



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

MSME TECHNOLOGY CENTRE



Skill India
कौशल भारत - कुशल भारत

[Please refer Guidelines for STT/LTT/Apprenticeship/OEM Qualification File](#)

QUALIFICATION FILE

VFX ASSOCIATE

Short Term Training (STT) Long Term Training (LTT) Apprenticeship

Upskilling Dual/Flexi Qualification For To T For To A

General Multi-skill (MS) Cross Sectoral (CS) Future Skills OEM

NCrF/NSQF Level: 4

Submitted By:

MSME TECHNOLOGY CENTRE

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

Govt. of India

A-Wing, 7th Floor, Nirman Bhawan, Maulana Azad Road

New Delhi-110108

Contact No. +91-674-2654700

Email-msmetcab@gmail.com

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Section 1: Basic Details

1.	Qualification Name	VFX ASSOCIATE		
2.	Sector/s	Media & Entertainment		
3.	Type of Qualification: <input type="checkbox"/> New <input checked="" type="checkbox"/> Revised <input type="checkbox"/> Has Electives/Options <input type="checkbox"/> OEM	NQR Code & version of existing/previous qualification: <i>(change to previous, once approved)</i> MSME/ANI/05	Qualification Name of existing/previous version: 3D Animation & Special Effects	
4.	a. OEM Name b. Qualification Name <i>(Wherever applicable)</i>	NA VFX ASSOCIATE		
5.	National Qualification Register (NQR) Code & Version <i>(Will be issued after NSQC approval)</i>	MSME/VFXA QG-04-ME-02419-2024-V1-MSME	6. NCrf/NSQF Level: 4	
7.	Award (Certificate/Diploma/Advance Diploma/Any Other) <i>(Wherever applicable specify multiple entry/exits also & provide details in annexure)</i>	Certificate		
8.	Brief Description of the Qualification	<p>A VFX Associate course is designed to provide learners with a comprehensive understanding and practical skills in the field of computer-generated imagery (CGI) and visual effects. This course combines artistic creativity with technical expertise to teach Learners:</p> <ul style="list-style-type: none"> ● How to create stunning and realistic 3D animations and visual effects for various mediums such as films, television shows, video games, Virtual Reality (VR) and advertisements. ● Learners who attain this qualification can perform 3D animation, Character animation, Game Creation, Visualization in VR, and Special Effects in Film, Tv Shows etc. ● Qualified learners are competent to get an employment in Media and Entertainment sector as per the requirement of MSMEs ● Qualified learners will become an entrepreneur. 		

<p>9. Eligibility Criteria for Entry for Student/Trainee/Learner/Employee</p>	<p>a. Entry Qualification & Relevant Experience:</p> <table border="1" data-bbox="696 204 2166 515"> <thead> <tr> <th>S. No.</th> <th>Academic/Skill Qualification (with Specialization - if applicable)</th> <th>Required Experience (with Specialization applicable)</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>12th grade pass</td> <td rowspan="3">No Experience Required</td> </tr> <tr> <td>2</td> <td>Completed 2nd year of 3-year diploma (after 10th)</td> </tr> <tr> <td>3</td> <td>11th Grade Pass and pursuing continuous schooling</td> </tr> <tr> <td>4</td> <td>Previous relevant Qualification of NSQF Level 3</td> <td>3-year relevant experience</td> </tr> </tbody> </table> <p>b. Age:</p>						S. No.	Academic/Skill Qualification (with Specialization - if applicable)	Required Experience (with Specialization applicable)	1	12th grade pass	No Experience Required	2	Completed 2nd year of 3-year diploma (after 10th)	3	11th Grade Pass and pursuing continuous schooling	4	Previous relevant Qualification of NSQF Level 3	3-year relevant experience										
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4	Previous relevant Qualification of NSQF Level 3	3-year relevant experience																											
<p>10 Credits Assigned to this Qualification, Subject to Assessment (as per National Credit Framework (NCrF))</p>	<p>20</p>	<p>11. Common Cost Norm Category (I/II/III) (wherever applicable): I</p>																											
<p>12 Any Licensing requirements for Undertaking Training on This Qualification (wherever applicable)</p>	<p>NA</p>																												
<p>13 Training Duration by Modes of Training Delivery (Specify Total Duration as per selected training delivery modes and as per requirement of the qualification)</p>	<p><input type="checkbox"/>Offline <input type="checkbox"/>Online <input checked="" type="checkbox"/>Blended</p> <table border="1" data-bbox="696 863 2166 1074"> <thead> <tr> <th>Training Delivery Modes</th> <th>Theory (Hours)</th> <th>Practical (Hours)</th> <th>OJT Mandatory (Hours)</th> <th>OJT Recommended (Hours)</th> <th>Total (Hours)</th> </tr> </thead> <tbody> <tr> <td>Classroom (offline)</td> <td>90</td> <td>240</td> <td>30</td> <td>-</td> <td>360</td> </tr> <tr> <td>Online</td> <td>90</td> <td>120</td> <td>30</td> <td>-</td> <td>240</td> </tr> <tr> <td>Total</td> <td>180</td> <td>360</td> <td>60</td> <td>-</td> <td>600</td> </tr> </tbody> </table> <p><i>(Refer Blended Learning Annexure for details)</i></p>					Training Delivery Modes	Theory (Hours)	Practical (Hours)	OJT Mandatory (Hours)	OJT Recommended (Hours)	Total (Hours)	Classroom (offline)	90	240	30	-	360	Online	90	120	30	-	240	Total	180	360	60	-	600
Training Delivery Modes	Theory (Hours)	Practical (Hours)	OJT Mandatory (Hours)	OJT Recommended (Hours)	Total (Hours)																								
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<p>14 Aligned to NCO/ISCO Codes (if no code is available mention the same)</p>	<p>3521.03 (Animation)</p>																												
<p>15 Progression path after attaining the qualification (Please show Professional and Academic progression)</p>	<p>Professional Progress:</p> <ul style="list-style-type: none"> Creative Head-Animation & VFX <p>Academic Progression:AR VR Visual Designer (Level 4.5)</p>																												

16	Other Indian languages in which the Qualification & Model Curriculum are being submitted	Hindi
17	Is similar Qualification(s) available on NQR-if yes, justification for this qualification	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No URLs of similar Qualifications:
18	Is the Job Role Amenable to Persons with Disability	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No If "Yes", specify applicable type of Disability: As per the Govt. norms.
19	How Participation of Women will be Encouraged	Seats are reserved as per government Norms.
20	Are Greening/ Environment Sustainability Aspects Covered (Specify the NOS/Module which covers it)	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No The said aspect is covered in the module name Employability Skill
21	Is Qualification Suitable to be Offered in Schools/Colleges	Schools <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No Colleges <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
22	Name and Contact Details of Submitting / Awarding Body SPOC (In case of CS or MS, provide details of both Lead AB & Supporting ABs)	Name: Sh. Vijay MahipatraoBankar Contact No. +0755 3501078 Email-msmetcab@gmail.com
23	Final Approval Date by NSQC:	24. Validity Duration: 25. Next Review Date

Section 2: Module Summary

NOS/s of Qualifications

(In exceptional cases these could be described as components)

Mandatory NOS/s:

Specify the training duration and assessment criteria at NOS/ Module level. For further details refer curriculum document.

