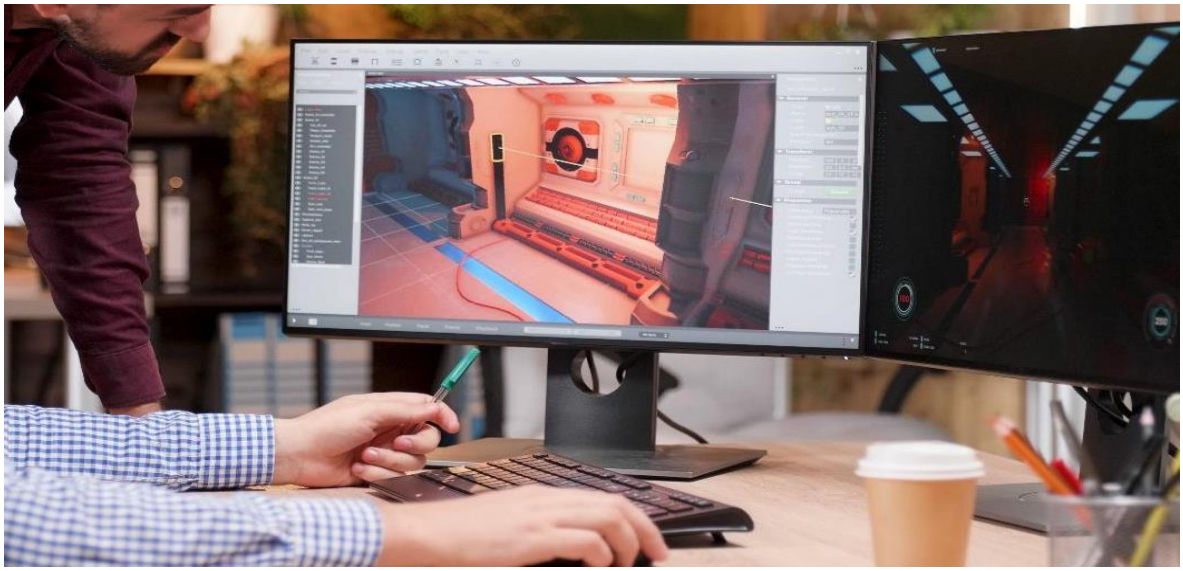
सूक्ष्म, लघु एवं मध्यम उद्यम मंत्रालय
DEVELOPMENT COMMISSIONER
MINISTRY OF MICRO, SMALL & MEDIUM ENTERPRISES
MSME TECHNOLOGY CENTRE

Model Curriculum



Qualification Name: VFX Associate

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

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NOS / MODULE TEMPLATE

NOS/Module Name: Understand and Create Computer Graphics

NOS/Module Code: MSME/VFXA/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 Theory Marks: 100 Practical Marks: 100

Unit No	Unit Name	Unit Outcome	Content (Chapter/Topics)	PR Hours	TH Hours	PR Marks	Th Marks
1	Introduction to Computer Graphics	• Gain knowledge about Computer Graphics, Design Styles • Gain Knowledge to install software's	• Basics of Computer Graphics • Software's Installation	3	3	5	5
2	Quick-Start Exercise	• Understand workspace, document creation, and customization • Explore Mac and Windows differences and interface options	• The Start Workspace • Creating New Documents • 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	3	5	5
3	Digital Imaging Concepts	• Gain knowledge about file types, resolution, and colour modes • Understand resizing, resampling, and print size considerations	• Understanding File Types • Reviewing RAW Formats • Bitmaps vs. Vectors • Understanding Resolution • Resize vs. Resample Images • Print Size • Colour Modes	3	3	5	5
4	Making Selections and	• Master selection tools, feathering, copying, and scaling	• Selection Tool Overview	3	3	5	5

	Basic Compositing	• Explore quick selection, magic wand, and Select Subject Learn about Select and Mask, quick mask mode, and saving selections	• 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				
5	Layers and Masks	• Understand layer basics, selection, and panel options • Explore layer groups, opacity, blend modes, and masks	• 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 • Understanding Blend Modes • Layer Mask Basics • Gradient Layer Masks • Layer Styles • Flatten Layers	4	4	5	5
6	Crops, Transformations, and Warps	• Master crop tool, non-destructive crops, and canvas adjustments • Learn about perspective crop, straightening, and transformations	• 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	4	4	5	5
7	Adjustments	• Understand adjustment layers, levels, curves, and colour adjustments	• 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	4	4	5	5

