Qualification Pack

Prosthetic Artist

QP Code: MES/Q1803

Version: 2.0

NSQF Level: 5

Media & Entertainment Skills Council || Commercial premises No Ja522, 5th Floor, DLF Tower A, Jasola, New Delhi
110025

Contents

MES/Q1803: Prosthetic Artist

Brief Job Description

Individuals at this job are responsible for creating and applying prosthetics for artists

Personal Attributes

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 moulding, 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.

Applicable National Occupational Standards (NOS)

Compulsory NOS:

1. MES/N1802: Manage Hair, Make & Prosthetic supplies

2. MES/N1806: Create & apply Prosthetics

3. MES/N1807: Manage Helpers & Trainees

4. MES/N0104: Maintain Workplace Health & Safety

Qualification Pack (QP) Parameters

Sector	Media & Entertainment
Sub-Sector	Film, Television, Advertising
Occupation	Hair & Make-Up
Country	India
NSQF Level	5
Credits	NA
Aligned to NCO/ISCO/ISIC Code	NCO 2015- 5142.04

Minimum Educational Qualification & Experience	Graduate with 1 Year of experience OR Diploma (Three years diploma (after class 12th)) with 1 Year of experience OR 12th Class with 4 Years of experience OR I.T.I (Two years ITI (after Class 10th)) with 4 Years of experience OR Certificate-NSQF (Make-up Artist at NSQF Level-4) with 2 Years of experience
Minimum Level of Education for Training in School	12th Class
Pre-Requisite License or Training	NA
Minimum Job Entry Age	22 Years
Last Reviewed On	NA
Next Review Date	24/02/2027
NSQC Approval Date	24/02/2022
Version	2.0
Reference code on NQR	2022/ME/MESC/05435
NQR Version	2.0

Remarks:

MES/N1802: Manage Hair, Make & Prosthetic supplies

Description

This OS unit is about managing hair, make-up and prosthetics resources and supplies, and making purchases whenever necessary

Elements and Performance Criteria

Evaluating material and equipment

To be competent, the user/individual on the job must be able to:

PC1. evaluating materials on quality, quantity, type, costs

PC2. determine the amount and quality of resources, materials, tools and equipment required to meet design specifications

PC3. determine where and how resources should be labeled, stored and arranged

Selecting and purchasing relevant products/ services

To be competent, the user/individual on the job must be able to:

PC4. select the providers of materials and equipment and purchase adequate quantity and type of products, in line with creative, technical and budgetary requirements, in consultation with/supervision of senior designers and producers if necessary

Monitoring stocks

To be competent, the user/individual on the job must be able to:

PC5. monitor and replenish stock of hair, make-up or prosthetics resources, as per requirements

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the hair, make-up and prosthetics design concept agreed upon with the director/ production designer and artists

KU2. the creative and technical requirements of the production

KU3. the technical, resource, budget and time constraints applicable

KU4. the list of vendors from whom the organization has procured materials and supplies in the past

KU5. special requirements of the director/ production designer / artists (if any)

KU6. the role and requirements of key departments be liaised with, especially costumes, camera and lighting where the team has the maximum interaction

KU7. the principles of cosmetology, hair care and prosthetics application

KU8. the features, characteristics, advantages, disadvantages, costs etc. of different types of materials, tools and equipment

KU9. common skin diseases, allergies, disorders and reactions

KU10. where and how to source make up, hair and prosthetics materials, tools and equipment

KU11. how to select materials, tools and equipment that suits the artists skin type and conditions

KU12. how to obtain special materials or equipment based on artists physical needs or artistic preferences

KU13. how to handle products to avoid damage or spillages

KU14. where and how resources should be labeled, stored and arranged

KU15. health and safety guidelines, including common allergies that could occur from using materials

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. make an accurate list of resources to be purchased along with details such as quantity, cost, vendor name etc

GS2. fill out a purchase order form/petty cash form and get the appropriate

GS3. keep accurate records of what you have ordered and what has been supplied

GS4. keep accurate records of expenditure and associated documents, receipts etc.

