Model Curriculum

Rendering Artist

SECTOR:	**MEDIA AND ENTERTAINMENT**
SUB-SECTOR:	**Television, Print, Radio, Digital, Out-of-home**
OCCUPATION:	**Rendering Artist**
REF ID:	**MES/ Q 3503**
NSQF LEVEL:	**4**

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: **'Rendering Artist'** QP Ref. No. **'MES/Q3503, NSQF Level 4'**

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Date of Issuance: 24ᵗʰ February 2022

Valid up to: 23ʳᵈ February 2027

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

Authorized Signatory
Media and Entertainment Skill Council

TABLE OF CONTENTS

Rendering Artist
CURRICULUM / SYLLABUS

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

Program Name	Rendering Artist		
Qualification Pack Name & Reference ID. ID	MES/ Q 3503		
Version No.	3.0	**Version Update Date**	24/02/2022
Pre-requisites to Training	• Class XII with one year of relevant experience OR • ITI (2 years after 10th) with one year of relevant experience OR • Storyboard Artist at NSQF Level-3 with three years of experience Min Age: 18 Year		
Training Outcomes	**After completing this programme, participants will be able to:** • Understanding requirements for post-production • Planning the process for post-production. • Preparing and finalising effort estimates and work plan • Preparing materials and equipment for the post production process • Managing interim work-products during post-production • Ensuring work-products are distribution/exhibition ready as per the required technical specifications • Selecting elements for rendering • Setting rendering requirements • Evaluating quality of renders • 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		

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

Sr. No.	Module	Key Learning Outcomes	Equipment Required
1	**Understand requirements and plan workflow** **Theory Duration** (hh:mm) 30:00 **Practical Duration** (hh:mm) 90:00 **Corresponding NOS Code** MES /N 3501	● Understand the creative and technical requirements and expectations in terms of quality of deliverables and timelines ● Determine key post-production processes that would be involved to produce the desired outcome and chart-out the process workflow (Supervisor) ● Translate expectations into effort estimates for each process and prepare a work plan, keeping in mind the impact on the production budget, timelines and technical viability (Supervisor)	Laptop, white board, marker, projector, Renderman, MEL, Maya, 3D Studio Max and Blender.
2	**Manage equipment & material** **Theory Duration** (hh:mm) 60:00 **Practical Duration** (hh:mm) 120:00 **Corresponding NOS Code** MES /N 3502	● Gather raw footage/material and select relevant material that can be used for post-production ● Ingest the footage/keep the material ready for the post-production process ● Save back-ups for interim work-products in the appropriate file formats ● Ensure final work-products are prepared in appropriate file formats (such as mp4, avi, wmv, mpg and mov) and appropriate medium (such as DVD, film, tape and digital) compatible with intended distribution/exhibition mediums ● Clear logs/data and keep the software and equipment ready for future use	Laptop, white board, marker, projector Renderman, MEL, Maya, 3D Studio Max and Blender.

Sr. No.	Module	Key Learning Outcomes	Equipment Required
3	**Render productions** **Theory Duration** (hh:mm) 40:00 **Practical Duration** (hh:mm) 120:00 **Corresponding NOS Code** MES /N 3505	● Define rendering requirements in accordance to the design brief ● Select elements and evaluate their fit for the rendering process ● Undertake test renders to determine the length of time required for rendering, storage space required and to check for errors ● Establish the render settings needed to gain the required appearance, whilst creating sufficient flexibility in the compositing stage ● Render files in accordance to requirements ensuring the final output meets the quality and design standards of the production	Laptop, white board, marker, projector, Renderman, MEL, Maya, 3D Studio Max and Blender.
4	**Maintain Workplace, Health & Safety** **Theory Duration** (hh:mm) 20:00 **Practical Duration** (hh:mm) 40:00 **Corresponding NOS Code** MIN/N 0104	● 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 ● Participate in organization health and safety knowledge sessions and drills ● 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 ● Identify and recommend opportunities for improving health, safety, and security to the designated person ● Report any hazards outside the individual's authority to the relevant person in line with	**Handbook, White board, marker, computer system, projector, PPTs**

