

Model Curriculum



**Qualification Name: FILM COMPOSITOR
ASSISTANT**

Qualification Code:

Version: 2.0

NSQF Level: 4

Model Curriculum Version: 2.0

Submitted By

MSME TECHNOLOGY CENTRE

O/o DC MSME, Ministry of Micro, Small and Medium Enterprises

Govt. of India

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MSME TECHNOLOGY CENTRE



Course Name: FLIM COMPOSITOR ASSISTANT

Course Code: MSME/FCA

Course Outcomes:

Job Roles:

- Film Editor
- Visual Effects (VFX) Artist
- Motion Graphics Designer
- Composer
- Colourist
- Assistant Editor
- Post-production Coordinator
- Freelance Filmmaker

NOS/Module Name: Acquire proficiency in Computer Graphics

NOS/Module Code: MSME/FCA/01

NOS/Module Outcome:

- Understand the fundamentals of computer graphics.
- Install and navigate software for computer graphics.
- Create and manage documents, panels, and workspaces.
- Differentiate between file types, resolution, and colour modes.
- Make selections and perform basic compositing techniques.
- Use layers and masks effectively for editing.
- Apply cropping, transformations, and perspective warping.
- Adjust images using histograms and adjustment layers.
- Perform localized retouching and photo enhancements.
- Utilize typography, guides, and grids for design layouts.
- Manage libraries, save files, and export projects efficiently.

Theory Hours:30 Practical Hours: 30

Marks:50 Practical Total Marks:50

Theory Total

Unit No	Unit Name	Unit Outcome	Content (Chapter/Topics)	TR Hours	TR Marks	PR Hours	PR Marks
1	Introduction to Computer Graphics	<ul style="list-style-type: none"> ● Gain knowledge about Computer Graphics, Design Styles ● Gain Knowledge to install software's 	<ul style="list-style-type: none"> ● Basics of Computer Graphics ● Software's Installation 	3	5	3	5
2	Quick-Start Exercise	<ul style="list-style-type: none"> ● Understand workspace, document creation, and customization 	<ul style="list-style-type: none"> ● The Start Workspace ● Creating New Documents 	3	5	3	5

		<ul style="list-style-type: none"> Explore Mac and Windows differences and interface options 	<ul style="list-style-type: none"> Mac and Windows Differences Art boards Working with Panels Customize Panels Customize the Toolbar Keyboard Shortcuts and Menu Commands Using Workspaces Interface Shading Options Screen Modes Working with Multiple Documents Tab Preferences Document Navigation Preferences Dialog Box 				
3	Digital Imaging Concepts	<ul style="list-style-type: none"> Gain knowledge about file types, resolution, and colour modes Understand resizing, resampling, and print size considerations 	<ul style="list-style-type: none"> Understanding File Types Reviewing RAW Formats Bitmaps vs. Vectors Understanding Resolution Resize vs. Resample Images Print Size Colour Modes 	3	5	3	5
4	Making Selections and Basic Compositing	<ul style="list-style-type: none"> Master selection tools, feathering, copying, and scaling Explore quick selection, magic wand, and Select Subject <p>Learn about Select and Mask, quick mask mode, and saving selections</p>	<ul style="list-style-type: none"> Selection Tool Overview Practical Marquee Selection Feather a Selection Copy and Paste Scaling the Image Modifying Selections Quick Selection and Magic Wand Tools Select Subject Select and Mask Workspace Quick Mask Mode Colour Range Command Saving Selections 	3	5	3	5
5	Layers and Masks	<ul style="list-style-type: none"> Understand layer basics, selection, and panel options Explore layer groups, opacity, blend modes, and masks 	<ul style="list-style-type: none"> Undo and Redo Background Layer Opening Images to Layers Layer Basics Selecting Layers Layer Panel Options Locking Layers Distribute and Align Layers Layer Groups Layer Opacity Options 	3	5	3	5

