QUALIFICATIONS PACK - OCCUPATIONAL STANDARDS FOR MEDIA AND ENTERTAINMENT INDUSTRY
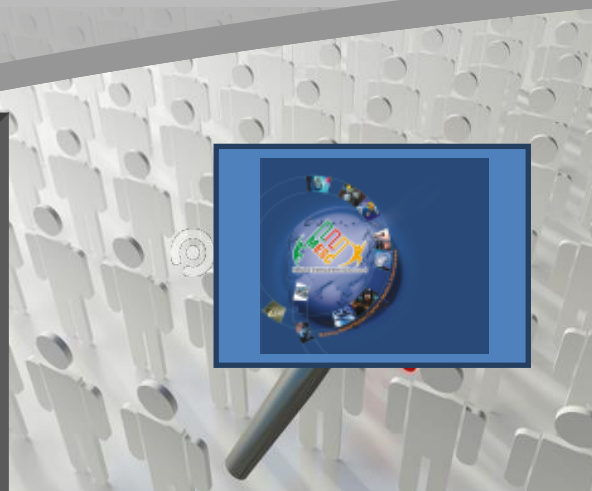
Contents

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

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Introduction

Qualifications Pack- Lighting artist

SECTOR: MEDIA AND ENTERTAINMENT

SUB-SECTOR: Animation, Gaming

OCCUPATION: Lighting artist

REFERENCE ID: MES/ Q 0404

ALIGNED TO: NCO-2004/NIL

Lighting artist in the Media & Entertainment Industry is also known as the Lighting TD (Technical Director)

Brief Job Description: Individuals at this job need to add light and shadows to the production in accordance to the established creative style

Personal Attributes: This job requires the individual to have an understanding of lighting, shadows, exposure, natural light, colour space, reflections etc. The individual must be able to visualize and light frames digitally using software such as 3D studio max etc.

Job Details		
Qualifications Pack Code	**MES/ Q 0504**	
Job Role	**Lighting 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**	**21/10/14**
Sub-sector	**Animation, Gaming**	**Last reviewed on**	**29/10/14**
Occupation	**Art & Design**	**Next review date**	**20/10/16**

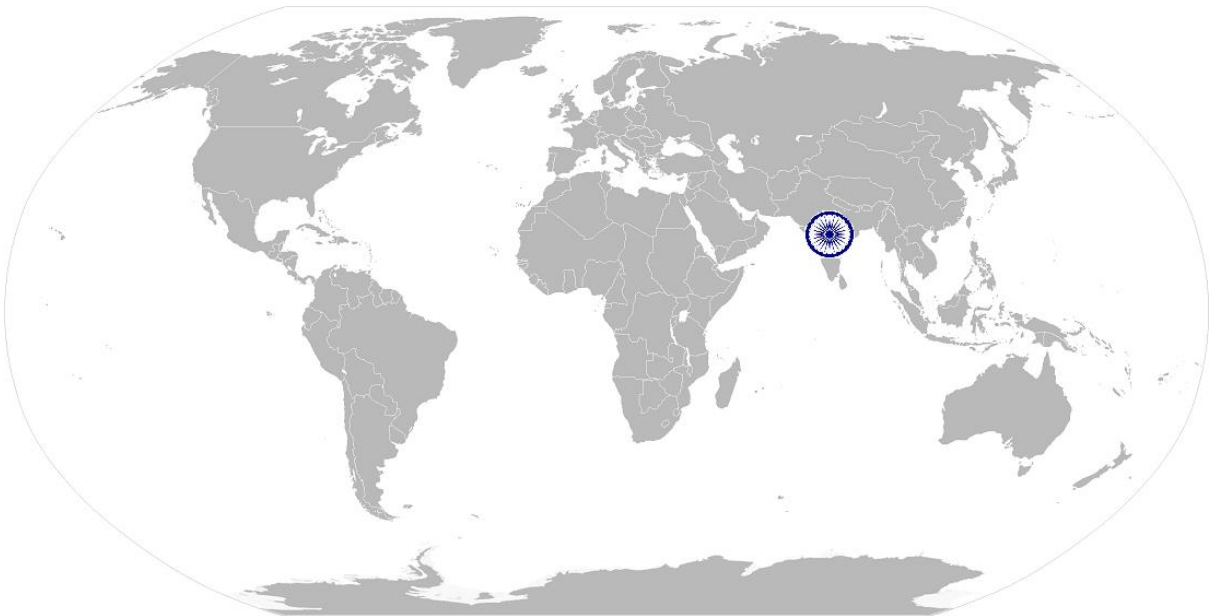| **Job Role**	**Lighting artist**
Role Description	Create lighting consistent with the creative style of the production
NSQF level **Minimum Educational Qualifications** **Maximum Educational Qualifications**	4 High school
Training (Suggested but not mandatory)	Photography, 3D Software such as 3D Studio Max
Experience	1+ Years of work experience
Applicable National Occupational Standards (NOS)	**Compulsory:** 1. MES / N 0506 (Create lighting for the production) 2. MES / N 0508 (Maintain workplace health and safety) **Optional:** N.A.
Performance Criteria	As described in the relevant OS units

