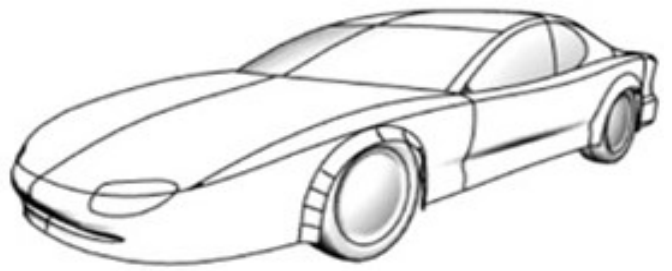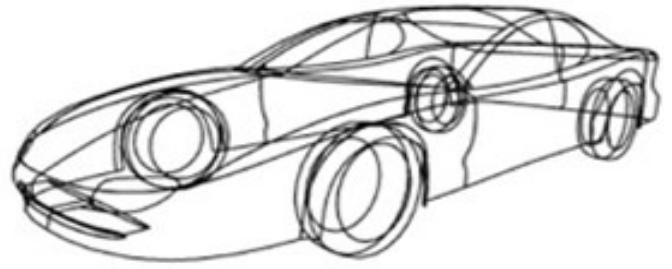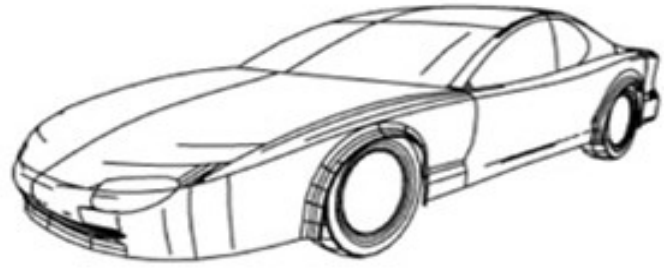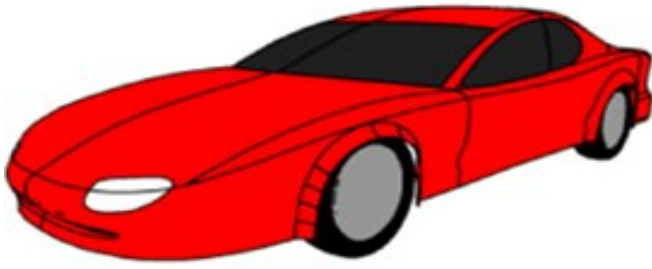# Rendering Artist

QP Code: MES/Q3503

Version: 3.0

NSQF Level: 4

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

Contents

MES/Q3503: Rendering Artist

Brief Job Description

Individuals at this job need to convert three-dimensional geometric models into a set of viewable images

Personal Attributes

This job requires the individual to know the techniques and principles of rendering and 3D animation. The individual must also know the theory and principles of light, shadows, exposure and colour space. The individual must be able to work on rendering software such as Renderman, MEL, Maya, 3D Studio Max and Blender and translate rendering specifications accurately into the appropriate resolution, aspect ratio and pixel ratio to feed into the software.

Applicable National Occupational Standards (NOS)

Compulsory NOS:

1. MES/N3501: Understand requirements and plan workflow

2. MES/N3502: Manage Equipment & Material

3. MES/N3505: Render productions

4. MES/N0104: Maintain Workplace Health & Safety

Qualification Pack (QP) Parameters

Sector	Media & Entertainment
Sub-Sector	Film, Television, Animation, Advertising, Out-of-home
Occupation	Vfx And Di
Country	India
NSQF Level	4
Credits	NA
Aligned to NCO/ISCO/ISIC Code	NCO 2015- 2166.0210

Minimum Educational Qualification & Experience	12th Class with 1 Year of experience OR I.T.I (ITI (2 years after 10th)) with 1 Year of experience OR Certificate-NSQF (Storyboard Artist at NSQF Level-3) with 3 Years of experience
Minimum Level of Education for Training in School	10th Class
Pre-Requisite License or Training	NA
Minimum Job Entry Age	18 Years
Last Reviewed On	NA
Next Review Date	23/02/2027
NSQC Approval Date	24/02/2022
Version	3.0
Reference code on NQR	2022/ME/MESC/05436
NQR Version	1.0