Th.-Theory **Pr.**-Practical **OJT**-On the Job **Man.**-Mandatory Training **Rec.**-Recommended **Proj.**- Project

S. No	NOS/Module Name	NOS/Module Code & Version (if applicable)	Core/ Non-Core	NCrF/NSQF Level	Credits as per NCrF	Training Duration (Hours)					Assessment Marks						
						Th.	Pr.	OJT-Man	OJT-Rec	Total	Th.	Pr.	Pr oj.	Viva	Total	Weightage (%) (if applicable)	
1.	Understand and Create Computer Graphics	MSME/VFXA/01	core	4	2	30	30	-	-	60	100	100	-	-	200		
2.	Attain knowledge to create 3D Model, Texture and Light	MSME/VFXA/02	core	4	6	30	150	-	-	180	-	100	-	-	100		
3.	Gain Knowledge to Animate a 3D Character and Apply FX	MSME/VFXA/03	core	4	6	30	90	60	-	180	-	100	-	-	100		
4.	Basic Understanding of Video Editing & Compositing	MSME/VFXA/04	core	4	3	30	60	-	-	90	-	100	-	-	100		
5.	Understanding to use 3D Models in VR Environment	MSME/VFXA/05	Core	4	2	-	60	-	-	60	-	100	-	-	100		
6.	Employability Skill	MSME/ES/01	Non-Core	4	1	30	-	-	-	30	100	-	-	-	100		
Duration (in Hours) / Total Marks						20	150	390	60	-	600	200	500	-	-	700	

Elective NOS/s:

S. No	NOS/Module Name	NOS/Module Code & Version (if applicable)	Core/ Non-Core	NCrF/NSQF Level	Credits as per NCrF	Training Duration (Hours)					Assessment Marks						
						Th.	Pr.	OJT-Man.	OJT-Rec.	Total	Th.	Pr.	Proj.	Viva	Total	Weightage (%) (if applicable)	
1.																	
2.																	
Duration (in Hours) / Total Marks																	

Optional NOS/s:

S. No	NOS/Module Name	NOS/Module Code & Version (if applicable)	Core/ Non-Core	NCrF/NSQF Level	Credits as per NCrF	Training Duration (Hours)					Assessment Marks						
						Th.	Pr.	OJT-Man.	OJT-Rec.	Total	Th.	Pr.	Proj.	Viva	Total	Weightage (%) (if applicable)	
1.																	
2.																	
Duration (in Hours) / Total Marks																	

Assessment – Minimum Qualifying Percentage

Specify **any one** of the following:

Minimum Pass Percentage –Aggregate at qualification level: % (Every Trainee should score specified minimum aggregate passing percentage at qualification level to successfully clear the assessment.)

Minimum marks to pass theory exam: 40%

Minimum marks to pass Practical exam: 60%

Minimum Pass Percentage –NOS/Module-wise: % (Every Trainee should score specified minimum passing percentage in each mandatory and selected elective NOS/Module to successfully clear the assessment.)

Minimum marks to pass theory exam: 40%

Minimum marks to pass Practical exam: 60%

Section 3: Training Related

1.	Trainer’s Qualification and experience in the relevant sector (in years)(as per NCVET guidelines)	Diploma/ Degree in Arts/ Fine Arts/ Design/Computer Science Engineering or Equivalent with Practical skills and knowledge required in the relevant job role at least one level higher i.e., level 4.5 and above in related field and minimum 2 years of experience in Production Environment in the Media & Entertainment organization will become a trainer, (Preferably TOT/ Certified from reputed agency to be deployed for the training)
2.	Master Trainer’s Qualification and experience in the relevant sector (in years) (as per NCVET guidelines)	Degree in Engineering (Computer Science, Arts, Fine Arts, Design, Animation) or equivalent with 3 to 5 years of experience in Production/ Training from any Media & Entertainment organization will become as a Master Trainer.
3.	Tools and Equipment Required for Training	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No (If “Yes”, details to be provided in Annexure)
4.	In Case of Revised Qualification, Details of Any Upskilling Required for Trainer	Yes

Section 4: Assessment Related

1.	Assessor’s Qualification and experience in relevant sector (in years) (as per NCVET guidelines)	Diploma / Degree in Engineering (Computer Science, Arts, Fine Arts, Design, Animation) or equivalent with 3 years of experience in Production/ Training from any reputed Media & Entertainment organization. Only (TOA) certified assessors will be able to conduct the assessments.
2.	Proctor’s Qualification and experience in relevant sector (in years) (as per NCVET guidelines)	Degree in Engineering (Computer Science, Arts, Fine Arts, Design, Animation) or equivalent with 5 years of experience in Production/ Training from any reputed Media & Entertainment organization.
3.	Lead Assessor’s/Proctor’s Qualification and experience in relevant sector (in years) (as per NCVET guidelines)	Post Graduate Diploma/Advanced Diploma / Diploma / ITI Certificate / in the relevant discipline with minimum 5 years of experience in their professional fields (including minimum 3 years of relevant industry experience).
4.	Assessment Mode (Specify the assessment mode)	Blended Type (Online + Offline)
5.	Tools and Equipment Required for Assessment	<input checked="" type="checkbox"/> Same as for training <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No (details to be provided in Annexure-if it is different for Assessment)

Section 5: Evidence of the need for the Qualification

Provide Annexure/Supporting documents name.