Keywords /Terms	Description
Attitude poses	Attitude poses are used to describe the body language and personality of the characters
Budget	Budget is an estimate of the total cost of production that may include a break-up of cost components
Character line-up	Character line-up is the portrayal of characters side-by-side
Character turnarounds	Character turnarounds are used to depict the characters look from all angles
Clean-up	Refining the interim/rough rough animation
Colour keys	Colour keys are used to depict the mood of the production through hues and tones
colour theory	Colour theory is the art of combining all the colours in the colour wheel to create specific colour combinations
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.
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.
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.
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.
Job role	Job role defines a unique set of functions that together form a unique employment opportunity in an organization.
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.
Lighting keys	Lighting keys are used to depict the mood of the production through intensity, tine and shadows
Mouth chart	Mouth chart is used to portray the emotions and expressions of the characters
National Occupational 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.

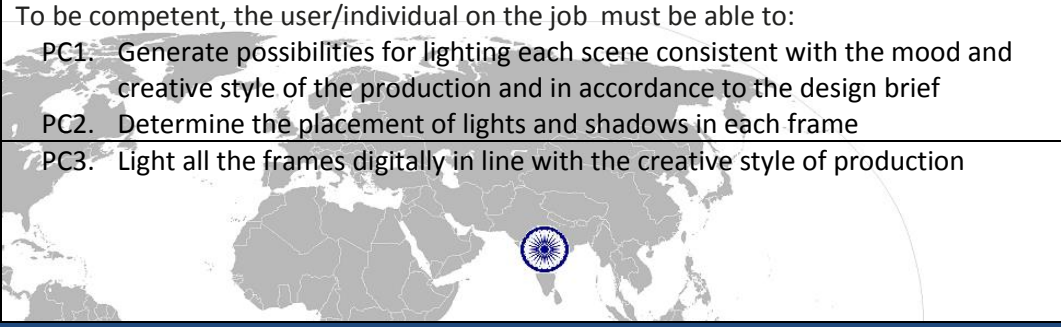**Definitions**

3

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

Acronyms

National Occupational Standard

Overview

This unit is about establishing and digitally creating the lighting and mood for each frame of the production

National Occupational Standard

Unit Code	MES/ N 0506
Unit Title (Task)	Create lighting for the production
Description	This OS unit is about establishing and digitally creating the lighting and mood for each frame of the production
Scope	This unit/task covers the following: • Generating possibilities for lighting • Digitally lighting the scenes in accordance to the creative style and mood of each shot

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

Element	Performance Criteria
Generating possibilities for lighting	To be competent, the user/individual on the job must be able to: PC1. Generate possibilities for lighting each scene consistent with the mood and creative style of the production and in accordance to the design brief PC2. Determine the placement of lights and shadows in each frame
Digitally lighting the scenes in accordance to the creative style and mood of each shot	PC3. Light all the frames digitally in line with the creative style of production

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 KA2. The profile and preferences of the target audience KA3. The production budget and timelines
B. **Technical Knowledge**	The user/individual on the job needs to know and understand: KB1. The theory and principles of lighting, shadows, exposure, natural light, colour space, reflections etc. KB2. The fundamentals of photography and cinematography KB3. The fundamentals of lighting optimization KB4. The pipeline of rendering and compositing KB5. Knowledge of software tools such as 3D studio max, Autodesk maya, Softimage etc. KB6. The different types of lighting that can be applied to objects and layouts KB7. How to visualize a scene under different lighting conditions KB8. The traditional techniques of lighting including techniques used in theatrical stage lighting, product lighting etc. KB9. The sources for research and reference material KB10. Applicable copyright norms and intellectual property rights KB11. Applicable health and safety guidelines