8	Localized Adjustments and Photo Retouching	• Explore toning tools, healing brushes, patching, and content-aware techniques	• Toning Tools • Spot Healing Brush • Healing Brush • Patch Tool • Content-aware Fill • Content-aware Move • Eraser Tools • Sharpening an Image	3	3	5	5
9	Type, Guides, and Grids	• Learn about type tools, guides, and grid systems for layout	• Type Tool • Area Type Tool • Displaying Rulers • Using Guides • Add a Guide Layout • Smart Guides • Showing the Grid • Grid Preferences	2	2	5	5
10	Libraries, Output, and Updates	• Understand creative libraries, file saving, and quick export • Learn about software updates and their significance	• Creative Libraries • Shared Libraries • Saving Files • Quick Export	1	1	5	5

NOS / MODULE TEMPLATE

NOS/Module Name:Attain knowledge to create 3D Model, Texture and Light

NOS/Module Code: MSME/VFXA/02

NOS/Module Outcome:

- Understand the basics of 3D modelling and differentiate between 2D and 3D.
- Navigate and customize the 3D user interface, including viewports and navigation controls.
- Select, manipulate, and transform objects in a 3D scene.
- Organize and manage the elements of a 3D scene using hierarchies, groups, and layers.
- Create polygonal models using primitives, selection techniques, and modelling tools.
- Model polygonal meshes with references, extrusion, edge loops, symmetry, and other techniques.
- Refine polygon meshes using subdivision surfaces, creasing, smoothing, and deformations.
- Sculpt meshes using brush-based sculpting tools.
- Employ NURBS modelling techniques, including primitives, curves, revolve, loft, and extrude.
- Refine NURBS meshes using Isopar's, curves, trimming, and conversion to polygons.
- Explore advanced modelling tools and alternative plug-ins for specialized modelling tasks.
- Learn hard surface modelling techniques for creating cars and trucks.
- Master organic modelling for characters, bipeds, and quadrupeds.
- Unwrap UVs using the UV editor and apply UV mapping to complex geometry.
- Practice unwrapping UVs for organic models of bipeds and quadrupeds.

- Understand the concepts of rendering and shaders in 3D graphics.
- Explore different types of materials, textures, and shaders.
- Learn to create and manipulate materials using shading networks and hyper shade.
- Apply bump mapping and displacement to enhance surface details.
- Gain proficiency in rendering using Mental Ray and Arnold rendering engines.
- Develop skills in laying out UVs and applying materials and textures to 3D objects.
- Master texturing techniques for organic models, including facial and clothing textures.
- Apply textures to inorganic models for realistic surface effects.
- Understand lighting principles and control light colour, intensity, and shadows.
- Adjust render settings and optimize the quality of the final rendered images.
- Learn basic rendering techniques such as depth of field and motion blur.
- Explore advanced rendering techniques like ray tracing, global illumination, and image-based lighting.
- Gain proficiency in using third-party renderers, specifically Arnold.
- Understand different 3D light types and their real-world counterparts.
- Create and place lights in 3D scenes to achieve desired lighting effects.
- Manipulate light attributes and optimize lighting using Arnold render view.

Theory Hours: 30 Practical Hours: 150 Theory Marks: - NA Practical Marks: 100

Unit No	Unit Name	Unit Outcome	Content (Chapter/Topics)	PR Hours	TH Hours	PR Marks
1	Introduction to 3D	• Overview of 3D modelling, texturing, and lighting • Understanding the importance and applications of 3D graphics • Comparison between 2D and 3D graphics	• Overview of 3D modelling, texturing, and lighting • Understanding the importance and applications of 3D graphics • Comparison between 2D and 3D graphics	5	3	10
2	3D User Interface	• Introduction to the interface of 3D software • Navigating viewports and customizing the workspace • Understanding and using essential tools and features	• Introduction to the interface of 3D software • Navigating viewports and customizing the workspace • Understanding and using essential tools and features	5	3	10
3	Select and Manipulate Objects	• Techniques for object selection • Transforming objects (move, rotate, scale) • Duplicating, cutting, copying, and pasting objects • Introduction to the Channel Box and Attribute Editor	• Object selection techniques • Transforming objects (move, rotate, scale) • Duplicating, cutting, copying, and pasting objects • Introduction to the Channel Box and Attribute Editor	5	3	10
4	Organize 3D Scene	• Managing objects in the scene using the Outliner • Creating hierarchies and groups • Working with layers and selection masks	• Managing objects in the scene using the Outliner • Creating hierarchies and groups • Working with layers and selection masks	5	3	10