1.	<p>Latest Skill Gap Study (not older than 2 years) (Yes/No):</p> <ul style="list-style-type: none"> SKILLS GAP STUDY FOR THE MEDIA & ENTERTAINMENT SECTOR (Media & Entertainment Skills Council (MESC)) Talent Gap in Animation, Visual Effects Industry, Short Courses to The Rescue – News18 <p>Link to Report: https://www.news18.com/news/education-career/short-courses-can-fill-skill-gap-in-animation-visual-effects-gaming-comics-4891634.html</p>
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2.	<p>Latest Market Research Reports or any other source (not older than 2years) (Yes/No):</p> <ul style="list-style-type: none"> ● Global 3D Animation Market Size, Share & Trends Analysis Report by Technique (3D Modeling, Visual Effects), by Component, by Deployment (On-premise, On-demand), by End Use, and Segment Forecasts, 2021-2028 Link to Research Report: https://www.researchandmarkets.com/reports/4452097/global-3d-animation-market-size-share-and-trends. ● Global 3D Animation Market Size & Growth Report, 2030 – Grand View Research. Link to Research Report: https://www.grandviewresearch.com/industry-analysis/3d-animation-market. ● Global 3D Animation Market Research Report (2021 to 2026) –GlobeNewswire. Link to Research Report: https://www.globenewswire.com/news-release/2022/01/04/2360496/28124/en/Global-3D-Animation-Market-Research-Report-2021-to-2026-by-Animation-Technique-Component-Deployment-End-user-and-Region.html
3.	Government /Industry initiatives/ requirement (Yes/No): Yes
4.	Number of Industry validation provided: 30
5.	Estimated nos. of persons to be trained and employed: 1000
6.	Evidence of Concurrence/Consultation with Line Ministry/State Departments: Yes If “No”, why:

Section 6: Annexure & Supporting Documents Check List

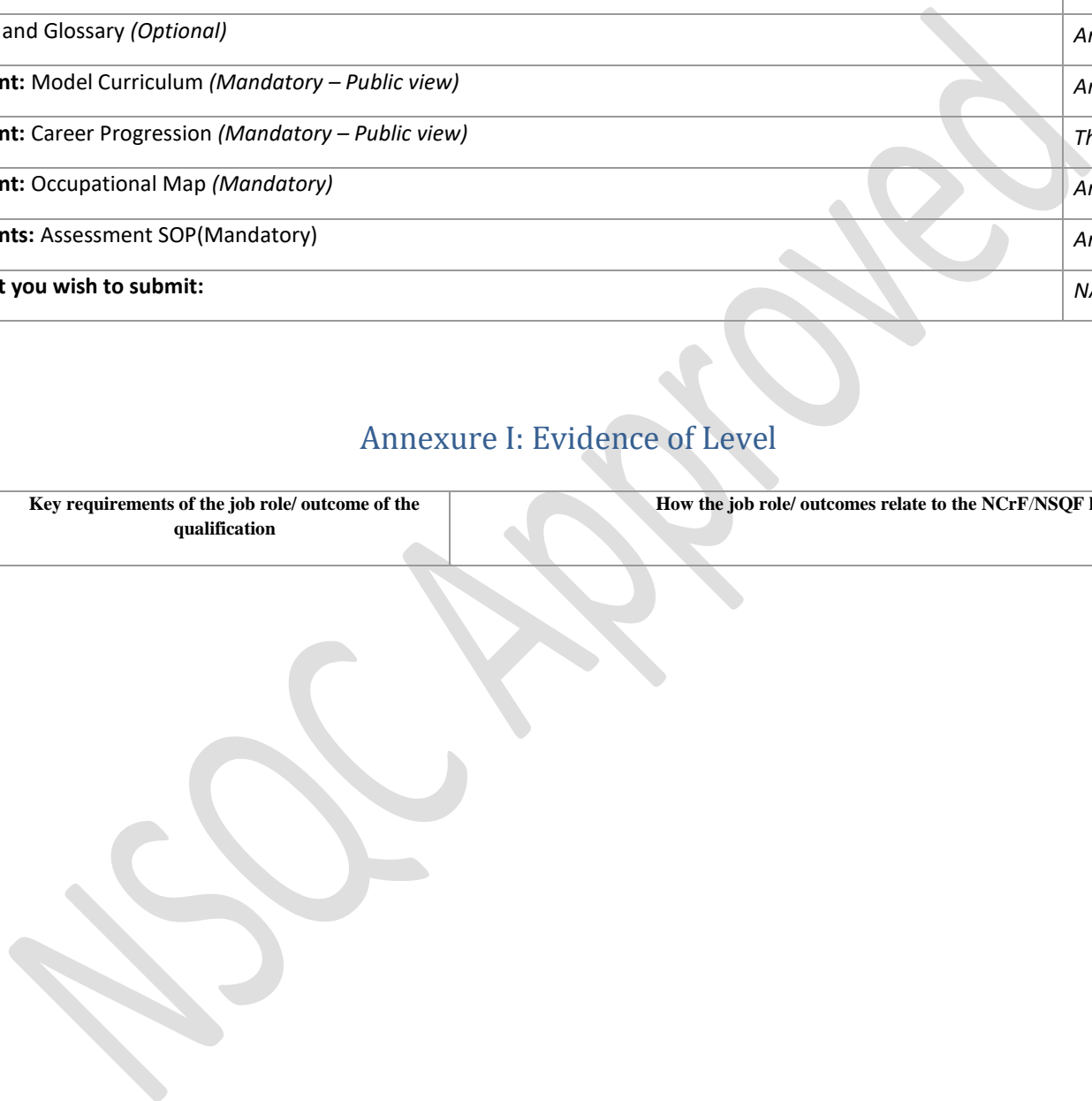
Specify Annexure Name / Supporting document file name

1.	Annexure: NCrF/NSQF level justification based on NCrF level/NSQF descriptors (Mandatory)	Annexure-I
2.	Annexure: List of tools and equipment relevant for qualification (Mandatory, except in case of online course)	Annexure-II
3.	Annexure: Industry Validation Summary	Annexure-III
4.	Annexure: Training & Employment Related	Annexure IV
5.	Annexure: Blended Learning (Mandatory, in case selected Mode of delivery is “Blended Learning”)	Annexure V
6.	Annexure: Detailed Assessment Criteria (Mandatory)	Annexure-VI
7.	Annexure: Assessment Strategy (Mandatory)	Annexure-VII

8.	Annexure: Multiple Entry-Exit Details (<i>Mandatory, in case qualification has multiple Entry-Exit</i>)	NA
9.	Annexure: Acronym and Glossary (<i>Optional</i>)	<i>Annexure VIII</i>
10.	Supporting Document: Model Curriculum (<i>Mandatory – Public view</i>)	<i>Annexure IX</i>
11.	Supporting Document: Career Progression (<i>Mandatory – Public view</i>)	<i>This aspect is mention in point no 15.</i>
12.	Supporting Document: Occupational Map (<i>Mandatory</i>)	<i>Annexure-X</i>
13.	Supporting Documents: Assessment SOP(Mandatory)	<i>Annexure XI</i>
14.	Any other document you wish to submit:	NA