GS5. update stock records as appropriate

GS6. refer to hair, make-up or prosthetics designs, vendor catalogues, websites etc. to gather information on materials to be purchased

GS7. read the production schedules and deadlines to ensure that materials are available in advance

GS8. communicate effectively with vendors, in consultation with/supervision of senior designers and producers if necessary

GS9. discuss and agree on the final list of resources to be purchased with the director/ production designer and/ or the artists

GS10. liaise with the finance departments to receive cash for purchases

GS11. select the correct quantity and types of materials required, taking into account the design, production schedules and deadlines

GS12. select materials and equipment vendors who are able to meet the creative and budgetary requirements

GS13. ensure that the materials, tools and equipment are sourced prior to commencement of production

GS14. be creative and imaginative as per the changes or updations in the story or characters

GS15. take appropriate action in the event of shortfalls in the quantity and quality of materials, staff or facilities

GS16. monitor expenditure and anticipate budget over-spending and agree suitable solutions

GS17. deal with supply delays promptly and effectively

GS18. check products to ensure they are not damaged and arrange replacement, where required

GS19. monitor the nature and quality of vendors materials, tools and equipment for future purchases

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Evaluating material and equipment	**25**	**35**	**-**	**-**
PC1. evaluating materials on quality, quantity, type, costs	10	10	-	-
PC2. determine the amount and quality of resources, materials, tools and equipment required to meet design specifications	5	15	-	-
PC3. determine where and how resources should be labeled, stored and arranged	10	10	-	-
Selecting and purchasing relevant products/ services	**5**	**15**	**-**	**-**
PC4. select the providers of materials and equipment and purchase adequate quantity and type of products, in line with creative, technical and budgetary requirements, in consultation with/supervision of senior designers and producers if necessary	5	15	-	-
Monitoring stocks	**10**	**10**	**-**	**-**
PC5. monitor and replenish stock of hair, make-up or prosthetics resources, as per requirements	10	10	-	-
NOS Total	**40**	**60**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N1802
NOS Name	Manage Hair, Make & Prosthetic supplies
Sector	Media & Entertainment
Sub-Sector	Film, Television, Advertising
Occupation	Hair & Make-up
NSQF Level	4
Credits	TBD
Version	1.0
Last Reviewed Date	27/01/2022
Next Review Date	24/02/2027
NSQC Clearance Date	24/02/2022

MES/N1806: Create & apply Prosthetics

Description

This OS unit is about creating, applying, maintaining and removing prosthetics to meet design requirements

Elements and Performance Criteria

Understanding requirements

To be competent, the user/individual on the job must be able to:

PC1. identify and confirm requirements for prosthetic pieces as per the design brief

PC2. create pattern to fit the individual artists head/body shape using accurate measurements to produce a bald cap, facial parts, scars etc

Creating prosthetics

To be competent, the user/individual on the job must be able to:

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

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

PC5. prepare the artists 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

PC6. position prosthetics to meet the design requirement on camera

Removing prosthetics

To be competent, the user/individual on the job must be able to:

PC7. remove the cast safely and restore the artists skin and hair to its original condition

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the creative and technical requirements of production

KU2. the technical, resource, budget and time constraints applicable

KU3. the production schedules and dates by when prosthetics would need to be created and used by artists

KU4. the required mobility and security of prosthetics

KU5. the templates, measurements and block size that are appropriate for the artist

KU6. environmental factors at the shooting venue e.g. temperature, humidity etc. and lighting and camera requirements

KU7. the types of make-up available for use

KU8. the principles of prosthetics

KU9. techniques such as moulding, casting, sculpting etc. and materials such as clay, rubber, silicone, plastic etc. used to create prosthetics

KU10. the fundamentals of skin theory

KU11. the human anatomy and face structure

KU12. the fundamentals and principles of drawing and colour theory

KU13. theory of bruising and application techniques including blood, dirt etc

KU14. the history of make-up, including period styles and techniques

KU15. appropriate techniques, materials and methods for sculpting, moulding and casting prosthetics, realistic masks and anatomical props such as body parts, heads etc.