5	Create Polygonal Models	• Modelling using polygon primitives • Selecting polygons and using soft selection • Combining and separating polygon objects • Introduction to Booleans for complex shapes	• Modelling using polygon primitives • Selecting polygons and using soft selection • Combining and separating polygon objects • Introduction to Booleans for complex shapes	20	3	6
6	Laying out UVs	• Understanding UV mapping and projections • Mapping UVs on different geometry types • Approaching UVs for complex geometry	• Understanding UV mapping and projections • Mapping UVs on different geometry types • Approaching UVs for complex geometry	15	3	10
7	Apply Materials and Textures	• Introduction to materials, shaders, and textures • Assigning materials to objects • Basic UV mapping techniques • Applying textures using UV projections and the UV editor	• Introduction to materials, shaders, and textures • Assigning materials to objects • Basic UV mapping techniques • Applying textures using UV projections and the UV editor	25	3	10
8	Lighting and Rendering	• Understanding different light types and their properties • Adjusting light colour, intensity, and shadows • Configuring render settings and output options • Rendering the final sequence	• Understanding different light types and their properties • Adjusting light colour, intensity, and shadows • Configuring render settings and output options • Rendering the final sequence	30	3	10
9	Refine 3D Models	• Advanced modelling techniques (edge loops, bevelling, symmetry) • Sculpting organic models • Refining NURBS and polygonal meshes • Using advanced modelling tools and plugins	• Advanced modelling techniques (edge loops, bevelling, symmetry) • Sculpting organic models • Refining NURBS and polygonal meshes • Using advanced modelling tools and plugins •	20	2	8
10	Advanced Texturing and Lighting	• Texturing organic and inorganic models • Applying advanced materials and shaders • Implementing lighting techniques for realistic effects • Exploring third-party renderers and their features	• Texturing organic and inorganic models • Applying advanced materials and shaders • Implementing lighting techniques for realistic effects • Exploring third-party renderers and their features	10	2	8
11	Review and Project	• Review of key concepts and techniques covered in the course • Completing a 3D modelling, texturing, and lighting project • Demonstration and presentation of the project	• Review of key concepts and techniques covered in the course • Completing a 3D modelling, texturing, and lighting project • Demonstration and presentation of the project	10	2	8

NOS / MODULE TEMPLATE

NOS/Module Name: Gain Knowledge to Animate a 3D Character and Apply FX

NOS/Module Code: MSME/VFXA/03

NOS/Module Outcome:

- Familiarize with the animation interface and its key components, including the graph editor, dope sheet, and motion path.
- Set and manipulate keys to create keyframe animations.
- Utilize animation tools such as animation controls and motion paths to create dynamic animations.
- Add secondary motion and effects to enhance the realism of animations.
- Understand principles of animation, including timing, weight, and secondary motion.
- Explore advanced animation tools like the Trax editor, graph editor, and camera sequencer.
- Master techniques for animating bouncing balls, walk cycles, run cycles, jumps, and flight sequences.
- Blend multiple animations using the Trax editor for seamless transitions.
- Create complex animation scenes, such as acrobatic fight scenes and dialogue interactions.
- Animate facial expressions, including eyes, eyebrows, and lip syncing.
- Apply animation techniques for special effects, like paper folding and time warps.
- Animate swinging characters and create dynamic and expressive movements.
- Gain insights and tips for effective animation practices and workflows.
- Set up emitters and understand the rules of working with dynamics in 3D.
- Manipulate common particle attributes, animate emitters, and control particle speed and emission.
- Change particle types, set up particle shading, and finalize particle shading effects.
- Cache simulation data for efficient playback and rendering.
- Learn the basics of nParticles and use the interface for nParticles.
- Utilize fields and forces, passive colliders, and various types of emitters.
- Emit particles from objects, curves, and surfaces.
- Work with point particles, including animation, rendering, and collision events.
- Explore ball particles and use widgets, mass and collision layers, constraints, and particle instancing.
- Work with cloud particles, adjust colour and opacity, use goals and scripting techniques.
- Create liquid water particles, simulate filling objects, and handle object interactions.
- Create an energy blast effect using nParticles, including painting emission rate maps and animating fields.
- Finalize the energy blast effect by adjusting curves, emitting particles from particles, and assembling passes.
- Set up rendering in Arnold, fine-tune render settings, and produce final renders.