Annexure I: Evidence of Level

NCrF/NSQF Level Descriptors	Key requirements of the job role/ outcome of the qualification	How the job role/ outcomes relate to the NCrF/NSQF level descriptor	NCrF/NS QF Level
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<p>Professional Theoretical Knowledge/Process</p>	<ul style="list-style-type: none"> Specialized knowledge of 3D animation AND Proficient with Computer Graphics, Virtual Reality, Special Effects (VFX), 3D animation, Time management for completion of work. 	<ul style="list-style-type: none"> Understanding the fundamentals of computer graphics, installing and navigating software, creating and managing documents, and differentiating between file types, resolution, and color modes. Understanding file types, bitmap vs. vector graphics, resolution, and color modes. Performing basic compositing techniques, making selections, and applying adjustments to images. Understanding the basics of 3D modeling, navigating the 3D user interface, selecting and manipulating objects, creating polygonal models, refining polygon meshes, and exploring advanced modeling techniques. Understanding rendering concepts, exploring different materials, textures, and shaders, laying out Uvs, applying materials and textures to 3D objects, and mastering lighting principles. Familiarizing with the animation interface, setting and manipulating keys, utilizing animation tools, adding secondary motion, exploring advanced animation techniques, and animating facial expressions and special effects. Understanding video editing basics, importing and organizing files, applying effects and transitions, working with green screens, manipulating audio, and learning color correction and grading. Developing computer skills, communication competence, report writing skills, teamwork abilities, understanding ethics and values, and gaining knowledge about entrepreneurship and startup schemes. Throughout the course, Learner s will have extensive practical experience with hands-on projects and exercises, allowing them to apply the knowledge gained in real-world scenarios. 	<p>4</p>
<p>Professional and Technical Skills/ Expertise/ Professional Knowledge</p>	<ul style="list-style-type: none"> Proficiency in Computer Graphics Software Technical Understanding of File Types, Resolution, and Color Modes 3D Modeling, Texturing, and Animation Skills Video Editing Proficiency Virtual Reality, Special Effects (VFX), Proficiency 	<ul style="list-style-type: none"> Learner s develop a high level of proficiency in computer graphics software, including navigating the interface, managing documents, and utilizing various tools and features effectively. Learner s gain in-depth technical knowledge about different file types, understanding their characteristics and optimal usage. They also learn about resolution and color modes, ensuring accurate and high-quality output. Learner s acquire expertise in 3D modeling, mastering the creation of polygonal models, refining meshes, and applying textures to bring their models to life. They also develop strong animation skills, understanding keyframe animation techniques and principles of timing and motion. Learner s gain proficiency in video editing, including importing and organizing files, applying effects and transitions, manipulating audio, and enhancing the visual quality of videos to create compelling final products. 	<p>4</p>
<p>Employment Readiness & Entrepreneurship Skills & Mind-set/Professional Skill</p>	<ul style="list-style-type: none"> Understand Personal Strengths \ Value, Digital Literacy, Money Matters and Preparing for Employment & Self Employment 	<ul style="list-style-type: none"> Learner can Develop communication competence, report writing skills & preparation of Resumes or Curriculum Vitae, Learner can be able to Interact effectively with co-workers and can apply the Engineering Ethics and Human Values at workplace. Learner can understand the basic process of becoming an entrepreneur & start up and can get benefits from various government schemes applicable. 	<p>4</p>

<p>Broad Learning Outcomes/Core Skill</p>	<ul style="list-style-type: none"> • Lerner will achieve a high level of proficiency in computer graphics, including software usage, file management, and understanding different file types, resolution, and color modes. • Learner s will develop strong skills in 3D modeling, mastering the creation of polygonal models, refining meshes, and applying textures. They will also acquire expertise in animation, understanding key frame animation techniques and principles. • Students will gain proficiency in video editing, including importing and organizing files, applying effects and transitions, manipulating audio, and enhancing visual quality. They will also develop skills in post-production techniques such as color correction and grading. • Learner s will develop essential employability skills, including effective communication, teamwork, time management, and professionalism. They will also gain an understanding of entrepreneurship, accessing funding, and government schemes for startups. Learner s will cultivate creative problem-solving skills, enabling them to tackle challenges in computer graphics and animation. They will also have the opportunity to express their artistic vision through the creation of visually appealing and engaging animations. 	<ul style="list-style-type: none"> • Learner s demonstrate proficiency in computer graphics software, including file management, different file types, resolution, and color modes. • Learner s showcase skills in creating and refining 3D models, applying textures, and utilizing keyframe animation techniques. • Learner s exhibit proficiency in importing, organizing, and enhancing videos through editing techniques and post-production processes. • Learner s demonstrate effective communication, teamwork, time management, and professionalism, along with an understanding of entrepreneurship and government schemes for startups. • Learner s exhibit the ability to creatively solve problems and express their artistic vision through visually appealing and engaging animations. • Learner s will achieve a high level of proficiency in computer graphics, including software usage, file management, and understanding different file types, resolution, and color modes. 	<p>4</p>
<p>Responsibility</p>	<ul style="list-style-type: none"> • Responsible for own work and learning as well as for the subordinates. • Takes complete responsibility for delivery and quality of own work and output. 	<ul style="list-style-type: none"> • Learner is expected to perform the task as per given instructions, taking responsibility of proper execution of the program generated and its actions for the operation, quality and accuracy of the work. • 3D Artist works independently for certain tasks and collaboratively and takes responsibility fully for own work, he/she is expected to have openness to learning, ability to plan and organize own work and identify and solve problems in the course of working. • Understanding the need to take initiative and manage self-work and group tasks to improve efficiency and effectiveness 	<p>4</p>

Annexure-II: Tools and Equipment (Lab Set-Up)

List of Tools and Equipment
Batch Size: 20

S. No.	Tool / Equipment Name	Specification	Quantity for specified Batch size
1	Performance Computer or Workstation	OS: Windows / Mac CPU: AMD / Intel (High Performance Workstation) (or related equivalent) RAM: 8GB or Higher GPU: Nvidia/ AMD 4GB VRAM or Higher Monitor: Full HD Monitor or Higher	20
2	VR Headset	Latest versions as per industry standards	20
3	Graphics Software's	Latest versions as per industry standards	20
3	3D Software's	Latest versions as per industry standards	20
4	Game Engine	Latest versions as per industry standards	20
5	Classroom Aids The aids required to conduct sessions in the classroom are: <ol style="list-style-type: none"> 1. Projector 2. Smart Board 3. Mic & Speaker 4. Webcam 5. Online Collaboration Tools /Video Conference Software's or related equivalent Software's 6. Practice Exercise etc. 		1 Set

Annexure III: Industry Validations Summary

Provide the summary information of all the industry validations in table. This is not required for OEM qualifications.