KU16. how to ensure that appropriate block release agents and sealers are used

KU17. how to trim and mark the completed impression accurately and prevent it from deterioration, distortion or damage

KU18. how to use the correct make-up, colouring and finishing techniques for the prosthetics

KU19. how to clean tools and equipment

KU20. storage and disposal methods for prosthetic pieces and used materials

KU21. how to obtain a replica of the artists features without defects or distortion of the cast

KU22. applicable health and safety requirements

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. keep accurate records of measurements, methods, formula and process to enable creation of the required design and future replication

GS2. research/ gather suitable references to help create prosthetics

GS3. confirm requirements for prosthetics from the director/ production designer

GS4. check with artists about past allergies and other sensitivities

GS5. explain the preparation, casting and removal techniques to the artist and provide opportunities for questions

GS6. ensure the artist is clear on what to do if an emergency arises during the process

GS7. obtain medical advice and other supervision permission where necessary

GS8. decide upon the appropriate placement of prosthetics, manage overlaps and blend edges in relation to the artist and in accordance to the design brief

GS9. ensure that prosthetics are created within the allocated time according to the production schedule

GS10. treat the artist with care and ensure they are made as comfortable as possible during the process

GS11. position the artist to minimize personal discomfort

GS12. check artists history of allergies or other sensitivities and confirm whether the artist has any medical condition that could preclude them from having a cast taken

GS13. perform skin tests and take appropriate action in the event of an adverse skin reaction

GS14. remove the prosthetic carefully to minimize the artists discomfort

GS15. prevent deterioration or distortion to the sculptures, moulds and resultant prosthetic appliances

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Understanding requirements	**15**	**20**	-	-
PC1. identify and confirm requirements for prosthetic pieces as per the design brief	10	10	-	-
PC2. create pattern to fit the individual artists head/body shape using accurate measurements to produce a bald cap, facial parts, scars etc	5	10	-	-
Creating prosthetics	**20**	**35**	-	-
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	5	10	-	-
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	5	10	-	-
PC5. prepare the artists 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	5	10	-	-
PC6. position prosthetics to meet the design requirement on camera	5	5	-	-
Removing prosthetics	**5**	**5**	-	-
PC7. remove the cast safely and restore the artists skin and hair to its original condition	5	5	-	-
NOS Total	**40**	**60**	-	-

National Occupational Standards (NOS) Parameters

NOS Code	MES/N1806
NOS Name	Create & apply Prosthetics
Sector	Media & Entertainment
Sub-Sector	Film, Television, Advertising
Occupation	Hair & Make-up
NSQF Level	5
Credits	TBD
Version	1.0
Last Reviewed Date	16/02/2015
Next Review Date	24/02/2027
NSQC Clearance Date	24/02/2022

MES/N1807: Manage Helpers & Trainees

Description

This OS unit is about managing helpers and trainees while producing the required hair, make-up and prosthetics according to the design brief

Elements and Performance Criteria

Communicating information

To be competent, the user/individual on the job must be able to:

PC1. inform, or assist in informing, trainees/helpers of the hair, make-up and prosthetics process and of their responsibilities and role in the process

PC2. ensure, or assist in ensuring, that the trainees/helpers know how to find and operate the materials, tools and equipments that will be required during the process

PC3. provide clear and precise instructions to trainees/helpers during the process and ensure they are working effectively to meet the production schedule

Ensuring that trainees/ helpers assist correctly

To be competent, the user/individual on the job must be able to:

PC4. monitor and evaluate the work of trainees/helpers in an effective, unobtrusive and objective manner

PC5. provide trainees/helpers with the opportunity to contribute and try out the work for themselves

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the creative and technical requirements of production

KU2. the technical, resource, budget and time constraints applicable

KU3. the production schedules and dates by when hair, make-up or prosthetics would need to be created

KU4. the work areas, process and activities involved

KU5. how to plan the work for helpers/trainees and assign responsibilities

KU6. how to use and/or operate the materials, tools and equipments required during the hair, make-up or prosthetics process

KU7. the resources available for training helpers/trainees

KU8. how to utilize the resources available in the best possible manner

KU9. how to provide constructive feedback that could help helpers/trainees improve their performance

KU10. legislation, regulations and codes of practice that are applicable to managing other people and to the work being undertaken

KU11. how to ensure that trainees adhere to applicable health and safety requirements at all times

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. document plan for workers that encapsulates their role and responsibilities in the hair, make-up or prosthetics process

GS2. advise trainees on the appropriate use of standard procedures, materials, tools and equipments