			<ul style="list-style-type: none"> • Understanding Blend Modes • Layer Mask Basics • Gradient Layer Masks • Layer Styles • Flatten Layers 				
6	Crops, Transformations, and Warps	<ul style="list-style-type: none"> • Master crop tool, non-destructive crops, and canvas adjustments • Learn about perspective crop, straightening, and transformations 	<ul style="list-style-type: none"> • Using the Crop Tool • Non-destructive Crops • Crop to Add Canvas • Canvas Size Dialog Box • Perspective Crop Tool • Straighten an Image • Transform • Content-aware Scale • Puppet Warp • Perspective Warp 	3	5	3	5
7	Adjustments	<ul style="list-style-type: none"> • Understand adjustment layers, levels, curves, and colour adjustments 	<ul style="list-style-type: none"> • Reviewing the Histogram • Adjustment Layers • Levels Adjustment • Adjustment Layer Mask • Clipping to the Adjustment Layer • Curves Adjustment • Hue/Saturation Adjustment • Vibrance Adjustment • Photo Filter Adjustment • Remove a Colour Cast • Black and White Adjustment 	3	5	3	5
8	Localized Adjustments and Photo Retouching	<ul style="list-style-type: none"> • Explore toning tools, healing brushes, patching, and content-aware techniques 	<ul style="list-style-type: none"> • Toning Tools • Spot Healing Brush • Healing Brush • Patch Tool • Content-aware Fill • Content-aware Move • Eraser Tools • Sharpening an Image 	3	5	3	5
9	Type, Guides, and Grids	<ul style="list-style-type: none"> • Learn about type tools, guides, and grid systems for layout 	<ul style="list-style-type: none"> • Type Tool • Area Type Tool • Displaying Rulers • Using Guides • Add a Guide Layout • Smart Guides • Showing the Grid • Grid Preferences 	3	5	3	5

10	Libraries, Output, and Updates	<ul style="list-style-type: none"> Understand creative libraries, file saving, and quick export Learn about software updates and their significance 	<ul style="list-style-type: none"> Creative Libraries Shared Libraries Saving Files Quick Export 	3	5	3	5
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NOS/Module Name: Understanding Concepts of Video Editing

NOS/Module Code: MSME/FCA/02

NOS/Module Outcome:

- Understand the basics of video editing, colour theory, and editing software.
- Import and organize files, use important tools and shortcuts.
- Apply effects, transitions, and create split-screen and vertical-to-horizontal conversions.
- Master green screen techniques, add titles, and manipulate audio.
- Learn colour correction, grading, and advanced effects like chroma keying and parallax.
- Apply timecode stamps, manage cache data, and prevent software crashes.
- Access free stock videos and templates for editing projects.

Theory Hours: 30

Practical Hours: 120

Theory Total Marks:NA Practical Total Marks: 100

Unit No	Unit Name	Unit Outcome	Content (Chapter/Topics)	TR Hours	TR Marks	PR Hours	PR Marks
1	Introduction to Video Editing	<ul style="list-style-type: none"> Overview of video editing Basics of colour theory in video editing Introduction to editing software Understanding the user interface of editing software 	<ul style="list-style-type: none"> Overview Colour Theory Basics Basics of Editing Software Editing software User Interface 	10	-	40	40
2	Import and File Organize	<ul style="list-style-type: none"> Importing and organizing video files Creating a new sequence and adding clips to the timeline 	<ul style="list-style-type: none"> Import and File Organize New Sequence and Add Clips to Timeline 	10	-	40	30