S. No	Organization Name	Representative Name	Designation	Contact Address	Contact Phone No	E-mail ID	LinkedIn Profile (if available)
1	Ficus Productions Private Limited	Mr. Rohit D. Ghokshe	CEO, Managing Director	Room No. 58, Chawl no.6, Plot no.4, BMC Colony, Dr. E.Moses Road, Worli Naka, Mumbai 400018	866152165	Info.ficusproduction@gmail.com	
2	Ultra Digital Studio Pvt.Ltd	Mr. Anup Chandekar	Sr. Admin Executive	4th Floor, A4, Ultra Media & Entertainment Pvt Ltd, Peninsula Park, C/O, Off Veera Desai Rd, near Maruti Business Park, Veera Desai Industrial Estate, Andheri West, Mumbai, Maharashtra 400053	9321213141	anup.chandekar@ultraindia.com	
3	Chanchal Engineering works	Mr. DRYHAEBHWAR	PROPRIETOR	gut no.67,plot no.06(B),shivrana audyogik sanstha, wadgaon(ko), area, MIDC, Waluj, Aurangabad, Maharashtra 431133	9765499939	chanchalengineeringworks@gmail.com	
4	Antennae Venture	Mr.Manpreet Singh	Ecosystem Manager	LodhaSupremus, Saki Vihar Rd, opposite Mtnl, off Tunga Village, Tunga Village, Chandivali, Powai, Mumbai, Maharashtra 400076	9082860602	hr@antennae.in	
5	Royal Finesse Studio	Mr.Anchal Joshi	Cofounder	new prerana CHS, C-1, next to modihyundai, Bhakti Mandir, PanchPakhdi, Thane West, Thane, Maharashtra 400602	8356099360	aanchal@royalfinesse.in	
6	IDZ Digital Pvt. Ltd.	Ms. Anuja Dhage	Hr Executive	Kanakia Western Edge II, Western Edge II, B-607, behind Metro Mall, near SuSwagat Hotel, Food Corporation of India Warehouse, Borivali East, Mumbai, Maharashtra 400066	9321738407	careers@idzdigital.com	
7	Yanisa Execution	Sonu Waghmare	Studio Manager	04, 2nd floor, ShyamVihar,MewawalaNiwas, MG Road, near Puppy Tailor, Mulund (w), Mumbai: 80	7977468221	mswsonu@gmail.com	
8	Hydrotech Consultant	Pratulchandra Pramodrai Naik	Director Of Hydrotech Consultant	Admin office: 32, Sumit Samarth Arcade, A wing, Aarey Road, Goregaon (W), Mumbai - 400104 Regd. Office: Sarvodaya Bhuvan 'B', Gokhale Road (N), Dadar (West), Mumbai - 400028	9892177917	info@hydrotechconsultant.com	
9	G.T. Engineering Works	Karuppaswamy Yadav	Partner	17, Vardhaman Indl. Estate, Opp. Nahur Station ,Village Road, Bhandup-(W),Mumbai-78	9702277955	gtengineeringworks@gmail.com	

10	Prabhavshali News	Stevan Jhon Badiger	Chief Editor	Ram Heritage Building, Plot No. 32, Sector - 12, Shop No. 19, Kamothe, Navi Mumbai - 410209	9324847296	prabhavshalinews@gmail.com	
11	Shree Swami Samartha Media Private Limited	Nilesh Gajanan Karanje	Director	Pratiksha Nagar, Palm Acres CHS, M-5, B Wing, Second floor, Flat Number-205, Pratikshanagar, Sion (East), Mumbai-400022	9930461343	Nileshkaranje@gmail.com nilesh@shreeswamisamarthamedia.com	
12	Manik Machinery Manufacturer Pvt. Ltd.	Manojkumar Patil	Design Engineer	21/24, Sons Udyog, Parsi Panchayat Road, Andheri (East) mumbai- 400069	9892209289	manoj.patil@pilotindia.com	
13	Additional Ambarnath Manufacturer's Association (AAMA)	Umesh Tayade	AAMA - Chairman	P-42, AAMA Welfare Centre, Anandnagar, Additional Ambarnath MIDC, Ambarnath - 421506, Dist - Thane	9422073611	aama.ambarnath@gmail.com	
14	Word Publishing	Karan Jadhav	Talent Acquisition Manager	Office no. 117, First Floor, lobby no. 4Rupa Solitaire, MBP, Mahape Navi Mumbai Nearest Station: Ghansoli, Navi Mumbai	9619225867	karan.jadhav@wpsgp.com	
15	Ad On Enterprises	Sudhir Parte	Director	505/ B, Neelkantheshwar Apt, Lonin Nagar, Nitin Company Signal, Thane (W), Maharashtra - 400602	9821802203	enterprises.adon@gmail.com	
16	DigitalCube Tech Private Limited	Devayani Bendale	HR Executive	B- 203, Sai Siddhivinayak Apt, Near Tondvalkar School, Dombivil West. 421202	8485025073	hr@digitalcube.tech	
17	AV LASERCRAFTS	Aniket Jadhav	Managing Director	ADD- SHOP-3, GAUREE LEELA APT, KADRAP BADLAPUR EAST.	9067788666	avalsercrafts@gmail.com	
18	Daynil Group Solutions Pvt. Ltd.	Ms. Shruti Ghodke	HR Associate	Unit no. 212, Globe Estate, Tata Power Circle, 1, near Vikas Naka, MIDC, Dombivli, Maharashtra 421203	8668215445	hr@daynilgroup.com	
19	Allied Engineering Pvt Ltd	Alumer Gadkari	Application Engineer	Plot No. D-222/14 , TTC Industrial Area, MIDC, Nerul, Navi Mumbai, Maharashtra - 400706	7977806044 / 8291195952	sales@alliedengineering.co.in info@alliedengineering.co.in	
20	Evertiz Solutions	Shavin Kamble	Sr Hr Executive	Seawoods west, Sector 44A, Navi Mumbai, Maharashtra,	7900054498	shavin.kamble@evertiz.com	