Remarks:

MES/N3501: Understand requirements and plan workflow

Description

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

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, rotoscopy, 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

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

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

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Understanding requirements for post-production	**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	-	-
Planning the process for post-production	**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, rotoscopy, keying, match-moving and compositing	15	15	-	-
Preparing and finalising effort estimates and work plan	**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**	**-**	**-**

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	24/02/2027
NSQC Clearance Date	24/02/2022

MES/N3502: Manage Equipment & Material

Description

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

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 and select, or assist in selecting, relevant material that can be used for post-production

PC2. ingest, or support in ingesting, the footage and keep the material ready for the post-production process

Managing interim work-products during post-production

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

PC3. ensure that back-ups for interim work-products are saved in the appropriate file formats, and take responsibility/manage others interim work-products as relevant to the role

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

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

PC4. ensure, or supervise others in ensuring, that final work-products are prepared in appropriate file formats (such as mp4, avi, wmv, mpg and mov), appropriate mediums (such as DVD, film, tape and digital), and are compatible with intended distribution/exhibition mediums

PC5. clear logs/data and keep the software and equipment ready for future use

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. Silhouette, Nuke, Fusion, Combustion, Shake Premier, PF track, After Effects, Renderman, Quantel, Smoke, Flame, Avid, 3DS Max and FCP

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. applicable health and safety guidelines

Generic Skills (GS)

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

GS1.   prepare documentation to accompany the work-product

GS2.   read and understand the technical specifications of equipment and software

GS3.   gather and watch raw footage/material

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 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 and enforce deadlines successfully--on time

GS9.   work well in a fast-paced environment

GS10.   highlight any issues (such as visual and sound) 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

GS12.   select the equipment to be used in line with the budget allocated and project specifications and targets.

GS13.   check that the equipment selected (hardware and software components) meets project specifications and requirements

GS14.   have precise attention to all the details of systems, project specifications, outputs of post production.

GS15.   have a keen eye for detail and maintain an aesthetic sense towards the final output

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Preparing materials and equipment for the post production process	**20**	**20**	**-**	**-**
PC1. gather raw footage/material and select, or assist in selecting, relevant material that can be used for post-production	10	10	-	-
PC2. ingest, or support in ingesting, the footage and keep the material ready for the post-production process	10	10	-	-
Managing interim work-products during post-production	**10**	**10**	**-**	**-**
PC3. ensure that back-ups for interim work-products are saved in the appropriate file formats, and take responsibility/manage others interim work-products as relevant to the role	10	10	-	-
Ensuring work-products are distribution/exhibition ready as per technical specifications	**20**	**20**	**-**	**-**
PC4. ensure, or supervise others in ensuring, that final work-products are prepared in appropriate file formats (such as mp4, avi, wmv, mpg and mov), appropriate mediums (such as DVD, film, tape and digital), and are compatible with intended distribution/exhibition mediums	10	10	-	-
PC5. clear logs/data and keep the software and equipment ready for future use	10	10	-	-
NOS Total	**50**	**50**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N3502
NOS Name	Manage Equipment & Material
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	24/02/2027
NSQC Clearance Date	24/02/2022

MES/N3505: Render productions

Description

This OS unit is about digitally converting three-dimensional geometric models (of characters, elements and backgrounds) into a sequence of viewable images

Elements and Performance Criteria

Selecting elements for rendering

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

PC1. define rendering requirements in accordance to the design brief

PC2. select elements and evaluate their fit for the rendering process, including characters, layouts, props/objects, effects, layers

Setting rendering requirements

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

PC3. undertake test renders to determine the length of time required for rendering, storage space required and to check for errors, including dimensions, viewpoint, lighting, texture, shading, shadows, exposure, natural light, colour space, reflections

PC4. establish the render settings needed to gain the required appearance, whilst creating sufficient flexibility in the compositing stage

Evaluating quality of renders

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

PC5. render files in accordance to requirements ensuring the final output meets the quality and design standards of the production