Theory Hours: 30 Practical Hours: 90 OJT: 60 Practical Marks: 100 Theory Marks: NA

Unit No	Unit Name	Unit Outcome	Content (Chapter/Topics)	PR Hours	TH Hours	PR Marks

1	Animation Basics	• Introduction to the animation interface and keyframe animation • Working with animation editors like the Graph Editor and Dope Sheet • Creating motion paths and using animation tools • Play blasting animations and adding sound for enhanced presentation	• Introduction to the animation interface and keyframe animation • Working with animation editors such as the Graph Editor and Dope Sheet • Creating motion paths and using animation tools • Play blasting animations and adding sound for enhanced presentation	5	5	10
2	Animation Tools	• Exploring the animation interface and keyframe animation • Utilizing animation editors such as the Graph Editor and Dope Sheet • Creating motion paths and utilizing animation tools • Play blasting animations and enhancing them with sound	• Introduction to the animation interface and keyframe animation • Working with animation editors such as the Graph Editor and Dope Sheet • Creating motion paths and using animation tools • Play blasting animations and adding sound for enhanced presentation	10	5	15
3	3D Animation	• Introduction to the animation interface and keyframe animation in a 3D environment • Working with animation editors like the Graph Editor and Dope Sheet • Creating motion paths and using animation tools specific to 3D animation • Play blasting animations and incorporating sound for a complete presentation	• Introduction to the animation interface and keyframe animation • Working with animation editors such as the Graph Editor and Dope Sheet • Creating motion paths and using animation tools • Play blasting animations and adding sound for enhanced presentation	20	5	15
4	3D Dynamics	• Introduction to the animation interface and keyframe animation with a focus on dynamics • Working with animation editors like the Graph Editor and Dope Sheet • Creating motion paths and utilizing animation tools for dynamic simulations • Play blasting animations and enhancing them with sound	• Introduction to the animation interface and keyframe animation • Working with animation editors such as the Graph Editor and Dope Sheet • Creating motion paths and using animation tools • Play blasting animations and adding sound for enhanced presentation	30	5	15
5	nDynamics	• Introduction to nParticles and their interface for dynamic simulations • Working with the nParticle tool and the Nucleus node • Using fields and forces to affect particle behaviour in simulations • Utilizing passive colliders for particle interactions • Emitting particles from objects and curves • Creating nParticles caches for optimized playback	• Introduction to nParticles and their interface • Working with the nParticle tool and the Nucleus node • Using fields and forces to affect particle behaviour • Utilizing passive colliders for particle interactions • Emitting particles from objects and curves • Creating nParticles caches for optimized playback	30	4	15

6	Working with Particle Types	• Understanding different particle types such as point, ball, cloud, and liquid particles • Exploring render types and engines specific to different particle types • Animating particles using fields and forces • Rendering point particles with different renderers (hardware, Arnold) • Working with widgets, mass and collision layers, and constraints for ball particles • Creating meshes from particles and utilizing particle instancing • Manipulating colour, opacity, and incandescence for cloud particles • Scripting particle behaviour using goals and painting emission rates	• Understanding the basics of point, ball, cloud, and liquid particles • Exploring render types and engines for different particle types • Animating particles using fields and forces • Rendering point particles with different renderers (hardware, Arnold) • Working with widgets, mass and collision layers, and constraints for ball particles • Creating meshes from particles and utilizing particle instancing • Manipulating colour, opacity, and incandescence for cloud particles • Scripting particle behaviour using goals and painting emission rates	25	3	15
7	Creating Special Effects	• Creating an energy blast effect using nParticles • Analysing assets and planning the effect • Painting emission rate maps and animating fields for the energy blast • Using volume axis fields and curves for turbulence and control • Finalizing energy blast effects with secondary passes • Rendering and fine-tuning settings for the final effect	• Creating an energy blast effect using nParticles • Analysing assets and planning the effect • Painting emission rate maps and animating fields for energy blast • Using volume axis fields and curves for turbulence and control • Finalizing energy blast effects with secondary passes • Rendering and fine-tuning settings for the final effect	30	3	15

NOS / MODULE TEMPLATE

NOS/Module Name: Basic Understanding of Video Editing & Compositing

NOS/Module Code: MSME/VFXA/04

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: 90 Theory Marks: - NA Practical Marks: 100

Unit No	Unit Name	Unit Outcome	Content (Chapter/Topics)	PR Hours	TH Hours	PR Marks
1	Introduction to Video Editing	● Overview of video editing ● Basics of colour theory ● Introduction to editing software ● Understanding the user interface of editing software	● Overview ● Colour Theory Basics ● Basics of Editing Software ● Editing software User Interface	5	10	20
2	Import and File Organize	● Importing and organizing files ● Creating a new sequence and adding clips to the timeline ● Essential tools and shortcuts in editing software ● Working with the toolbar ● Adjusting and animating clip dimensions ● Using blend modes for creative effects ● Exporting screenshots ● Creating split-screen side-by-side video effect ● Converting vertical video to horizontal ● Applying common blur effects ● Fading to black ● Flipping videos ● Introduction to basic 3D effects	● Import and File Organize ● New Sequence and Add Clips to Timeline ● 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	10	10	30
3	Compositing & Video Editing	● Green screen (chroma key) technique ● Basic titles and templates ● Installing fonts into editing software ● Saving and using custom text animation presets ● Creating simple animated titles ● Wiping or revealing title text with video interaction ● Creating inverted text effects ● Separating audio from video ● Removing background noise ● Syncing video clips and music instantly ● Using auto ducking for audio adjustment ● Changing audio pitch ● Creating phone call voice effects ● Making audio sound distant and muffled ● Exporting HD video ● Best export settings for YouTube ● Keyframes animation and improving videos ● Adjusting volume using keyframes	● 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 ● 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	75	10	40