21	Aja Consultants and Engineers	Aniruddha Pradhan	Partner	701, Swami Sankul, Vasant Patil Marg, Chunabhatti, Sion, Mumbai - 400022	9892675218	aapradhan@ajconsult.com	
22	A to Z Placement Service	Amit Varma	Director	office no. 004, Ground floor, Manas Sarovar CHSL, B wing, Beturkar Pada, Near M.K. College, kalyan (W) - 421301	7977261570	amitkumar.verma@atozjobs.in	
23	BrainHap	Amruta Suki	Executive- HR	35/151, 1st Floor, Shree laxmi Vijay Industrial Premises, New Link Road, Sab TV lane	9970747512	admin@aerobott.com	
24	Softcon Automation	Sanjay Narayan Sheth	Partner	Unit No.7, Bldg., No.1, Sector No. 11, Millennium Business Park, Mahape, MIDC, Navi Mumbai. 4cO710	9324645875	sanjay@softconautomation.com	
25	Tibe Allianz Pvt Ltd	Shraddha Nijai	General Manager	Regd Address: Tibe House, Main Road, Opp. Panchayat Samiti, Murbad, Maharashtra 421401	8459857541	tibeallianz@gmail.com connect@tibeallianz.com	
26	S.N. Engineering works	Sneha	CEO	Chaudhary, Sambhaji Nagar	9822859974	snehag858@gmail.com	
27	Pranav Enterprises	Padharinath Devkar	Owner	Plot No C-40, Midc Area, Waluj MIDC, Aurangabad-Maharashtra - 431136	9371671146	pranavent@gmail.com	
28	R.P. Industries	Prashant Patil	CEO	H-5/27, MIDC Industrial Area, Chikalhana, Aurangabad-431210, Maharashtra, India.	8007222251	prashantpatil@gmail.com	
29	Madhura Die Cast Private Limited	Madhura	CEO	D-168 MIDC Shendra, Aurangabad - 431 154	9422204622	madhuradiecast@gaikegroup.in	
30	Gayatri Auto Components	Ranjeet Mete	Lead Designer	Plot No. K39, Chh, MIDC, Ranjangaon, Waluj, Aurangabad, Ghanegaon, Maharashtra 431136	7385613842	info@gayatriauto.in	

Annexure IV: Training & Employment Details

Training and Employment Projections:

Year	Total Candidates	Women	People with Disability
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	Estimated Training #	Estimated Employment Opportunities	Estimated Training #	Estimated Employment Opportunities	Estimated Training #	Estimated Employment Opportunities
2023-24	1000	750	450	400	-	-
2024-24	1500	1200	750	650	-	-
2024-25	2000	1800	950	800	-	-

Data to be provided year-wise for next 3 years

Training, Assessment, Certification, and Placement Data for previous versions of qualifications:

Qualification Version	Year	Total Candidates				Women				People with Disability			
		Trained	Assessed	Certified	Placed	Trained	Assessed	Certified	Placed	Trained	Assessed	Certified	Placed
1.0	2020-21	18	18	18	15	03	03	3	02	-	-	-	-
1.0	2021-22	89	89	89	80	63	63	63	19	-	-	-	-
1.0	2022-23	181	181	181	180	84	84	84	13	-	-	-	-

Applicable for revised qualifications only, data to be provided year-wise for past 3 years.

List Schemes in which the previous version of Qualification was implemented:

1. Skill Development Training for the Masses under ICT – Ministry of Electronics and Information Technology
2. Fee based Training Program under the Ministry of MSME.

Content availability for previous versions of qualifications:

Participant Handbook Facilitator Guide Digital Content Qualification Handbook Any Other:

Languages in which Content is available: English

Annexure V: Blended Learning

Blended Learning Estimated Ratio & Recommended Tools:

Refer NCVET “Guidelines for Blended Learning for Vocational Education, Training & Skilling” available

on: <https://ncvet.gov.in/sites/default/files/Guidelines%20for%20Blended%20Learning%20for%20Vocational%20Education,%20Training%20&%20Skilling.pdf>

S. No.	Select the Components of the Qualification	List Recommended Tools – for all Selected Components	Offline: Online Ratio

1	<input checked="" type="checkbox"/> Theory/ Lectures - Imparting theoretical and conceptual knowledge	Books/ e-books Presentations Reference Material Audio / Video Modules with 2D and 3D animation Self-Learning Videos /Broadcasts /Mobile Learning /Curated Digital content	40:60
2	<input checked="" type="checkbox"/> Imparting Soft Skills, Life Skills, and Employability Skills /Mentorship to Learners	Self-Learning Videos Broadcasts Mobile Learning Curated Digital content	40:60
3	<input checked="" type="checkbox"/> Showing Practical Demonstrations to the learners	Adobe Suite and Autodesk maya Software's Video Content E-Resource library	100:00
4	<input checked="" type="checkbox"/> Imparting Practical Hands-on Skills/ Lab Work/ workshop/ shop floor training	On above software's	100:00
5	<input checked="" type="checkbox"/> Tutorials/ Assignments/ Drill/ Practice	Online Question Bank Mobile Quick test app MCQ based tests Practical Test on Machines LMS	50:50
6	<input checked="" type="checkbox"/> Proctored Monitoring/ Assessment/ Evaluation/ Examinations	Assessment engine for Essays, Up-loadable file examinations, Mock test sessions	50:50
7	<input type="checkbox"/> On the Job Training (OJT)/ Project Work Internship/ Apprenticeship Training	N/A	

Annexure VI: Detailed Assessment Criteria

Detailed assessment criteria for each NOS/Module are as follows:

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC.1 Demonstrates the ability to explain the fundamental concepts of computer graphics. PC.2 Successfully installs relevant software for computer graphics. PC.3 Creates new documents using the start workspace successfully. PC.4 Efficiently utilizes panels and customizes the interface as needed. PC.5 Competently uses keyboard shortcuts and menu commands. PC.6 Effectively utilizes workspaces for different tasks.	100	100	-	-