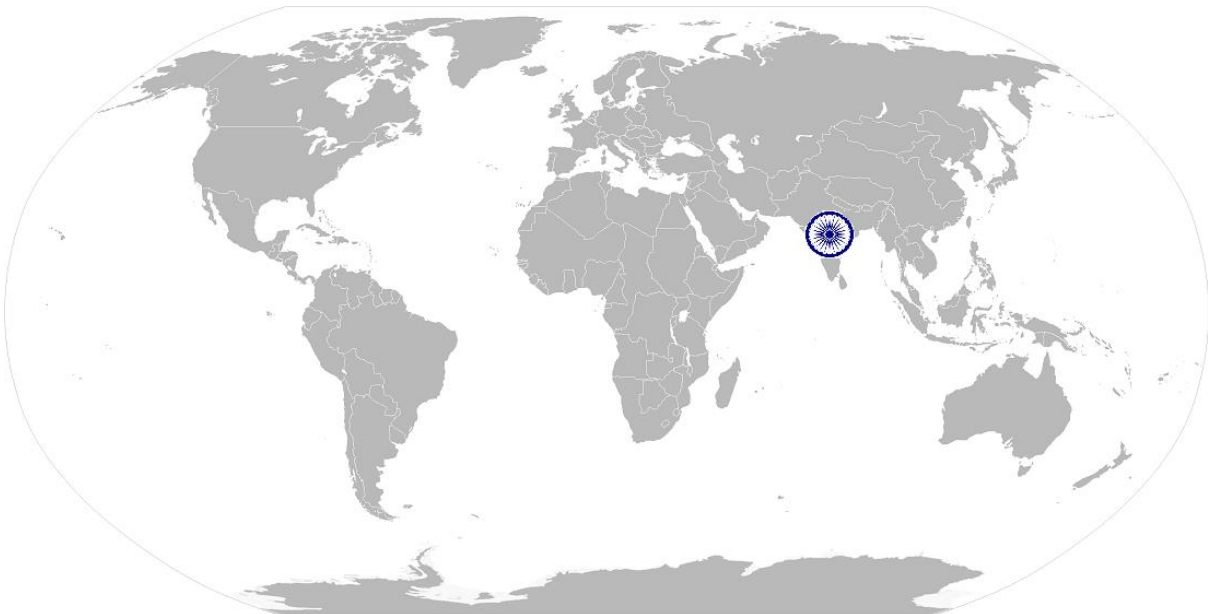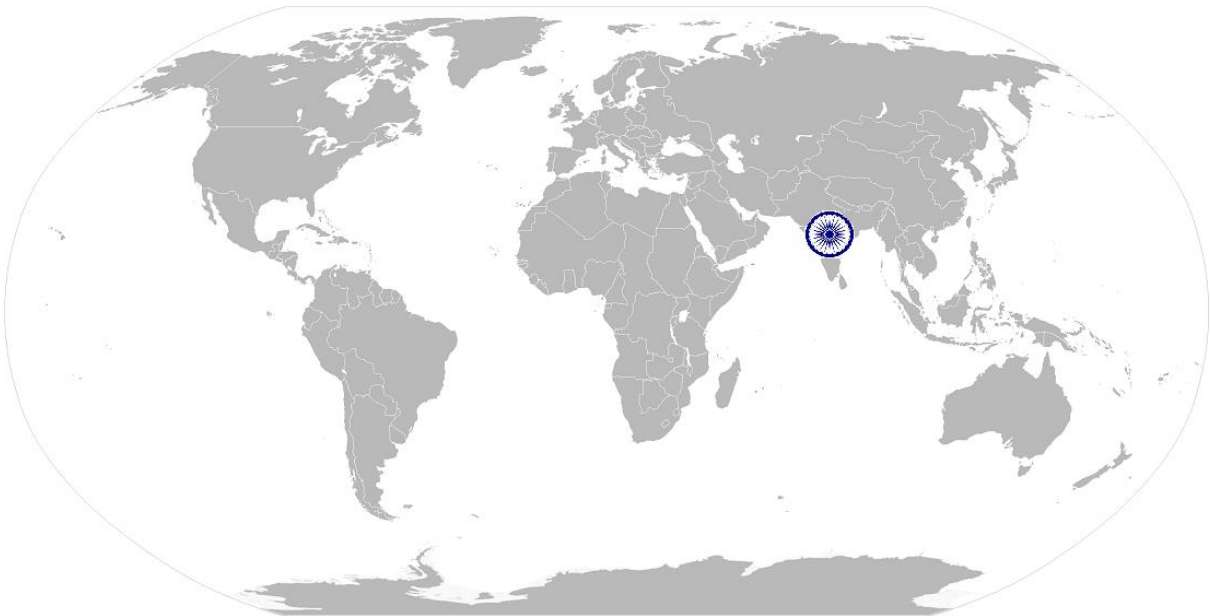| Skills (S) (Optional)		
A. Core Skills/ Generic Skills	**Writing Skills**	
	The user/individual on the job needs to know and understand how to: SA1. Document notes on lighting, to help present to the Director and Producer, and to guide the production process	
	Reading Skills	
	The user/individual on the job needs to know and understand how to: SA2. Read and understand the script and determine the script requirements SA3. Read and understand the design brief SA4. Read and understand the profile and preferences of the target audience and any culture/location-specific attributes that would need to be factored into the design process SA5. Keep apprised of how other artists apply colour theory to create stunning images SA6. Gather references to help define colour keys for the production	
	Oral Communication (Listening and Speaking skills)	
	The user/individual on the job needs to know and understand how to: SA7. Understand the lighting requirements with the Art Director	
B. Professional Skills	**Plan and Organize**	
	The user/individual on the job needs to know and understand how to: SB1. Plan and prioritise 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 find solutions to address them	