Sr. No.	Module	Key Learning Outcomes	Equipment Required
		organizational procedures and warn other people who may be affected ● Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority.	
	Total Duration 510:00 **Theory Duration 150:00** **Practical Duration 360:00**	**Unique Equipment Required:** Laptop, PowerPoint & white board, marker, projector, Laptop, Sample pictures and videos, Cleaning tools, electricity tester, safety and ergonomics chart, Fire Extinguisher, First-Aid Kit	

Grand Total Course Duration: **510 Hours, 0 Minutes**

*(This syllabus/ curriculum has been approved by **Media and Entertainment Skill Council)***

Trainer Prerequisites for Job role: "Rendering Artist" mapped to Qualification Pack: "MES/ Q 3503, v3.0"

Sr. No.	Area	Details
1	**Description**	Rendering Artist in the Media & Entertainment Industry is also known as a Render Wrangler/ Rendering TD (Technical Director). This job need to convert three-dimensional geometric models into a set of viewable images
2	**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.
3	**Minimum Educational Qualifications**	Class XII
4a	**Domain Certification**	Certified for Job Role: "Rendering Artist" mapped to QP: "MES/ Q 3503, v1.0". Minimum accepted score is 70%
4b	**Platform Certification**	Recommended that the Trainer is certified for the Job Role: "Trainer", mapped to the Qualification Pack: "MES/Q 3503". Minimum accepted % as per respective SSC guidelines is 60%.
5	**Experience**	1-3 Years of work experience

Annexure: Assessment Criteria

Assessment Criteria	
Job Role	Rendering Artist
Qualification Pack	MES/ Q 3503, v1.0
Sector Skill Council	Media & Entertainment

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 3501	Understand requirements and plan workflow	30%
2	MES/ N 3502	Manage equipment & material	25%
3	MES/ N 3505	Render productions	40%
4	MES / N 0104	Maintain workplace health and safety	5%
			100%

Job Role	**Rendering Artist**					
NOS CODE	NOS NAME	Performance Criteria			Marks Allocation	
			Total Mark	Out Of	Theory	Skills Practical
MES/ N 3501	**Understand requirements and plan workflow**	PC1. Understand the creative and technical requirements and expectations in terms of quality of deliverables and timelines	100	30	15	50
		PC2. Determine key post-production processes that would be involved to produce the desired outcome and chart-out the process workflow (Supervisor)		30	15	
		PC3. Translate expectations into effort estimates for each process and prepare a work plan, keeping in mind the impact on the production budget, timelines and technical viability (Supervisor)		40	20	
			Total	100	50	50
MES/ N 3502	**Manage equipment & material**	PC1. Gather raw footage/material and select relevant material that can be used for post-production	100	20	10	50
		PC2. Ingest the footage/keep the material ready for the post-production process		20	10	
		PC3. Save back-ups for interim work-products in the appropriate file formats		20	10	
		PC4. Ensure final work-products are prepared in appropriate file formats (such as mp4, avi, wmv,		20	10	

		mpg and mov) and appropriate medium (such as DVD, film, tape and digital) compatible with intended distribution / exhibition mediums				
		PC5. Clear logs/data and keep the software and equipment ready for future use		20	10	
			Total	100	50	50
MES/ N 3505	Render productions	PC1. Define rendering requirements in accordance to the design brief	100	20	10	50
		PC2. Select elements and evaluate their fit for the rendering process		20	10	
		PC3. Undertake test renders to determine the length of time required for rendering, storage space required and to check for errors		20	10	
		PC4. Establish the render settings needed to gain the required appearance, whilst creating sufficient flexibility in the compositing stage		20	10	
		PC5. Render files in accordance to requirements ensuring the final output meets the quality and design standards of the production		20	10	
			Total	100	50	50

MES/ N 0104	Maintain workplace health and safety Description	PC1. Understand and comply with the organization's current health, safety and security policies and procedures	100	10	5	
		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	50
		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 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	
			Total	100	50	50