary measures. 	<ul style="list-style-type: none"> • Laptop • White board • Marker • Projector • Animation Software (maya etc.) 	<ul style="list-style-type: none"> • Any of the following tools may be used: <ul style="list-style-type: none"> • Computer • Sticky Keys • Foot Pedals • Access Switches • Wheelchair • Walker • One-Handed Keyboard • Pencil Gripper • Automatic Page Turner • Grab Bars • Speech to Text software

		<ul style="list-style-type: none"> Identify and recommend opportunities for improving health, safety, and security to the designated person. Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority. 		
	<p>Total Duration (hh:mm) 510:00</p> <p>Theory Duration (hh:mm) 180:00 + 60 Hrs Employability Skills</p> <p>Practical Duration (hh:mm) 270:00</p>	<p>Laptop, PowerPoint & white board, marker, projector, Laptop, Animation Software (maya etc.), electricity tester, safety and ergonomics chart, Fire Extinguisher, First-Aid Kit</p>		

Grand Total Course Duration: 510 Hours, 0 Minutes

Trainer Prerequisites for Job role: “Animator” mapped to Qualification Pack: “PWD/MES/Q0701 v2.0”

Sr. No	Area	Details
1	Description	Producing a sequence of 2D/3D images using animation software
2	Personal Attributes	This job requires the individual to know the fundamentals of life drawing including human anatomy, emotions, actions, and expressions. The individual must know and keep updated on graphics and animation software and apply principles of design, animation and filmmaking to create animation sequences. The individual must be able to collaborate and work effectively as a member of a team to deliver work-products within requisite timelines.
3	Minimum Educational Qualifications	Class XII Graduation in Fine Arts or equivalent
4a	Domain Certification	Class Certified for Job Role: "Animator" mapped to QP: "MES/Q 0701", version 2.0. Minimum accepted score as per SSC guidelines is 80%. XII Graduation in Fine Arts or equivalent
4b	Platform Certification	Recommended that the Trainer is certified for the Job Role: "Trainer", (VET & Skills) mapped to the Qualification Pack: ""MES/ Q2601".V 2.0 Minimum accepted score is 70%.
4c	Disability specific Top Up module	The Inclusive Trainer should be certified in Disability Specific Top Uptraining PWD/Q0101, v2.0 Trainer-PwD conducted by SCPwD with minimum accepted score of 80% as per SCPwD guidelines.
5	Experience	3 years Animator or 4-6 years Lead Animator

Employability Skills **DGT/VSQ/N0102**
Mapped to (Bridge Module)

Terminal Outcomes:

- Introduction to Employability Skills
- Constitutional values - Citizenship
- Becoming a Professional in the 21st Century
- Basic English Skills
- Career Development & Goal Setting
- Communication Skills
- Diversity & Inclusion
- Financial and Legal Literacy
- Essential Digital Skills
- Entrepreneurship
- Customer Service
- Getting ready for Apprenticeship & Jobs

Duration: 60:00
Key Learning Outcomes
<p>Introduction to Employability Skills Duration: 1.5 Hours</p> <p>After completing this programme, participants will be able to:</p> <ol style="list-style-type: none"> 1. Discuss the Employability Skills required for jobs in various industries 2. List different learning and employability related GOI and private portals and their usage <p>Constitutional values - Citizenship Duration: 1.5 Hours</p> <ol style="list-style-type: none"> 3. Explain the constitutional values, including civic rights and duties, citizenship, responsibility towards society and personal values and ethics such as honesty, integrity, caring and respecting others that are required to become a responsible citizen 4. Show how to practice different environmentally sustainable practices. <p>Becoming a Professional in the 21st Century Duration: 2.5 Hours</p> <ol style="list-style-type: none"> 5. Discuss importance of relevant 21st century skills. 6. Exhibit 21st century skills like Self-Awareness, Behavior Skills, time management, critical and adaptive thinking, problem-solving, creative thinking, social and cultural awareness, emotional awareness, learning to learn etc. in personal or professional life. 7. Describe the benefits of continuous learning. <p>Basic English Skills Duration: 10 Hours</p> <ol style="list-style-type: none"> 8. Show how to use basic English sentences for everyday conversation in different contexts, in person and over the telephone 9. Read and interpret text written in basic English 10. Write a short note/paragraph / letter/e -mail using basic English <p>Career Development & Goal Setting Duration: 2 Hours</p> <ol style="list-style-type: none"> 11. Create a career development plan with well-defined short- and long-term goals <p>Communication Skills Duration: 5 Hours</p> <ol style="list-style-type: none"> 12. Demonstrate how to communicate effectively using verbal and nonverbal communication etiquette. 13. Explain the importance of active listening for effective communication 14. Discuss the significance of working collaboratively with others in a team <p>Diversity & Inclusion Duration: 2.5 Hours</p> <ol style="list-style-type: none"> 15. Demonstrate how to behave, communicate, and conduct oneself appropriately with all genders and PwD 16. Discuss the significance of escalating sexual harassment issues as per POSH act.

