

# Model Curriculum

## Prosthetics Artist

**SECTOR: MEDIA AND ENTERTAINMENT**  
**SUB-SECTOR: Television, Print, Radio, Digital,  
Out-of-home**  
**OCCUPATION: Prosthetics Artist**  
**REF ID: MES/ Q 1803**  
**NSQF | FVFI · 5**



# Certificate

## CURRICULUM COMPLIANCE TO QUALIFICATION PACK – NATIONAL OCCUPATIONAL STANDARDS

is hereby issued by the

**Media and Entertainment Skill Council**

for

### MODEL CURRICULUM

Complying to National Occupational Standards of  
Job Role/ Qualification Pack: **'Prosthetics Artist'** QP Ref. No. **'MES/Q1803, NSQF Level 5'**

Date of Issuance: 24<sup>th</sup> February 2022

Valid up to: 23<sup>rd</sup> February 2027

\* Valid up to the next review date of the Qualification Pack

Authorized Signatory  
Media and Entertainment Skill Council

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# Prosthetics Artist

## CURRICULUM / SYLLABUS

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

<b>Program Name</b>	<b><i>Prosthetics Artist</i></b>		
<b>Qualification Pack Name &amp; Reference ID. ID</b>	MES/ Q 1803		
<b>Version No.</b>	2.0	<b>Version Update Date</b>	24/02/2022
<b>Pre-requisites to Training</b>	<ul style="list-style-type: none"> <li>• Graduate with one year of relevant experience</li> <li>OR</li> <li>• Three years diploma (after class 12th) with one year of relevant experience</li> <li>OR</li> <li>• Class 12th Pass with four years of relevant experience</li> <li>OR</li> <li>• Two years ITI (after Class 10th) with four years of relevant experience</li> <li>OR</li> <li>• Make-up Artist at NSQF Level-4 with two years of experience</li> </ul> <p>Min Age: 22 Year</p>		
<b>Training Outcomes</b>	<p><b>After completing this programme, participants will be able to:</b></p> <ul style="list-style-type: none"> <li>• Evaluating material and equipment</li> <li>• Selecting and purchasing relevant products/services and monitoring stocks of products</li> <li>• Understanding requirements Creating prosthetics and Removing prosthetic</li> <li>• Communicating information</li> <li>• Ensuring that the helpers/trainees assist correctly</li> <li>• Understanding the health, safety and security risks prevalent in the workplace</li> <li>• Knowing the people responsible for health and safety and the resources available</li> <li>• Identifying and reporting risks</li> <li>• Complying with procedures in the event of an emergency</li> </ul>		

This course encompasses 4 out of 4 National Occupational Standards (NOS) of “Prosthetics Artist” Qualification Pack issued by “Media & Entertainment Skill Council”.

Sr. No.	Module	Key Learning Outcomes	Equipment Required
1	<p><b>Manage hair, make-up and prosthetics supplies</b></p> <p><b>Theory Duration</b> (hh:mm) 80:00</p> <p><b>Practical Duration</b> (hh:mm) 100:00</p> <p><b>Corresponding NOS Code</b> MES /N 1802</p>	<ul style="list-style-type: none"> <li>Determine the amount and quality of resources, materials, tools and equipment required to execute the hair and make-up design</li> <li>Determine where and how resources should be labelled, stored and arranged</li> <li>Select the providers of materials and equipment and purchase adequate quantity and type of products</li> <li>Monitor and replenish stock of hair and/or make-up products, as per requirement</li> <li>Ensure that there is sufficient staff with the necessary skills to fulfil the design concept</li> </ul>	Laptop, white board, marker, projector,
2	<p><b>Create and apply Prosthetics</b></p> <p><b>Theory Duration</b> (hh:mm) 80:00</p> <p><b>Practical Duration</b> (hh:mm) 100 :00</p> <p><b>Corresponding NOS Code</b> MES /N 1806</p>	<ul style="list-style-type: none"> <li>Identify and confirm requirements for prosthetic pieces as per the design brief</li> <li>Create pattern to fit the individual artists’ head/body shape using accurate measurements to produce a bald cap, facial parts, scars etc.</li> <li>Produce original large life casts for face/ full head/ sectional and body casts, and original small life casts for prosthetic pieces (facial features) as required</li> <li>Create large/extensive prosthetics (e.g. large facial pieces, multiple or overlapping appliances and large body pieces) and small prosthetic pieces (e.g. small facial parts) as required</li> <li>Prepare the artist’s skin, hair, facial hair and clothing and apply skin compatible adhesives in positions that permit the required mobility and security of the prosthetics during shooting</li> <li>Position prosthetics to meet the design requirement on camera</li> <li>Remove the cast safely and restore the artist’s skin and hair to its original Condition</li> </ul>	Laptop, white board, marker, projector,
3			