GS3. encourage trainees to ask questions regarding aspects of the design brief

GS4. provide constructive individual feedback to trainees on their work and encourage them to improve future performance

GS5. read and research any production specifications, where necessary and communicate with the team

GS6. plan the hair, make-up and prosthetics process and activities and identify activities where helpers/trainees could assist

GS7. monitor the work of trainees and demonstrate how they could address potential problems

GS8. find workable solutions promptly for any problems which could adversely impact upon the production schedule

GS9. report any problems concerning the management of trainees

GS10. evaluate own performance in the management of trainees and consult the relevant person for feedback

GS11. check that team work meets project creative requirements

GS12. identify issues that may arise during production/ probe into issues highlighted by the production team and explore options to resolve them proactively

GS13. assign action plan for all team members as per their skills

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Communicating information	**20**	**40**	**-**	**-**
PC1. inform, or assist in informing, trainees/helpers of the hair, make-up and prosthetics process and of their responsibilities and role in the process	5	10	-	-
PC2. ensure, or assist in ensuring, that the trainees/helpers know how to find and operate the materials, tools and equipments that will be required during the process	10	15	-	-
PC3. provide clear and precise instructions to trainees/helpers during the process and ensure they are working effectively to meet the production schedule	5	15	-	-
Ensuring that trainees/ helpers assist correctly	**20**	**20**	**-**	**-**
PC4. monitor and evaluate the work of trainees/helpers in an effective, unobtrusive and objective manner	10	10	-	-
PC5. provide trainees/helpers with the opportunity to contribute and try out the work for themselves	10	10	-	-
NOS Total	**40**	**60**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N1807
NOS Name	Manage Helpers & Trainees
Sector	Media & Entertainment
Sub-Sector	Film, Television, Advertising
Occupation	Hair & Make-up
NSQF Level	4
Credits	TBD
Version	1.0
Last Reviewed Date	27/01/2022
Next Review Date	24/02/2027
NSQC Clearance Date	24/02/2022

MES/N0104: Maintain Workplace Health & Safety

Description

This OS unit is about contributing towards maintaining a healthy, safe and secure working environment

Elements and Performance Criteria

Understanding the health, safety and security risks prevalent in the workplace

To be competent, the user/individual on the job must be able to:

PC1. understand and comply with the organizations current health, safety and security policies and procedures

PC2. understand the safe working practices pertaining to own occupation

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

PC4. participate in organization health and safety knowledge sessions and drills

Knowing the people responsible for health and safety and the resources available

To be competent, the user/individual on the job must be able to:

PC5. identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency

PC6. identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms

Identifying and reporting risks

To be competent, the user/individual on the job must be able to:

PC7. identify aspects of your workplace that could cause potential risk to own and others health and safety

PC8. ensure own personal health and safety, and that of others in the workplace though precautionary measures

PC9. identify and recommend opportunities for improving health, safety, and security to the designated person

PC10. report any hazards outside the individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected

Complying with procedures in the event of an emergency

To be competent, the user/individual on the job must be able to:

PC11. follow organizations emergency procedures for accidents, fires or any other natural calamity in case of a hazard

PC12. identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individuals authority

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. Organizations norms and policies relating to health and safety

KU2. Government norms and policies regarding health and safety and related emergency procedures

KU3. Limits of authority while dealing with risks/ hazards

KU4. The importance of maintaining high standards of health and safety at a workplace

KU5. The different types of health and safety hazards in a workplace

KU6. Safe working practices for own job role

KU7. Evacuation procedures and other arrangements for handling risks

KU8. Names and contact numbers of people responsible for health and safety in a workplace

KU9. How to summon medical assistance and the emergency services, where necessary

KU10. Vendors or manufacturers instructions for maintaining health and safety while using equipment, systems and/or machines

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. how to write and provide feedback regarding health and safety to the concerned people

GS2. how to write and highlight potential risks or report a hazard to the concerned people

GS3. read instructions, policies, procedures and norms relating to health and safety

GS4. highlight potential risks and report hazards to the designated people

GS5. listen and communicate information with all anyone concerned or affected

GS6. make decisions on a suitable course of action or plan

GS7. plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority

GS8. apply problem solving approaches in different situations

GS9. understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority

GS10. apply balanced judgments in different situations

GS11. How to write and provide feedback regarding health and safety to the concerned people