Financial and Legal Literacy Duration:5 Hours

17. Outline the importance of selecting the right financial institution, product, and service
18. Demonstrate how to carry out offline and online financial transactions, safely and securely
19. List the common components of salary and compute income, expenditure, taxes, investments etc.
20. Discuss the legal rights, laws, and aids

Essential Digital Skills Duration: 10 Hours

21. Describe the role of digital technology in today's life
22. Demonstrate how to operate digital devices and use the associated applications and features, safely and securely
23. Discuss the significance of displaying responsible online behavior while browsing, using various social media platforms, e-mails, etc., safely and securely
24. Create sample word documents, excel sheets and presentations using basic features
25. utilize virtual collaboration tools to

work effectively Entrepreneurship Duration: 7 Hours

26. Explain the types of entrepreneurship and enterprises
27. Discuss how to identify opportunities for potential business, sources of funding and associated financial and legal risks with its mitigation plan
28. Describe the 4Ps of Marketing-Product, Price, Place and Promotion and apply them as per requirement
29. Create a sample business plan, for the selected business opportunity

Customer Service Duration: 5 Hours

30. Describe the significance of analyzing different types and needs of customers
31. Explain the significance of identifying customer needs and responding to them in a professional manner.
32. Discuss the significance of maintaining hygiene and dressing appropriately

Getting Ready for apprenticeship & Jobs Duration: 8 Hours 33. Create a professional Curriculum Vitae (CV)

34. Use various offline and online job search sources such as employment exchanges, recruitment agencies, and job portals respectively
35. Discuss the significance of maintaining hygiene and confidence during an interview
36. Perform a mock interview
37. List the steps for searching and registering for apprenticeship opportunities

Classroom Aids:

Charts, Models, Flip Chart, White-Board/SmartBoard, Marker, Duster

Tools, Equipment, and Other Requirements

- 1.Computer (PC) with latest configurations – and Internet connection with standard operating system and standard word processor and worksheet software (Licensed) (all software should either be latest version or one/two version below) As required
- 2.UPS As required
3. Scanner cum Printer As required
4. Computer Tables As required
5. Computer Chairs As required
6. LCD Projector As required
7. White Board 1200mm x 900mm As required

Guidelines for Trainers

Persons with Locomotor Disability

Characteristics

Students with physical disabilities may experience limitations in one of the following ways:

- Writing
- Sitting at a standard desk or on the floor.
- Participating in activities where tables and instruments are difficult to access
- Movements within the class and within the school.
- Mobility in spaces that are not user friendly for wheelchair.

Guidelines for Trainers

1. Provide a supportive and welcoming environment by sensitizing other students /staff for creating

- a sense of responsibility in them.
2. Make the classroom accessible.
 3. Sitting plan should include accommodating a Person using Wheelchair in the front row
 4. Provide accessible seating arrangement. The height of the table should be accessible for Persons using wheelchair.
 5. Make writers available for written work and for tests and exams if the candidate has difficulty in writing owing to upper limb dysfunction.
 6. Give additional time for completing assignments/exams
 7. Consider alternative to activities involving writing, drawing and other fine motor activities, such as sorting, threading, solving puzzles, etc. for persons whose upper limbs are affected
 8. Free movement of learners within the class must be ensured by keeping the classroom environment clutter free. There should be accessible walking space for safe walking with no protruding objects or obstacles in the classroom/laboratory or corridors.
 9. Students can use adapted brushes, modified pencils and thick markers that can be gripped easily, for drawing. Alternatively, the candidates can use stamping methods or paste cut outs. The books, papers, brushes etc. can be fixed on the table with the help of tape etc. so that they do not slip down.
 10. For assessment, have students present the material orally or if required, with the help of a scribe. Use objective type, multiple type questions using yes/no or true/false answers