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	<p><b>Manage helpers and trainees</b></p> <p><b>Theory Duration</b> (hh:mm) 60:00</p> <p><b>Practical Duration</b> (hh:mm) 120:00</p> <p><b>Corresponding NOS Code</b> MES /N 1807</p>	<ul style="list-style-type: none"> <li>Inform trainees/helpers of the hair and make-up process and of their responsibilities and role in the process</li> <li>Ensure that the trainees/helpers know how to find and operate the materials, tools and equipment's that will be required during the process</li> <li>Provide clear and precise instructions to trainees/helpers during the process and ensure they are working effectively to meet the production schedule</li> <li>Monitor and evaluate the work of trainees/helpers in an effective, unobtrusive and objective manner</li> <li>Provide trainees/helpers with the opportunity to contribute and try out the work for themselves</li> </ul>	<p>Laptop, white board, marker, projector,</p>
4	<p><b>Maintain Workplace, Health &amp; Safety</b></p> <p><b>Theory Duration</b> (hh:mm) 20:00</p> <p><b>Practical Duration</b> (hh:mm) 40:00</p> <p><b>Corresponding NOS Code</b> MIN/N 0104</p>	<ul style="list-style-type: none"> <li>Understand and comply with the organisation's current health, safety and security policies and procedures.</li> <li>Understand the safe working practices pertaining to own occupation.</li> <li>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</li> <li>Participate in organization health and safety knowledge sessions and drills</li> <li>Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency</li> <li>Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms</li> <li>Identify aspects of your workplace that could cause potential risk to own and others health and safety</li> <li>Identify and recommend opportunities for improving health, safety, and security to the designated person</li> </ul>	<p><b>Handbook, White board, marker, computer system, projector, PPTs</b></p>

Sr. No.	Module	Key Learning Outcomes	Equipment Required
		<ul style="list-style-type: none"> <li>Report any hazards outside the individual's authority to the relevant person in line with organizational procedures and warn other people who may be affected</li> <li>Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority.</li> </ul>	
	<p><b>Total Duration</b> <b>540</b></p> <p><b>Theory Duration</b> <b>240:00</b></p> <p><b>Practical Duration</b> <b>300:00</b></p>	<p><b>Unique Equipment Required:</b> Laptop, PowerPoint &amp; white board, marker, projector, Laptop, Sample pictures and videos, Cleaning tools, electricity tester, safety and ergonomics chart, Fire Extinguisher, First-Aid Kit</p>	

Grand Total Course Duration: **540 Hours, 0 Minutes**

(This syllabus/ curriculum has been approved by [Media and Entertainment Skill Council](#))

## Trainer Prerequisites for Job role: “Prosthetics Artist” mapped to Qualification Pack: “MES/ Q 1803, v2.0”

Sr. No.	Area	Details
1	<b>Description</b>	Prosthetics artist in the Media & Entertainment Industry is also known as a FX prosthesis artist this job are responsible for creating and applying prosthetics for artists
2	<b>Personal Attributes</b>	This job requires the individual to identify requirements, design and prepare prosthetics as per the design requirements of the shoot. The individual must be well-versed with the principles and techniques of creating prosthetics including molding, casting, sculpting etc. using appropriate materials. The individual must be able to apply prosthetics to artists using appropriate techniques and maintain continuity during consecutive shoots.
3	<b>Minimum Educational Qualifications</b>	Preferable XII
4a	<b>Domain Certification</b>	Certified for Job Role: “ <u>Prosthetics Artist</u> ” mapped to QP: “MES/ Q 1803, v1.0”. Minimum accepted score is 70%
4b	<b>Platform Certification</b>	Recommended that the Trainer is certified for the Job Role: “Trainer”, mapped to the Qualification Pack: “MES/Q 1803”. Minimum accepted % as per respective SSC guidelines is 60%.
5	<b>Experience</b>	Minimum 1 -3 years of experience as <u>Prosthetics Artist</u> .



