

Model Curriculum

Texturing Artist

SECTOR: MEDIA AND ENTERTAINMENT
**SUB-SECTOR: Television, Print, Radio, Digital,
Out-of-home**
OCCUPATION: Texturing Artist
REF ID: MES/ Q 2503
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: **'Texturing Artist'** QP Ref. No. **'MES/Q2503, NSQF Level 4'**

Date of Issuance: 27th January 2022

Valid up to: 25th January 2027

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

Authorized Signatory
Media and Entertainment Skill Council



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Texturing Artist

CURRICULUM / SYLLABUS

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

Program Name	<i>Texturing Artist</i>		
Qualification Pack Name & Reference ID. ID	MES/ Q 2503		
Version No.	2.0	Version Update Date	27-Jan-22
Pre-requisites to Training	<ul style="list-style-type: none"> • Class XII with one year of relevant experience OR <ul style="list-style-type: none"> • ITI (2 years after 10th) with one year of relevant experience • Min Age: 18 Year 		
Training Outcomes	<p>After completing this programme, participants will be able to:</p> <ul style="list-style-type: none"> • Interpret the script/ brief/ storyboard correctly • Creation of textures for human, animal, character, location, set and props, which may include organic and inorganic surfaces such as: Bones, wrinkles, bricks, ground, rust, wood, tiles, plastic, paper, metal, food, water, fire, skin, hair and eyes, cloth, walls and ceiling, imaginary • Testing the models to ensure that they function correctly and are designed as per requirements and get them approved by the senior • Demonstrate 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 “Texturing Artist ” Qualification Pack issued by “Media & Entertainment Skills Council”.

Sr. No.	Module	Key Learning Outcomes	Equipment Required
1	<p>Interpret the script/ brief/ storyboard</p> <p>Theory Duration (hh:mm) 30:00</p> <p>Practical Duration (hh:mm) 90:00</p> <p>Corresponding NOS Code MES /N 2501</p>	<ul style="list-style-type: none"> Understand the script, brief and storyboard from the Art Director and character designers Understand the design brief (Appearance, complexion, dressing, moods, personalities, expressions etc.) Understand the requirements (number, types, duplicates etc.) Understand the specifications (dimensions, operating parameters etc.) Understand the technical needs of the project (Television, Film, Gaming, Internet, DVD etc.) Be aware and responsible of his/her role in the pre-production, production and postproduction process. 	Laptop, white board, marker, projector, Autodesk Maya, 3D Studio Max, Mud Box, Zbrush, etc
2	<p>Add textures to models</p> <p>Theory Duration (hh:mm) 30:00</p> <p>Practical Duration (hh:mm) 90 :00</p> <p>Corresponding NOS Code MES /N 2517</p>	<ul style="list-style-type: none"> Visualize possibilities for adding textures to models to create photorealistic models/images Develop and add textures to models in accordance to the design brief and concept art for different types of models Demonstrate the final exhibition medium and adapt the textures accordingly Manage quality of textures during the animation process and ensure uniformity and consistency in the final output supply work in appropriate formats that can be used by others in the pipeline 	Laptop, white board, marker, projector, Autodesk Maya, 3D Studio Max, Mud Box, Zbrush, etc
3	<p>Test textures applied to models</p>	<ul style="list-style-type: none"> Check the continuity of models, textures or paintings and make sure they are fit for purpose of 	Laptop, white board, marker,

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	<p>Theory Duration (hh:mm) 40:00</p> <p>Practical Duration (hh:mm) 50:00</p> <p>Corresponding NOS Code MES /N 2507</p>	<p>for all required camera positions and angles</p> <ul style="list-style-type: none"> Evaluate the quality of the assets in relation to others within the same context in which they will be used Correct any problems or issues that may arise Respond positively to feedback about work and changing textures/ other requirements and make refinements as needed 	<p>projector, Autodesk Maya, 3D Studio Max, Mud Box, Zbrush, etc</p>
4	<p>Maintain Workplace, Health & Safety</p> <p>Theory Duration (hh:mm) 25:00</p> <p>Practical Duration (hh:mm) 35:00</p> <p>Corresponding NOS Code MES/N 0104</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 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 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. 	<p>Handbook, White board, marker, computer system, projector, PPTs</p>