<p>NOS/Module: MSME/VFXA/01</p> <p>Understand and Create Computer Graphics</p>	<p>PC.7 Explains different file types and their appropriate usage.</p> <p>PC.8 Demonstrates understanding of the characteristics and importance of RAW formats.</p> <p>PC.9 Differentiates between bitmaps and vectors and applies them appropriately.</p> <p>PC.10 Demonstrates knowledge of resolution and its impact on image quality.</p> <p>PC.11 Handles image resizing and resampling competently.</p> <p>PC.12 Understands the significance of color modes in digital imaging.</p> <p>PC.13 Utilizes selection tools to make accurate selections successfully.</p> <p>PC.14 Uses marquee selection, feathering, and quick selection techniques competently.</p> <p>PC.15 Proficiently utilizes the select and mask workspace for complex selections.</p> <p>PC.16 Saves and modifies selections as needed.</p> <p>PC.17 Demonstrates knowledge of layers and applies manipulation techniques effectively.</p> <p>PC.18 Selects and manages layers competently.</p> <p>PC.19 Utilizes layer opacity options and blend modes appropriately.</p> <p>PC.20 Applies layer masks and gradient layer masks proficiently.</p> <p>PC.21 Applies layer styles skillfully and flattens layers when necessary.</p> <p>PC.22 Utilizes crop tools for precise cropping successfully.</p> <p>PC.23 Applies non-destructive cropping techniques competently.</p> <p>PC.24 Proficiently uses perspective crop and straightens images effectively.</p> <p>PC.25 Applies transformations and content-aware scaling skillfully.</p> <p>PC.26 Applies puppet warp and perspective warp techniques appropriately.</p> <p>PC.27 Demonstrates knowledge of the importance and usage of adjustments in image editing.</p> <p>PC.28 Utilizes adjustment layers for precise editing competently.</p> <p>PC.29 Applies adjustments such as levels, curves, hue/saturation, and black and white proficiently.</p> <p>PC.30 Uses adjustment layer masks for selective adjustments competently.</p> <p>PC.31 Utilizes toning tools for localized adjustments skillfully.</p> <p>PC.32 Uses photo retouching tools effectively.</p> <p>PC.33 Utilizes content-aware fill and content-aware move skillfully.</p> <p>PC.34 Applies sharpening techniques appropriately.</p> <p>PC.35 Uses the type tool and area type tool for text manipulation skillfully.</p> <p>PC.36 Utilizes guides and rulers for precise layout design competently.</p> <p>PC.37 Proficiently utilizes smart guides for alignment and positioning.</p> <p>PC.38 Demonstrates familiarity with showing and utilizing grids effectively.</p> <p>PC.39 Demonstrates knowledge of creative libraries and shared libraries.</p> <p>PC.40 Saves files in appropriate formats competently.</p> <p>PC.41 Utilizes quick export features for efficient output skillfully.</p>				
<p>NOS/Module: MSME/VFXA/02</p>	<p>PC.1 Demonstrates the ability to explain the fundamental concepts of 3D graphics.</p> <p>PC.2 Identifies and explains the differences between 2D and 3D graphics.</p> <p>PC.3 Uses the 3D software interface and its various components competently.</p> <p>PC.4 Navigates and customizes the 3D user interface efficiently.</p> <p>PC.5 Utilizes different viewports skillfully for effective work.</p> <p>PC.6 Selects and manipulates objects in a 3D scene competently.</p> <p>PC.7 Uses transformation operations effectively for precise object positioning.</p>	-	100	-	-

<p>Attain knowledge to create 3D Model, Texture and Light</p>	<p>PC.8 Applies pivot points, duplication, and object properties using the channel box and attribute editor skillfully.</p> <p>PC.9 Demonstrates knowledge of scene organization principles and techniques.</p> <p>PC.10 Uses outliner, hierarchies, and groups competently to effectively organize a 3D scene.</p> <p>PC.11 Manages object visibility and layering skillfully.</p> <p>PC.12 Creates polygonal models competently using primitives and polygonal tools.</p> <p>PC.13 Selects polygons effectively and uses soft selection for precise modeling.</p> <p>PC.14 Creates complex models successfully using polygonal modeling techniques.</p> <p>PC.15 Applies combining, separating, and Booleans for polygonal modeling skillfully.</p> <p>PC.16 Utilizes references skillfully for precise modeling.</p> <p>PC.17 Applies extrude, edge loops, and bevel techniques competently for polygonal modeling.</p> <p>PC.18 Uses symmetry and merge weld techniques accurately.</p> <p>PC.19 Utilizes mirror geometry, extrude path, and polygonal bridge tools competently.</p> <p>PC.20 Uses subdivision surface, crease tool, and smooth proficiently for refining polygon meshes.</p> <p>PC.21 Implements edge flow techniques skillfully to enhance mesh topology.</p> <p>PC.22 Applies non-linear deformations, lattice, and object history for advanced mesh refinement effectively.</p> <p>PC.23 Uses brush interface and sculpting tools skillfully for effective mesh sculpting.</p> <p>PC.24 Demonstrates knowledge and understanding of NURBS modeling principles and techniques.</p> <p>PC.25 Creates NURBS primitives competently and utilizes NURBS curves.</p> <p>PC.26 Applies NURBS modeling techniques such as revolve, loft, open/close, planar, and extrude skillfully.</p> <p>PC.27 Uses tools like isoparms, NURBS curve, curve surface, project curve, trim tool, and converting NURBS to polygons competently.</p> <p>PC.28 Demonstrates proficiency in using effective modeling tools.</p> <p>PC.29 Demonstrates familiarity with alternative plugins or techniques for advanced modeling tasks.</p> <p>PC.30 Creates hard surface models such as cars and trucks skillfully.</p> <p>PC.31 Creates organic models such as characters or bipeds competently.</p> <p>PC.32 Model's animals or quadrupeds skillfully.</p> <p>PC.33 Utilizes the UV editor for unwrapping UVs skillfully.</p> <p>PC.34 Approaches unwrapping UVs for complex geometry competently.</p> <p>PC.35 Successfully unwraps UVs for organic modeling of bipeds and quadrupeds.</p> <p>PC.36 Creates and applies shaders, textures, and materials competently.</p> <p>PC.37 Demonstrates understanding of the use of render engines like Mental Ray and Arnold.</p> <p>PC.38 Utilizes features specific to Mental Ray and Arnold materials proficiently.</p> <p>PC.39 Understands and implements different UV projections competently.</p> <p>PC.40 Uses planar, cylindrical, spherical, and automatic UV projections skillfully.</p> <p>PC.41 Lays out UVs for complex geometry proficiently.</p> <p>PC.42 Effectively textures polygons using basic UV and UV projection techniques.</p> <p>PC.43 Skillfully utilizes the UV editor and mapping tools.</p> <p>PC.44 Applies materials and textures to 3D models, including NURBS, proficiently.</p> <p>PC.45 Creates and applies textures for organic models proficiently.</p>				
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	<p>PC.46 Exports and imports UV snapshots skillfully.</p> <p>PC.47 Creates facial and clothing textures for organic models competently.</p> <p>PC.48 Retouches, cleans up, and assigns textures to organic models competently.</p> <p>PC.49 Applies roughness/grunge textures skillfully to create realistic inorganic models.</p> <p>PC.50 Understands different light types and their attributes.</p> <p>PC.51 Controls light color, intensity, and shadows proficiently.</p> <p>PC.52 Adjusts render settings competently for desired output quality.</p> <p>PC.53 Creates lighting setups that match the environment and scene requirements effectively.</p> <p>PC.54 Configures output settings and renders the final sequence proficiently.</p> <p>PC.55 Effectively utilizes render settings, lights, and shadows.</p> <p>PC.56 Adjusts camera settings, depth of field, motion blur, and light editor skillfully.</p> <p>PC.57 Renders scenes competently using render view and batch render.</p> <p>PC.58 Implements various rendering techniques proficiently, including lighting, motion blur, ray tracing, indirect lighting (final gathering, global illumination), and image-based lighting.</p> <p>PC.59 Works with specific features and settings of third-party renderers like Arnold effectively.</p> <p>PC.60 Uses Arnold lights, mesh lights, and render settings skillfully.</p> <p>PC.61 Implements depth of field and motion blur effects in Arnold proficiently.</p> <p>PC.62 Understands the relationship between 3D light types and their real-world counterparts.</p> <p>PC.63 Creates and places lights accurately in 3D scenes.</p> <p>PC.64 Demonstrates proficiency in basic rendering techniques.</p> <p>PC.65 Understands and applies common light attributes effectively.</p> <p>PC.66 Utilizes shading basics and light attributes skillfully, including spot light attributes.</p> <p>PC.67 Understands the unique attributes and features of the Arnold renderer.</p> <p>PC.68 Utilizes Arnold attributes competently to achieve desired lighting effects.</p>				
<p>NOS/Module: MSME/VFXA/03</p> <p>Gain Knowledge to Animate a 3D Character and Apply FX</p>	<p>PC.1 Demonstrates proficiency in navigating and utilizing the animation interface.</p> <p>PC.2 Sets keyframes and manipulates animation curves using the graph editor skillfully.</p> <p>PC.3 Uses the dope sheet competently for organizing and editing animation.</p> <p>PC.4 Effectively utilizes motion paths, ghosting, and grease pencil tools.</p> <p>PC.5 Plays blast animations for review and evaluation purposes competently.</p> <p>PC.6 Uses animation controls and tools competently.</p> <p>PC.7 Sets and edits keyframes skillfully.</p> <p>PC.8 Utilizes the graph editor proficiently for precise control over animation curves.</p> <p>PC.9 Creates and manipulates motion paths effectively.</p> <p>PC.10 Animates cameras and secondary motion skillfully.</p> <p>PC.11 Plays blast animation sequences for review and evaluation competently.</p> <p>PC.12 Demonstrates understanding and application of the principles of animation.</p> <p>PC.13 Uses the graph editor, Trax editor, and camera sequencer proficiently for advanced animation workflows.</p> <p>PC.14 Utilizes tools such as ATOM, animation layers, and blending techniques skillfully.</p> <p>PC.15 Creates various animation sequences competently, including bouncing balls, walk cycles, run cycles, jumps, flight, acrobatic fight scenes, dialogue interaction scenes, and more.</p> <p>PC.16 Plans and executes complete animations, including facial expressions, paper folding effects, time warps, swinging characters, and utilizes animation tips effectively.</p> <p>PC.17 Sets up an emitter for particle dynamics skillfully.</p> <p>PC.18 Understands and adheres to the rules of working with dynamics.</p>	-	100	-	-