## Annexure: Assessment Criteria

<b>Assessment Criteria</b>	
<b>Job Role</b>	<b>Prosthetics Artist</b>
<b>Qualification Pack</b>	<b>MES/ Q 1803, v1.0</b>
<b>Sector Skill Council</b>	<b>Media &amp; Entertainment</b>

Sr. No.	Guidelines for Assessment
1	Criteria for assessment for each Qualification Pack will be created by the Media and Entertainment 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 each PC.
2	Each NOS will be assessed both for theoretical knowledge and practical
3	The assessment will be based on knowledge bank of questions created by the SSC.
4	Individual assessment agencies will create unique question papers for theory and skill practical part for each candidate at each examination/training centre
5	To pass the Qualification Pack, every trainee should score a minimum of 60% in every NOS
6	In case of successfully passing only certain number of NOS's, the trainee is eligible to take subsequent assessment on the balance NOS's to pass the Qualification Pack

	NOS	NOS NAME	Weightage
1	MES / N 1802	Manage hair, make-up and prosthetics supplies	30%
5	MES/ N 1806	Create and apply Prosthetics	30%
6	MES/ N 1807	Manage helpers and trainees	30%
7	MES / N 0104	Maintain workplace health and safety	10%
			100%

Job Role	<b>Prosthetics Artist</b>					
NOS CODE	NOS NAME	Performance Criteria			Marks Allocation	
			Total Mark	Out Of	Theory	Skills Practical
<b>MES/ N 1802</b>	<b>Manage hair, make-up and prosthetics supplies</b>	PC1. Determine the amount and quality of resources, materials, tools and equipment required to execute the hair and make-up design	100	20	10	60
		PC2. Determine where and how resources should be labelled, stored and arranged		20	5	
		PC3. Select the providers of materials and equipment and purchase adequate quantity and type of products		20	10	
		PC4. Monitor and replenish stock of hair and/or make-up products, as per requirement		20	5	
		PC5. Ensure that there is sufficient staff with the necessary skills to fulfil the design concept		20	10	
			<b>Total</b>	<b>100</b>	<b>40</b>	<b>60</b>
<b>MES/ N 1806</b>	<b>Create and apply Prosthetics</b>	PC1. Identify and confirm requirements for prosthetic pieces as per the design brief	100	20	10	60
		PC2. Create pattern to fit the individual artists' head/body shape using		15	5	

		accurate measurements to produce a bald cap, facial parts, scars etc.				
		PC3. Produce original large life casts for face/ full head/ sectional and body casts, and original small life casts for prosthetic pieces (facial features) as required		15	5	
		PC4. Create large/extensive prosthetics (e.g. large facial pieces, multiple or overlapping appliances and large body pieces) and small prosthetic pieces (e.g. small facial parts) as required		15	5	
		PC5. Prepare the artist's skin, hair, facial hair and clothing and apply skin compatible adhesives in positions that permit the required mobility and security of the prosthetics during shooting		15	5	
		PC6. Position prosthetics to meet the design requirement on camera		10	5	
		PC7. Remove the cast safely and restore the artist's skin and hair to its original condition		10	5	
			<b>Total</b>	<b>100</b>	<b>40</b>	<b>60</b>
<b>MES/ N 1807</b>	<b>Manage helpers and trainees</b>	Inform trainees/helpers of the hair and make-up process and of their responsibilities and role in the process	100	15	5	60
		Ensure that the trainees/helpers know how to find and operate the materials, tools and equipment's that will be		25	10	



		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 through 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 organizational procedures and warn other people who may be affected		10	5	
		PC11. Follow organization'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	
		<b>Total</b>		<b>100</b>	<b>50</b>	<b>50</b>