GS12. How to write and highlight potential risks or report a hazard to the concerned people

GS13. Read instructions, policies, procedures and norms relating to health and safety

GS14. Highlight potential risks and report hazards to the designated people

GS15. Listen and communicate information with all anyone concerned or affected

GS16. Make decisions on a suitable course of action or plan

GS17. Plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority

GS18. Apply problem solving approaches in different situations

GS19. build and maintain positive and effective relationships with colleges and customers

GS20. analyze data and activites

GS21. Understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority

GS22. Apply balanced judgments in different situations

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Understanding the health, safety and security risks prevalent in the workplace	**15**	**15**	**-**	**-**
PC1. understand and comply with the organizations current health, safety and security policies and procedures	5	5	-	-
PC2. understand the safe working practices pertaining to own occupation	5	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	3	2	-	-
PC4. participate in organization health and safety knowledge sessions and drills	2	3	-	-
Knowing the people responsible for health and safety and the resources available	**10**	**10**	**-**	**-**
PC5. identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency	5	5	-	-
PC6. identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms	5	5	-	-
Identifying and reporting risks	**18**	**17**	**-**	**-**
PC7. identify aspects of your workplace that could cause potential risk to own and others health and safety	5	5	-	-
PC8. ensure own personal health and safety, and that of others in the workplace though precautionary measures	5	5	-	-
PC9. identify and recommend opportunities for improving health, safety, and security to the designated person	3	2	-	-

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC10. report any hazards outside the individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected	5	5	-	-
Complying with procedures in the event of an emergency	**7**	**8**	**-**	**-**
PC11. follow organizations emergency procedures for accidents, fires or any other natural calamity in case of a hazard	5	5	-	-
PC12. identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individuals authority	2	3	-	-
NOS Total	**50**	**50**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N0104
NOS Name	Maintain Workplace Health & Safety
Sector	Media & Entertainment
Sub-Sector	Film, Television, Animation, Gaming, Radio, Advertising
Occupation	Ad sales/Account Management/Scheduling/Traffic
NSQF Level	5
Credits	TBD
Version	1.0
Last Reviewed Date	30/12/2021
Next Review Date	27/01/2027
NSQC Clearance Date	27/01/2022

Assessment Guidelines and Assessment Weightage

Assessment Guidelines

1. Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Element/ Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for Theory and Skills Practical for each Element/ PC.

2. The assessment for the theory part will be based on knowledge bank of questions created by the SSC.

3. Assessment will be conducted for all compulsory NOS, and where applicable, on the selected elective/option NOS/set of NOS.

4. Individual assessment agencies will create unique question papers for theory part for each candidate at each examination/training center (as per assessment criteria below).

5. Individual assessment agencies will create unique evaluations for skill practical for every student at each examination/ training center based on these criteria.

6. To pass the Qualification Pack assessment, every trainee should score the Recommended Pass % aggregate for the QP.

7. In case of unsuccessful completion, the trainee may seek reassessment on the Qualification Pack.

Minimum Aggregate Passing % at QP Level : 70

(**Please note**: Every Trainee should score a minimum aggregate passing percentage as specified above, to successfully clear the Qualification Pack assessment.)

Assessment Weightage

Compulsory NOS

National Occupational Standards	Theory Marks	Practical Marks	Project Marks	Viva Marks	Total Marks	Weightage
MES/N1802.Manage Hair, Make & Prosthetic supplies	40	60	-	-	100	30
MES/N1806.Create & apply Prosthetics	40	60	-	-	100	30
MES/N1807.Manage Helpers & Trainees	40	60	-	-	100	30
MES/N0104.Maintain Workplace Health & Safety	50	50	-	-	100	10
Total	**170**	**230**	**-**	**-**	**400**	**100**

Acronyms

NOS	National Occupational Standard(s)
NSQF	National Skills Qualifications Framework
QP	Qualifications Pack
TVET	Technical and Vocational Education and Training