		<ul style="list-style-type: none"> ● Important tools and shortcuts in editing software ● Exploring the toolbar and its functions ● Adjusting and animating clip dimensions ● Using blend modes for creative effects ● Exporting screenshots from video footage ● Creating a split-screen side-by-side video effect ● Converting vertical video to horizontal ● Using common blur effects creatively ● Creating fade-to-black transitions ● Flipping videos horizontally or vertically ● Introduction to basic 3D techniques in video editing 	<ul style="list-style-type: none"> ● IMPORTANT Tools & Shortcuts in Editing Software ● Tool Bar ● Adjust/Animate Clip Dimensions ● How To Use Blend Modes ● Export SCREENSHOTS ● How to create Split Screen Side by Side Video Effect ● Convert Vertical video to Horizontal ● 3 Ways to Use a Common Blur Effect ● How to Fade to Black ● Flip Your Videos ● Basic 3D 				
3	Compositing & Video Editing	<ul style="list-style-type: none"> ● How to use green screen (chromakey) for video compositing ● Adding basic titles and templates to your videos ● Installing and using fonts in editing software ● Saving and using custom text animation presets 	<ul style="list-style-type: none"> ● HOW TO Green Screen (Chromakey) ● Basic Titles and Templates ● How To Install Fonts into Editing Software ● How to Save and Use CUSTOM TEXT Animation Pre-sets ● Create Simple Animated Titles 	10	-	40	30

	<ul style="list-style-type: none"> ● Creating simple animated titles ● Wiping or revealing title text with video interaction ● Creating inverted text effects ● Separating audio from video for editing purposes ● Removing background noise from audio recordings ● Instantly syncing video clips and music ● Using auto ducking for audio balancing ● Changing the pitch of audio clips ● Creating phone call voice effects ● Making audio sound distant and muffled ● Exporting videos in HD quality ● Best export settings for YouTube ● Using keyframes for animation in video editing ● Improving videos using keyframes ● Adjusting volume using keyframes ● Creating a crop opening transition effect ● Exploring default transitions and creating custom transitions 	<ul style="list-style-type: none"> ● Wipe or Reveal Title Text with Video Interaction ● Inverted Text Effect ● separate audio from video ● Remove Background Noise ● INSTANTLY SYNC Video Clips and Music ● How To Use the Auto Ducking ● Audio Pitch Changer ● How to do Phone Call Voice Effect ● Make Audio Sound Distant and Muffled ● How to Export HD Video ● Best EXPORT Settings for YOUTUBE ● Key Frames Animation ● Use Key Frames to IMPROVE Your Videos ● Adjust Volume using Key frames ● Crop Opening Transition Effect ● Default Transitions ● Create Custom Transitions ● Use Plugin Transitions ● Before and After Wipe Slide Transition ● Flicker Transition Effect 				
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	<ul style="list-style-type: none"> ● Using plugin transitions for unique effects ● Before and after wipe slide transition ● Adding flicker transition effects ● Applying the easiest luma fade transition ● Understanding the difference between color correction and color grading ● How to perform color correction in video editing ● How to perform color grading in video editing ● Color grading multiple clips at once using adjustment layers ● Inverting colors in video footage ● Creating the “Harry Potter’s invisibility cloak” effect ● Adding the parallax universe effect to videos ● Automatic mask tracking for object tracking ● Creating a VHS VCR camcorder video look ● Cloning yourself in video footage ● Freezing frames in video for dramatic effect ● Creating fast-forward effects and reverse clip 	<ul style="list-style-type: none"> ● EASIEST Luma Fade Transition ● The Difference Between Colour Correction and Colour Grading ● How To Colour Correct ● How to Colour Grade ● Colour Grade MULTIPLE Clips AT ONCE Using Adjustment Layers ● How to Invert Colours ● Harry Potter’s Invisibility Cloak ● Parallax Universe Effect ● Automatic Mask Tracking ● How to create a VHS VCR Camcorder Video Look ● How to Clone Yourself ● A Simple Way to FREEZE FRAME Your Video ● Fast Forward Effect (How to Speed Up Footage in Bursts) ● How to Reverse Clip Speed + Vinyl Scratch Effect ● ECHO EFFECTS ● Morph Cut Glitch Transition Effect ● FISH EYE EFFECT ● Stop Editing Software from Crashing 				
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		<p>speed with a vinyl scratch effect</p> <ul style="list-style-type: none">● Applying echo effects to audio● Creating morph cut glitch transition effects● Fish-eye effect in video editing● Tips to prevent editing software from crashing● Clearing cache data in editing software● Adding a timecode stamp or timer to video footage● Creating L-cuts and J-cuts for seamless transitions● Highlighting elements in your video● Utilizing free stock videos and templates in your projects	<ul style="list-style-type: none">● How To Delete Cache Data in Editing Software● How to add a Timecode Stamp or Timer to your footage● How to make L-cuts and J-cuts● Highlight Things in Your Video● Free Stock Videos and Free Templates				
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NOS/Module Name: Acquire Motion Graphics Knowledge