		• Creating crop opening transition effect • Using default, custom, and plugin transitions • Before and after wipe slide transition • Flicker transition effect • Easiest luma fade transition • Difference between colour correction and colour grading • Colour correction techniques • Colour grading techniques • Colour grading multiple clips using adjustment layers • Inverting colours • Creating Harry Potter's invisibility cloak effect • Parallax universe effect • Automatic mask tracking • Creating a VHS VCR camcorder video look • Cloning yourself in videos • Freezing frames • Fast forward effect for speeding up footage in bursts • Reversing clip speed and adding vinyl scratch effect • Applying echo effects • Morph cut glitch transition effect • Fish eye effect • Preventing editing software crashes • Deleting cache data in editing software • Adding a timecode stamp or timer to footage • Creating L-cuts and J-cuts • Highlighting things in your video • Utilizing free stock videos and templates	• Default Transitions • Create Custom Transitions • Use Plugin Transitions • Before and After Wipe Slide Transition • Flicker Transition Effect • 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 • 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			

NOS / MODULE TEMPLATE

NOS/Module Name: Understanding to use 3D Models in VR Environment

NOS/Module Code: MSME/VFXA/05

NOS/Module Outcome:

- Compare and contrast VR with traditional media and understand its unique capabilities.
- Identify and address motion sickness concerns in VR applications.
- Implement various locomotion techniques to enhance user movement in VR environments.

- Optimize performance to meet the high demands of VR applications.
- Differentiate between geometry and normal maps and apply them effectively in VR graphics.
- Plan and design engaging VR museum experiences.
- Configure custom VR game modes and create immersive gameplay scenarios.
- Develop custom VR characters and seamlessly integrate them into VR environments.
- Utilize character possession and object attachment to enhance user interactions in VR.
- Construct gaze overlap blueprints to enhance user interaction with VR characters.
- Implement collision volumes for realistic physics and object interactions in VR.
- Establish communication between pawns and level blueprints in VR environments.
- Implement teleportation mechanics for seamless movement in VR.
- Create visual indicators and effects to enhance user experience in VR.
- Employ matinee events to control teleportation and create immersive storytelling in VR.

Theory Hours: 30 Practical Hours: 60 Theory Marks: - NA Practical Marks: 100

Unit No	Unit Name	Unit Outcome	Content (Chapter/Topics)	PR Hours	TH Hours	PR Marks
1	Mastering Virtual Reality: From Basics to Advanced Techniques	• Comparing VR with traditional media • Addressing motion sickness in VR experiences • Exploring locomotion techniques in VR • Optimizing performance for VR applications • Understanding geometry and normal maps in VR graphics • Planning a VR museum experience • Creating and setting up custom VR game modes • Designing and implementing custom VR characters • Incorporating VR characters into level design • Utilizing character possession in VR interactions • Attaching objects to the VR camera for enhanced immersion • Building gaze overlap blueprints for VR characters • Using collision volumes in VR environments • Communicating between pawns and level blueprints in VR • Implementing teleportation techniques for location-based movement in VR	• Setting Introduction to VR: A comparison with traditional media • Overcoming motion sickness in VR experiences • Exploring locomotion techniques in VR • Optimizing performance for VR applications • Understanding geometry and normal maps in VR graphics • Planning a VR museum experience • Creating and setting up custom VR game modes • Designing and implementing custom VR characters • Incorporating VR characters into your level design • Utilizing character possession in VR interactions • Attaching objects to the VR camera for enhanced immersion • Building gaze overlap blueprints for VR characters • Using collision volumes in VR environments • Communicating between pawns and level blueprints in VR • Teleportation techniques in VR: Location-based movement	30	30	100

NOS / MODULE TEMPLATE

NOS /Module: Employability Skills

NOS /Module Code: MSME/ES/01

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

Refer Standard Curriculum developed by NCVET. (30-hours-MC-Employability-Skills)