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. how to maintain quality control as production scales

KU6. the principles of rendering, software scripting and offline rendering

KU7. the techniques and principles of 3D animation

KU8. how to breakdown the scene and layers

KU9. the theory and principles of lighting, shadows, exposure, natural light, colour space and reflections

KU10. how to work on rendering software such as renderman, mel, maya, 3d studio max, blender

KU11. how to select the appropriate resolution, aspect ratio and pixel ratio based on rendering specifications

KU12. how to estimate the time that it will take for the rendering process

KU13. how to perform basic compositing to be able to combine the render layers for checking

KU14. how to test the quality of rendering and the final output

KU15. how to save interim and final deliverables in the required format using appropriate file naming conventions

KU16. the implication of the format on the quality of the end-product

KU17. applicable health and safety guidelines

Generic Skills (GS)

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

GS1. document rendering notes and specifications including dimensions, viewpoint, lighting, texture, shading, shadows, exposure, natural light, colour space and reflections

GS2. interpret the script and creative brief

GS3. understand the creative vision of the director and producer

GS4. discuss rendering and output requirements with the producer and relevant members of the post-production team

GS5. plan and prioritise work according to the requirements

GS6. manage and enforce deadlines successfully--on time

GS7. work well in a fast-paced environment

GS8. identify issues in the rendering process and take necessary steps to resolve them

GS9. appraise the quality of rendering to ensure it is in line with the expectedquality standards

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Selecting elements for rendering	**20**	**20**	-	-
PC1. define rendering requirements in accordance to the design brief	10	10	-	-
PC2. select elements and evaluate their fit for the rendering process, including characters, layouts, props/objects, effects, layers	10	10	-	-
Setting rendering requirements	**20**	**20**	-	-
PC3. undertake test renders to determine the length of time required for rendering, storage space required and to check for errors, including dimensions, viewpoint, lighting, texture, shading, shadows, exposure, natural light, colour space, reflections	10	10	-	-
PC4. establish the render settings needed to gain the required appearance, whilst creating sufficient flexibility in the compositing stage	10	10	-	-
Evaluating quality of renders	**10**	**10**	-	-
PC5. render files in accordance to requirements ensuring the final output meets the quality and design standards of the production	10	10	-	-
NOS Total	**50**	**50**	-	-

National Occupational Standards (NOS) Parameters

NOS Code	MES/N3505
NOS Name	Render productions
Sector	Media & Entertainment
Sub-Sector	Film, Television, Animation, Advertising, Out-of-home
Occupation	VFX and DI
NSQF Level	4
Credits	TBD
Version	1.0
Last Reviewed Date	21/11/2014
Next Review Date	23/02/2027
NSQC Clearance Date	24/02/2022

MES/N0104: Maintain Workplace Health & Safety

Description

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

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	30/12/2021
Next Review Date	27/01/2027
NSQC Clearance Date	27/01/2022

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/N3501.Understand requirements and plan workflow	50	50	-	-	100	30
MES/N3502.Manage Equipment & Material	50	50	-	-	100	30
MES/N3505.Render productions	50	50	-	-	100	30
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
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
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
MODELING	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-SECTORS	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
VERTICAL	Vertical may exist within a sub-sector representing different domain areas or the client industries served by the industry.
OCCUPATION	Occupation is a set of job roles, which perform similar/related set of functions in an industry
FUNCTION	Function is an activity necessary for achieving the key purpose of the sector, occupation, or area of work, which can be carried out by a person or a group of persons. Functions are identified through functional analysis and form the basis of OS.
SUB-FUNCTIONS	Sub-functions are sub-activities essential to fulfill the achieving the objectives of the function.

JOB ROLE	Job role defines a unique set of functions that together form a unique employment opportunity in an organization.
OCCUPATIONAL STANDARDS (OS)	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the knowledge and understanding they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
PERFORMANCE CRITERIA	Performance Criteria are statements that together specify the standard of performance required when carrying out a task
NATIONAL OCCUPATIONAL STANDARDS (NOS)	NOS are Occupational Standards which apply uniquely in the Indian context.
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.