NOS/Module Code: MSME/FCA/03

NOS/Module Outcome:

- Understand the basics of motion graphics and their application.
- Set up and customize projects in motion graphics software.
- Import and manage media files in a motion graphics project.
- Create compositions and arrange content in the timeline.
- Apply keyframing techniques to animate objects and properties.
- Explore different interpolation methods for smooth animation transitions.
- Utilize motion sketching for creating dynamic animations.
- Create and customize text layers for effective typography in motion graphics.
- Use shape layers to create and animate graphical elements.



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- Understand the concept of masks and apply them to shape layers.
- Export compositions for final output.
- Apply motion blur effects for realistic animation results.
- Explore text animation presets and their application.
- Understand the importance of previewing and adjusting animations.
- Learn how to send compositions to an encoder for rendering.

Theory Hours: 30

Practical Hours: 120

Theory Total Marks:NA Practical Total Marks: 100

Unit No	Unit Name	Unit Outcome	Content (Chapter/Topics)	TR Hours	TR Marks	PR Hours	PR Marks
1	Introduction	<ul style="list-style-type: none">● Introduction to motion graphics● Tips and tricks to follow in motion graphics	<ul style="list-style-type: none">● Introduction to Motion Graphics● Tips & Tricks to follow	10	-	40	40
2	Basics of Motion Graphics	<ul style="list-style-type: none">● Introduction to the basics of motion graphics● Accessing project exercise files● Creating a project● Understanding the interface of motion graphics software● Customizing the workspace● Importance of info and preview panels● Understanding projects and project management● Creating a new project● Setting up auto-save	<ul style="list-style-type: none">● Introduction● Project Exercise Files● Creating Project● Understand Interface● Customise Workspace● Importance of Info and Preview Panels● Understanding Projects● Create a New Project● Set up Auto Save● Import Images	10	-	40	30

		<ul style="list-style-type: none"> ● Importing images for use in motion graphics 					
3	Motion Graphics	<ul style="list-style-type: none"> ● Creating a new composition for motion graphics ● Overview of the project panel ● Adding content to the timeline ● Timeline panel overview ● Arranging and scaling content in the composition ● Adjusting the duration of content in the timeline ● Aligning layers and using maximize mode ● Preparing for animation in motion graphics ● Basics of keyframing and creating animations ● Managing keyframes in the timeline ● Keyframe interpolation for smooth animations ● Roving keyframes for dynamic motion ● Easing animations for natural movement ● Animation project - EV Awareness 	<ul style="list-style-type: none"> ● Create a New Composition ● Project Panel Overview ● Add Content to the Timeline ● Timeline Panel Overview ● Arranging and Scaling the Content ● Adjusting Duration of Content ● Aligning and Maximize Mode ● Preparing for Animating ● Basics of Keyframing and Animations ● Managing Keyframes ● Keyframe Interpolation ● Roving Keyframes ● Easing Your Animations ● Animation Project - EV Awareness ● Realistic Motion Blur ● Animating using Motion Sketch ● Motion Sketch Smoothing ● Orient Object to the Path ● Creating Auto-Width and Fixed-Width Text Layers ● Customising Text Layers 	10	-	40	30

		<ul style="list-style-type: none"> ● Applying realistic motion blur to animations ● Animating using motion sketch ● Smoothing motion sketches ● Orienting objects to a path ● Creating auto-width and fixed-width text layers ● Customizing text layers in motion graphics ● Using text animation presets ● Previewing text animation presets ● Creating and editing shape layers ● Modifying anchor points for shape layers ● Creating masks with shape layers ● Editing and animating shape masks ● Exporting your motion graphics composition ● Sending your composition to an encoder for final output 	<ul style="list-style-type: none"> ● Text Animation Pre-sets ● How to Preview Text Animation Pre-sets ● Creating and Editing Shape Layers ● Modifying Anchor Point for Shape Layers ● Creating Masks with Shapes ● Editing and Animating Shapes Masks ● Exporting Your Composition ● Sending Your Composition to Encoder 				
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NOS/Module Name: Proficiency in Compositing

