

Model Curriculum

Rigging Artist

SECTOR: MEDIA AND ENTERTAINMENT
**SUB-SECTOR: Television, Print, Radio, Digital,
Out-of-home**
OCCUPATION: Rigging Artist
REF ID: MES/Q2502
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: **'Rigging Artist'** QP Ref. No. **'MES/Q2502, 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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Rigging Artist

CURRICULUM / SYLLABUS

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

Program Name	Rigging Artist		
Qualification Pack Name & Reference ID. ID	MES/Q2502, ver. 2.0		
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 correctly • Create rigs for models which could include creating movements of characters (Bends, Stretches, Expressions), Accessories, objects, props, sets, locations, bipeds, quadrupeds • Test the rigs for proper functioning • Ensure safe working practices 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 “Rigging 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) 45:00</p> <p>Practical Duration (hh:mm) 75:00</p> <p>Corresponding NOS Code MES /N 2501</p>	<ul style="list-style-type: none"> Analyse the script, brief and storyboard from the Art Director and character designers Construct the design brief (Appearance, complexion, dressing, moods, personalities, expressions etc.) Recognise the requirements (number, types, duplicates etc.) Explain the specifications (dimensions, operating parameters etc.) Review 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 etc.
2	<p>Rig models for movements</p> <p>Theory Duration (hh:mm) 45:00</p> <p>Practical Duration (hh:mm) 75:00</p> <p>Corresponding NOS Code MES /N 2504</p>	<ul style="list-style-type: none"> Create user interfaces and controls for movements in the models according to the design brief (appearance, expressions, movements, dramatic poses etc.), and specifications (mobility, Operating parameters, hierarchy of movement etc.) Create prototypes/pilots for Testing Ensure that the final rigs are clean, efficient, have realistic movements (using muscle based rigging) and are animation friendly 	Laptop, white board, marker, projector, Autodesk Maya, 3D Studio Max etc.
3	<p>Test computer generated Rigs</p> <p>Theory Duration (hh:mm) 50:00</p> <p>Practical Duration (hh:mm) 100:00</p>	<ul style="list-style-type: none"> Ensure that the rigs are smooth, intuitive and responsive and meet production requirements Ensure rigged assets deform correctly from all required camera positions and angles Ensure that final rigs are suitable for exhibition on the applicable medium e.g. feature, television, game, e-Learning etc. 	Laptop, white board, marker, projector, Autodesk Maya, 3D Studio Max etc.

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	<p>Corresponding NOS Code MES /N 2505</p>	<ul style="list-style-type: none"> Find solutions for complex rigging problems when required 	
4	<p>Maintain Workplace, Health & Safety</p> <p>Theory Duration (hh:mm) 35:00</p> <p>Practical Duration (hh:mm) 25:00</p> <p>Corresponding NOS Code MIN/N 0104</p>	<ul style="list-style-type: none"> Maintain one's posture and position to minimize fatigue and the risk of injury. Maintain first aid kit and keep oneself updated on the first aid procedures. Identify and document potential risks like sitting postures while using computer, eye fatigues and other hazards in the workplace. Maintain accident reports. Report health and safety risks/ hazards to concerned personnel. 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 ` 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. Safeguard personal health and safety, and that of others in the workplace through precautionary measures. 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 organisational procedures and warn other people who may be affected. Follow organisation's emergency procedures for accidents, fires or any other natural calamity in case of a hazard. 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
	<p>Total Duration 450:00</p> <p>Theory Duration (hh:mm) 175:00</p> <p>Practical Duration (hh:mm) 275:00</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: “Rigging Artist” mapped to Qualification Pack: “MES/Q2502, V2.0”

Sr. No.	Area	Details
1	Description	Rigging Artist in the Media & Entertainment Industry is also known as a CG Rigger this job are responsible for creating computer generated controls/rigs for movements in models used for animation under close supervision
2	Personal Attributes	This job requires the individual to write computer scripts and programs to create the desired rigs in models. The individual must know programming languages such as C, C++ etc. and software such as Autodesk Maya, 3D Studio Max etc. The individual must also have a good understanding of the human anatomy, skeleton structure, joints, facial muscles etc. The individual must be well-versed with the principles of 3D modelling and animation.
3	Minimum Educational Qualifications	Preferable XII
4a	Domain Certification	Certified for Job Role: “ <u>Rigging Artist</u> ” mapped to QP: “ <u>MES/ Q 2502, v1.0</u> ”. 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/Q0102”. Minimum accepted % as per respective SSC guidelines is 60%.
5	Experience	Minimum 3 years of experience as <u>Rigging Artist</u> .

Annexure: Assessment Criteria

Assessment Criteria	
Job Role	Rigging Artist
Qualification Pack	MES/ Q 2502, v2.0
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 CODE	NOS NAME	Performance Criteria	Marks Allocation			
			Total Mark	Out Of	Theory	Skills Practical
MES/N 2501	Interpret the script/ storyboard	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 2504	Rig models for movements	PC1.Create user interfaces and controls for movements in the models according to the design brief (appearance, expressions, movements, dramatic poses etc.), and specifications (mobility, Operating parameters, hierarchy of movement etc.)	100	50	20	60
		PC2.Create prototypes/pilots for Testing		25	10	
		PC3.Ensure that the final rigs are clean, efficient, have realistic movements (using muscle based rigging) and are animation friendly		25	10	
			Total	100	40	60
MES/ N 2505	Test computer generated Rigs	PC1.Ensure that the rigs are smooth, intuitive and responsive and meet production requirements	100	15	5	60
		PC2.Ensure rigged assets deform correctly		25	10	

		from all required camera positions and angles					
		PC3.Ensure that final rigs are suitable for exhibition on the applicable medium e.g. feature, television, game, e-Learning etc.		20	5		
		PC4.Find solutions for complex rigging problems when required		20	10		
			Total	100	40	60	
MES 0104	N	Maintain workplace health and safety	100	PC1. Understand and comply with the organization's current health, safety and security policies and procedures	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