

Model Curriculum

Lighting Artist

SECTOR: MEDIA AND ENTERTAINMENT
**SUB-SECTOR: Television, Print, Radio, Digital,
Out-of-home**
OCCUPATION: Lighting Artist
REF ID: MES/ Q 0504
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: **'Lighting Artist'** QP Ref. No. **'MES/Q0504, 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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Lighting Artist

CURRICULUM / SYLLABUS

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

Program Name	<i>Lighting Artist</i>		
Qualification Pack Name & Reference ID. ID	MES/Q0504		
Version No.	2.0	Version Update Date	27-Jan-22
Pre-requisites to Training	Class XII with one year of relevant experience OR 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/concept correctly • Liaise with the team to improve understanding • Understanding and noting continuity requirements • Maintaining continuity and consistency across scenes • Generating possibilities for lighting • Digitally lighting the scenes in accordance to the creative style and mood of each shot • 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 “Lighting Artist” Qualification Pack issued by “Media & Entertainment Skill Council”.

Sr. No.	Module	Key Learning Outcomes	Equipment Required
1	<p>Analyze the script</p> <p>Theory Duration (hh:mm) 30:00</p> <p>Practical Duration (hh:mm) 60:00</p> <p>Corresponding NOS Code MES /N 0528</p>	<ul style="list-style-type: none"> Understand the artistic and communication goals of the script, brief or storyboard with respect to the individual’s role Be aware of the intended medium and target audience, and how this may affect animation processes Understand the aspects related to the design brief (appearance, complexion, dressing, moods, personalities, expressions etc.) Understand the requirements according to the scripts (number, types, duplicates etc.) based on the individual’s role and its requirements Understand the specifications for the background and other aspects (dimensions, operating parameters etc.) based on the individual’s role and its requirements Understand the technical needs of the project with respect to the job role (Television, Film, Gaming, Internet, DVD etc.) Understand the of the concept, which maybe self-created, provided in a brief, or arrived at via discussions with relevant personnel (Director, Executive Producer etc.) Liaise with relevant personnel (Art Director, Producers, Animation Supervisor etc.) to better understand script elements, as appropriate 	Laptop, white board, marker, projector,
2	<p>Ensuring consistency across all scenes</p> <p>Theory Duration (hh:mm) 50:00</p> <p>Practical Duration (hh:mm) 70:00</p> <p>Corresponding NOS Code</p>	<ul style="list-style-type: none"> Record continuity-related details e.g. position, placement, color etc. as required Ensure that the final look is consistent with the creative requirements agreed upon, and continuity is maintained throughout the production Ensure that designs, layouts and templates are uniform across the production, as required Ensure that lighting, color formats and effects are consistent across the production 	Laptop, white board, marker, projector,

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	MES /N 0502	<ul style="list-style-type: none"> Check the resolution of scenes to ensure that they match the production requirements Alert relevant personnel (Art Director, Animation Supervisor, Producer) if continuity is not being maintained, and rectify the situation as appropriate 	
3	<p>Create lighting for the production</p> <p>Theory Duration (hh:mm) 50:00</p> <p>Practical Duration (hh:mm) 70:00</p> <p>Corresponding NOS Code MES /N 0507</p>	<ul style="list-style-type: none"> Generate possibilities for lighting each scene consistent with the mood and creative style of the production and in accordance to the design brief Determine the placement of lights and shadows in each frame Light all the frames digitally in line with the creative style of production Ensure that it is in line with the creative concept of production Respond positively to feedback and changes in creative requirements 	Laptop, white board, marker, projector,
4	<p>Maintain Workplace, Health & Safety</p> <p>Theory Duration (hh:mm) 20:00</p> <p>Practical Duration (hh:mm) 40:00</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 	Handbook, White board, marker, computer system, projector, PPTs

Sr. No.	Module	Key Learning Outcomes	Equipment Required
		<ul style="list-style-type: none"> 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>Total Duration 450:00</p> <p>Theory Duration 150:00</p> <p>Practical Duration 240:00</p> <p>OJT 60:00</p>	<p>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</p>	

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: “Lighting Artist” mapped to Qualification Pack: “MES/ Q 0504, v2.0”

Sr. No.	Area	Details
1	Description	Lighting artist in the Media & Entertainment Industry is also known as the Lighting TD (Technical Director) this job need to add light and shadows to the production in accordance to the established creative style
2	Personal Attributes	This job requires the individual to have an understanding of lighting, shadows, exposure, natural light, color space, reflections etc. The individual must be able to visualize and light frames digitally using software such as 3D studio max etc.
3	Minimum Educational Qualifications	Preferable Graduate
4a	Domain Certification	Certified for Job Role: “ <u>Lighting Artist</u> ” mapped to QP: “MES/ Q 0504, 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 0504”. Minimum accepted % as per respective SSC guidelines is 60%.
5	Experience	Minimum 3 years of experience as <u>Lighting Artist</u> .

Annexure: Assessment Criteria

Assessment Criteria	
Job Role	Lighting Artist
Qualification Pack	MES/ Q 0504, 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 0501	Understanding the script	30%
2	MES / N 0502	Ensuring consistency across all scenes	30%
3	MES/ N 0507	Create lighting for the production	30%
4	MES / N 0104	Maintain workplace health and safety	10%
			100%

NOS CODE	Performance Criteria	Marks Allocation			
		Total Mark	Out Of	Theory	Skills Practical
MES/0501 N Understanding the script	PC1. Understand the artistic and communication goals of the script, brief or storyboard with respect to the individual's role	100	20	10	50
	PC2. Be aware of the intended medium and target audience, and how this may affect animation processes		10	5	
	PC3. Understand the aspects related to the design brief (appearance, complexion, dressing, moods, personalities, expressions etc.)		10	5	
	PC4. Understand the requirements according to the scripts (number, types, duplicates etc.) based on the individual's role and its requirements		20	10	
	PC5. Understand the specifications for the background and other aspects (dimensions, operating parameters etc.) based on the individual's role and its requirements		10	5	
	PC6. Understand the technical needs of the project with respect to the job role (Television, Film, Gaming, Internet, DVD etc.)		10	5	
	PC7. Understand the of the concept, which may be self-created, provided in a brief, or arrived at via discussions with relevant personnel (Director, Executive Producer etc.		10	5	
	PC8. Liaise with relevant personnel (Art Director, Producers, Animation Supervisor etc.) to better understand script elements, as appropriate		10	5	

		Total	100	50	50
MES/ N 0502 Ensuring consistency across all scenes	PC1. Record continuity-related details e.g. position, placement, color etc. as required	100	30	15	50
	PC2. Ensure that the final look is consistent with the creative requirements agreed upon, and continuity is maintained throughout the production		10	5	
	PC3 Ensure that designs, layouts and templates are uniform across the production, as required		20	10	
	PC4 Ensure that lighting, color formats and effects are consistent across the production		20	10	
	PC5. Check the resolution of scenes to ensure that they match the production requirements		10	10	
	PC6. Alert relevant personnel (Art Director, Animation Supervisor, Producer) if continuity is not being maintained, and rectify the situation as appropriate		10	5	
		Total	100	50	50
MES/ N 0507 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	30	15	50
	PC2. Determine the placement of lights and shadows in each frame		20	10	

	PC3. Light all the frames digitally in line with the creative style of production		20	10	
	PC4. Ensure that it is in line with the creative concept of production		20	10	
	PC5. Respond positively to feedback and changes in creative requirements		10	5	
		Total	100	50	50
MES/ N 0104 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