NOS/Module Code: MSME/FCA/04



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NOS/Module Outcome:

- Understand the principles and concepts of compositing.
- Familiarize with the compositing software interface.
- Create basic composites by combining elements.
- Apply effects and animation presets to enhance composites.
- Manage compositions and the timeline for efficient organization.
- Master timing through keyframes and the graph editor.
- Utilize layers, adjustment layers, and blending modes for creative compositing.
- Work with masks, transparency, and track mattes for precise selection and compositing.
- Apply paint and cloning techniques for retouching and cleanup.
- Understand the concept of pre-composition and its application.
- Gain proficiency in transformations for precise positioning and scaling of elements.
- Learn rotoscoping techniques for element isolation.
- Utilize track mattes for complex compositing tasks.
- Understand the process of rendering and alternative output options.
- Work with multiple compositions and projects simultaneously.

Theory Hours: 30

Practical Hours: 30

Theory Total Marks:NA Practical Total Marks: 100

Unit No	Unit Name	Unit Outcome	Contents (Chapters/ Topics)	TR Hours	TR Marks	PR Hours	PR Marks
1	Compositing	<ul style="list-style-type: none"> ● Introduction to compositing and understanding its role in visual effects ● Exploring the compositing interface ● Creating a basic composite ● Setting up the correct project settings ● Utilizing the interface effectively 	<ul style="list-style-type: none"> ● Introduction to Compositing & Understand ● Interface ● A basic composite ● Get settings right ● Using Interface like a Pro ● Effects ● Plugins and Animation pre-sets 	30	-	30	100

	<ul style="list-style-type: none"> ● Understanding effects and their usage in compositing ● Working with plugins and animation presets ● Output options: Rendering and alternative methods ● Logical assembly of shots in compositing ● Importing footage and creating compositions ● Managing compositions and organizing the timeline ● Keyframes and timing in compositing ● Working with the graph editor to refine animations ● Building relationships between elements in animation ● Applying motion blur to enhance realism ● Timing and re-timing of footage in compositing ● Working with key frames to create dynamic animations ● Working with layers, adjustment layers, and combining them effectively ● Utilizing edge-on camera techniques for seamless integration ● Controlling transparency and opacity in compositing 	<ul style="list-style-type: none"> ● Output: Render and alternatives ● Assembly any shot Logically ● Importing Footage & Creating Composition ● Managing Compositions & Managing Timeline ● Timing: keyframes and the graph editor ● Animation: It's all about Relationships ● Motion Blur ● Timing & retiming ● Keyframes ● Graph Editor ● Layers, Adjustment Layer, how to combine layers ● Edge on camera ● Transparency ● Mask options and variable mask feather ● Animated masks ● Blending modes ● Selection with track mattes ● Paint and Cloning ● Pre-Composition ● Transformation ● Rotoscope ● Track Mates ● Work with multiple comps and projects. 				
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	<ul style="list-style-type: none">● Masking options and variable mask feathering● Animating masks for precise control● Exploring blending modes for creative effects● Creating selections using track mattes● Using paint and cloning tools for clean-up and enhancements● Pre-composition techniques for complex projects● Transformation of elements in compositing● Rotoscoping techniques for fine detail work● Working with track mattes for advanced compositing● Managing multiple compositions and projects					
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COURSES / MODULE TEMPLATE

NOS / Module: Employability Skill

NOS / Module Code: MSME/ES/01

**THEORY HOURS: 30 PRACTICAL HOURS: -00 THEORY MARKS:
100 PRACTICAL MARKS: -**

Refer Standard Curriculum developed by NCVET.

(https://nqr.gov.in/downloads/pdfs/30-hours_MC_Employability_Skills.pdf)