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	Total Duration 450:00 Theory Duration 125:00 Practical Duration 265:00 OJT 60:00	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: **450 Hours, 0 Minutes**

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

Trainer Prerequisites for Job role: “Texturing Artist” mapped to Qualification Pack: “MES/ Q 2503, v2.0”

Sr. No.	Area	Details
1	Description	Texturing artist in the Media & Entertainment Industry is also known as a Shading artist this job are responsible to add textures to models to create photo-realistic models that can be used for animation under close supervision
2	Personal Attributes	This job requires the individual to create textures using software such as Autodesk Maya, 3D Studio Max, Mud Box, Zbrush, etc. The individual must be well-versed with the techniques of texture mapping and projection. The individual must also have a good understanding of the principles of colour theory, photography multi-pass rendering and lighting etc.
3	Minimum Educational Qualifications	Preferable X
4a	Domain Certification	Certified for Job Role: “ <u>Texturing Artist</u> ” mapped to QP: “MES/ Q 2503, 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 2503”. Minimum accepted % as per respective SSC guidelines is 60%.
5	Experience	Minimum 2 years of experience as <u>Texturing Artist</u> .

Annexure: Assessment Criteria

Assessment Criteria	
Job Role	Texturing Artist
Qualification Pack	MES/ Q 2503, 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 2501	Interpret the script/ brief/ storyboard	25%
5	MES/ N 2506	Add textures to models	30%
6	MES/ N 2507	Test textures applied to models	35%
7	MES / N 0104	Maintain workplace health and safety	10%
			100%

Job Role	Texturing Artist					
NOS CODE	NOS NAME	Performance Criteria			Marks Allocation	
			Total Mark	Out Of	Theory	Skills Practical
MES/ N 2501	Interpret the script/ storyboard the brief/	PC1. Understand the script, brief and storyboard from the Art Director and character designers	100	20	10	60
		PC2.Understand the design brief (Appearance, complexion, dressing, moods, personalities, expressions etc.)		20	10	
		PC3.Understand the requirements (number, types, duplicates etc.)		20	5	
		PC4.Understand the specifications (dimensions, operating parameters etc.		20	5	
		PC5.Understand the technical needs of the project (Television, Film, Gaming, Internet, DVD etc.)		10	5	
		PC6.Be aware and responsible of his/her role in the pre-production, production and postproduction process.		10	5	
			Total	100	40	60
MES/ N 2506	Add textures to models	PC1. Visualize possibilities for adding textures to models to		20	10	

		<p>create photorealistic models/images</p> <p>PC2. Develop and add textures to models in accordance to the design brief and concept art for different types of models</p>		20	10	
		<p>PC3.Understand the final exhibition medium and adapt the textures accordingly</p>		25	10	
		<p>PC4. Manage quality of textures during the animation process and ensure uniformity and consistency in the final output</p>	100	10	5	60
		<p>PC5.supply work in appropriate formats that can be used by others in the pipeline</p>		10	5	
			Total	100	40	60
MES/ N 2507	Test textures applied to models	<p>PC1. Check the continuity of models, textures or paintings and make sure they are fit for purpose of for all required camera positions and angles</p>		25	10	
		<p>PC2. Evaluate the quality of the assets in relation to others within the same context in which they will be used</p>	100	25	10	60
		<p>PC3. Correct any problems or issues that may arise</p>		25	10	
		<p>PC4. Respond positively to feedback about work and</p>		25	10	

		changing textures/ other requirements and make refinements as needed					
			Total	100	40	60	
MES 0104	N	Maintain workplace health and safety	PC1. Understand and comply with the organization'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 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	
		Total		100	50	50