NOS Version Control

NOS Code	MES / N 0506		
Credits(NSQF)	TBD	**Version number**	1.0
Sector	**Media and Entertainment**	**Drafted on**	21/10/14
Sub-sector	**Animation, Gaming**	**Last reviewed on**	29/10/14
Occupation	**Art & Design**	**Next review date**	20/10/16

National Occupational Standard

<u>Overview</u>

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

Unit Code	MES/ N 0508
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 and 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

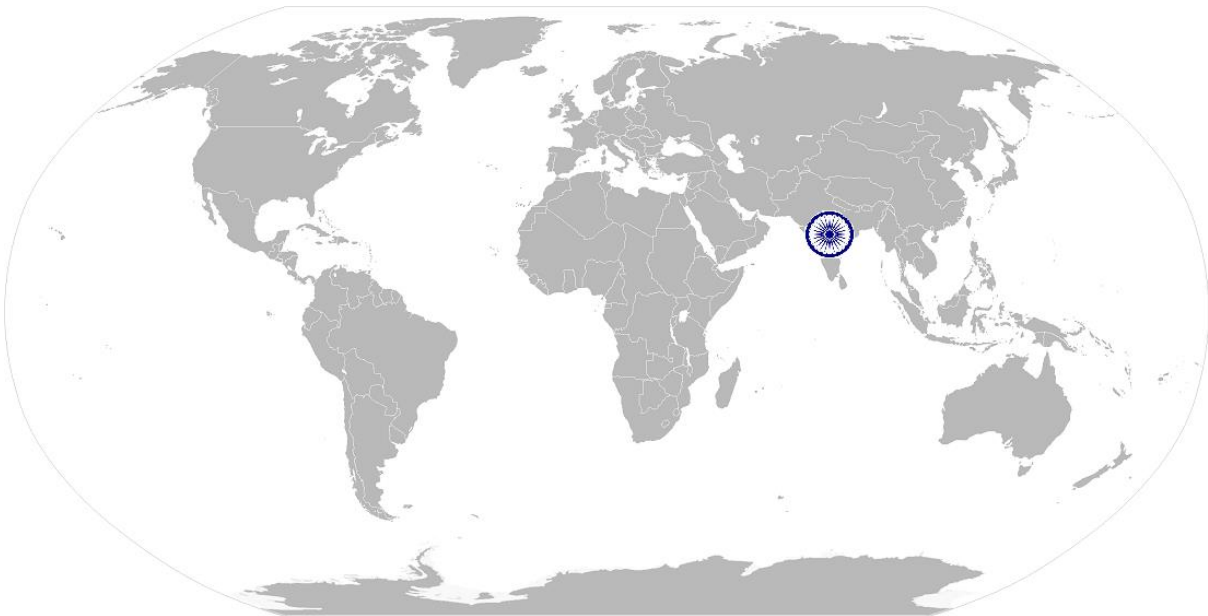| its processes)	KA4. The importance of maintaining high standards of health and safety at a workplace
B. Technical Knowledge	The user/individual on the job needs to know and understand: KB1. The different types of health and safety hazards in a workplace KB2. Safe working practices for own job role 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 0508**		
Credits(NSQF)	TBD	**Version number**	1.0
Sector	**Media and Entertainment**	**Drafted on**	21/10/14
Sub-sector	**Animation, Gaming**	**Last reviewed on**	29/10/14
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Annexure