Glossary

Sector	Sector is a conglomeration of different business operations having similar business and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests.
Sub-sector	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
Occupation	Occupation is a set of job roles, which perform similar/ related set of functions in an industry.
Job role	Job role defines a unique set of functions that together form a unique employment opportunity in an organisation.
Occupational Standards (OS)	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the Knowledge and Understanding (KU) they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
Performance Criteria (PC)	Performance Criteria (PC) are statements that together specify the standard of performance required when carrying out a task.
National Occupational Standards (NOS)	NOS are occupational standards which apply uniquely in the Indian context.
Qualifications Pack (QP)	QP comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A QP is assigned a unique qualifications pack code.
Unit Code	Unit code is a unique identifier for an Occupational Standard, which is denoted by an 'N'
Unit Title	Unit title gives a clear overall statement about what the incumbent should be able to do.
Description	Description gives a short summary of the unit content. This would be helpful to anyone searching on a database to verify that this is the appropriate OS they are looking for.
Scope	Scope is a set of statements specifying the range of variables that an individual may have to deal with in carrying out the function which have a critical impact on quality of performance required.
Knowledge and Understanding (KU)	Knowledge and Understanding (KU) are statements which together specify the technical, generic, professional and organisational specific knowledge that an individual needs in order to perform to the required standard.

Organisational Context	Organisational context includes the way the organisation is structured and how it operates, including the extent of operative knowledge managers have of their relevant areas of responsibility.
Technical Knowledge	Technical knowledge is the specific knowledge needed to accomplish specific designated responsibilities.
Core Skills/ Generic Skills (GS)	Core skills or Generic Skills (GS) are a group of skills that are the key to learning and working in today's world. These skills are typically needed in any work environment in today's world. These skills are typically needed in any work environment. In the context of the OS, these include communication related skills that are applicable to most job roles.
Electives	Electives are NOS/set of NOS that are identified by the sector as contributive to specialization in a job role. There may be multiple electives within a QP for each specialized job role. Trainees must select at least one elective for the successful completion of a QP with Electives.
Options	Options are NOS/set of NOS that are identified by the sector as additional skills. There may be multiple options within a QP. It is not mandatory to select any of the options to complete a QP with Options.
AIRBRUSHING	A technique to apply multiple liquid make-up products on the skin by pushing them through a nozzle to create a mist of droplets that settle on the skin
CONTOURING	The art of shading and highlighting areas of the skin, features etc.
COSMETOLOGY	The art of applying cosmetics and study of their uses
EXFOLIATE	Process of removing dirt, dead cells and cleaning the skin using a gentle abrasive product
HAIR COLOUR	A hair product that is used to change the colour or appearance of the hair
HAIR ELASTICITY	The ability of the hair to stretch and return back to its original length
PROSTHETICS	The art of creating false limbs, body parts using sculpting, moulding, casting techniques for use in special effects make-up
SKIN TEST	A process where a small amount of the product is applied to the skin to test for any adverse skin reactions
SECTOR	Sector is a conglomeration of different business operations having similar businesses and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests.

SUB-SECTOR	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
VERTICAL	Vertical may exist within a sub-sector representing different domain areas or the client industries served by the industry.
OCCUPATION	Occupation is a set of job roles, which perform similar/related set of functions in an industry
FUNCTION	Function is an activity necessary for achieving the key purpose of the sector, occupation, or area of work, which can be carried out by a person or a group of persons. Functions are identified through functional analysis and form the basis of OS.
SUB-FUNCTIONS	Sub-functions are sub-activities essential to fulfill the achieving the objectives of the function.
JOB ROLE	Job role defines a unique set of functions that together form a unique employment opportunity in an organization.
OCCUPATIONAL STANDARDS (OS)	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the knowledge and understanding they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
PERFORMANCE CRITERIA	Performance Criteria are statements that together specify the standard of performance required when carrying out a task
NATIONAL OCCUPATIONAL STANDARDS (NOS)	NOS are Occupational Standards which apply uniquely in the Indian context.
QUALIFICATION PACK CODE	Qualifications Pack Code is a unique reference code that identifies a qualifications pack.
QUALIFICATION PACK	Qualifications Pack comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A Qualifications Pack is assigned a unique qualification pack code.
Unit Code	Unit Code is a unique identifier for an Occupational Standard, which is denoted by an 'N'.