Nomenclature for QP and NOS

Qualifications Pack

9 characters

MES/ Q 0101

MES denotes the Media and Entertainment Sector

QP number (2 numbers)

Q denoting Qualifications Pack

Occupation (2 numbers)
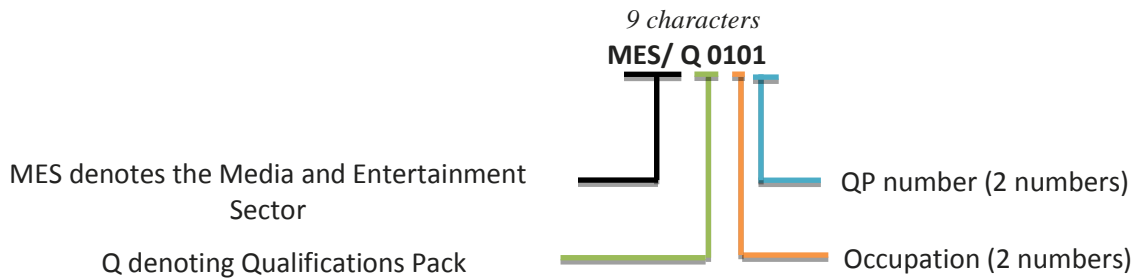
Occupational Standard

An example of NOS with 'N'

9 characters

MES / N 0101

MES denotes the Media and Entertainment Sector

OS number (2 numbers)

N denoting National Occupational Standard

Occupation (2 numbers)
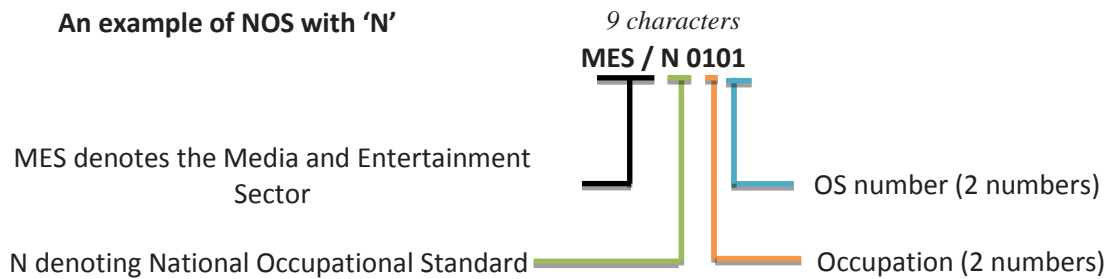
Back to top…

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	Art & Design	05
Next two numbers	QP number	04

Job Role/Qualification Pack	Lighting Artist		
QP- ID	MES Q 0504		

	NOS	NOS NAME	Weightage
1	MES/ N 0504	Create lighting for the production	90%
2	MES/ N 0508	Maintain workplace health and safety Description	10%
			100%

Guidelines for Assessment:

1. Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for Theory and Skills Practical for each PC.

2. The assessment for the theory & 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	Lighting Artist						
NOS CODE	NOS NAME	Performance Criteria			Marks Allocation		
			Total Mark	Out Of	Theory	Skills Practical	
MES/ N 0504	Create lighting for the production	PC1. Generate possibilities for lighting each scene consistent with the mood and creative style of the production and in accordance to the design brief	100	40	20	50
		PC2. Determine the placement of lights and shadows in each frame		30	15	
		PC3. Light all the frames digitally in line with the creative style of production		30	15	
			Total	100	50	50
MES/ N 0508	Maintain workplace health and safety Description	PC1. Understand and comply with the organisation's current health, safety and security policies and procedures	100	10	5	50
		PC2. Understand the safe working practices pertaining to own occupation		10	5	
		PC3. Understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises		5	3	
		PC4. Participate in organization health and safety knowledge sessions and drills		5	2	
		PC5. Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency		10	5	
		PC6. Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms		10	5	
		PC7. Identify aspects of your workplace that could cause potential risk to own and others health and safety		10	5	

		PC8. Ensure own personal health and safety, and that of others in the workplace though precautionary measures		10	5
		PC9. Identify and recommend opportunities for improving health, safety, and security to the designated person		5	3
		PC10. Report any hazards outside the individual's authority to the relevant person in line with organisational procedures and warn other people who may be affected		10	5
		PC11. Follow organisation's emergency procedures for accidents, fires or any other natural calamity in case of a hazard		10	5
		PC12. Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority		5	2
			Total	**100**	**50**	50