	<p>PC.19 Demonstrates competent knowledge and usage of common particle attributes. PC.20 Proficiently sets up the ground plane and animates the emitter. PC.21 Adjusts speed and emission of particles skillfully. PC.22 Changes particle types and sets up particle shading effectively. PC.23 Finalizes particle shading and caches simulation data successfully. PC.24 Understands the concepts and principles of nParticles. PC.25 Uses the nParticle tool and the interface for nParticles proficiently. PC.26 Utilizes the nucleus node and the nParticle node skillfully. PC.27 Applies fields, forces, and passive colliders to nParticles competently. PC.28 Uses different types of emitters, including Omni, Directional, and Volume emitters, effectively. PC.29 Emits particles from objects and curves skillfully. PC.30 Creates nParticles caches successfully. PC.31 Understands the basics of point particles. PC.32 Selects appropriate render types for point particles proficiently. PC.33 Animates point particles using fields skillfully. PC.34 Renders point particles with hardware renderers and the Arnold render engine effectively. PC.35 Uses the particle collision event editor competently. PC.36 Understands the basics of ball particles. PC.37 Uses widgets for manipulating ball particles skillfully. PC.38 Applies mass, collision layers, constraints, and stickiness to ball particles competently. PC.39 Creates meshes from particles and uses particle instancing proficiently. PC.40 Adds rotation to particles effectively. PC.41 Understands the basics of cloud particles. PC.42 Uses color, incandescence, and opacity attributes for cloud particles skillfully. PC.43 Works with goals and particles proficiently. PC.44 Scripts particles with goals competently. PC.45 Paints particle emission rates skillfully. PC.46 Understands the basics of liquid water particles. PC.47 Creates a liquid simulation proficiently. PC.48 Handles filling objects, initial states, and object interaction in liquid particle simulations skillfully. PC.49 Analyzes assets and plans the energy blast effect effectively. PC.50 Creates and animates fields such as the Newton field, air field, and volume axis field skillfully. PC.51 Effectively adjusts the volume axis curve for the energy blast effect. PC.52 Finalizes the primary and secondary energy blast passes competently. PC.53 Reassembles all energy particle passes successfully. PC.54 Sets up and fine-tunes rendering settings in the Arnold renderer proficiently. PC.55 Generates final renders of the energy blast effect skillfully.</p>				
	<p>PC.1 Explains the basics of video editing, including concepts and techniques. PC.2 Demonstrates familiarity with color theory basics. PC.3 Utilizes video editing software proficiently and navigates its user interface effectively. PC.4 Demonstrates the import and organization of media files within the editing software. PC.5 Creates new sequences and adds clips to the timeline skillfully.</p>	-	100	-	-

<p>NOS/Module: MSME/VFXA/04</p> <p>Basic Understanding of Video Editing & Compositing</p>	<p>PC.6 Uses essential tools and shortcuts within the editing software proficiently.</p> <p>PC.7 Effectively utilizes the toolbar and adjusts/animator clip dimensions.</p> <p>PC.8 Demonstrates proficient knowledge and application of green screen (chromakey) techniques.</p> <p>PC.9 Creates basic titles and templates skillfully.</p> <p>PC.10 Installs fonts into the editing software and uses custom text animation presets competently.</p> <p>PC.11 Composites video and titles, including interactive wipe or reveal effects effectively.</p> <p>PC.12 Separates audio from video, removes background noise, and syncs video clips with music competently.</p> <p>PC.13 Uses audio effects like auto ducking, pitch changing, phone call voice effect, and distant/muffled audio effect skillfully.</p> <p>PC.14 Exports HD video and understands the best export settings for platforms like YouTube proficiently.</p> <p>PC.15 Applies keyframe animation techniques skillfully.</p> <p>PC.16 Uses keyframes to improve video quality and adjust volume skillfully.</p> <p>PC.17 Creates various transitions, including crop opening, default, custom, plugin, before and after wipe slide, flicker, luma fade, and more effectively.</p> <p>PC.18 Explains the difference between color correction and color grading.</p> <p>PC.19 Applies competent color correction techniques to adjust the overall appearance of footage skillfully.</p> <p>PC.20 Applies skillful color grading techniques to create specific moods or styles.</p> <p>PC.21 Color grades multiple clips at once using adjustment layers effectively.</p> <p>PC.22 Inverts colors and applies special effects like Harry Potter's invisibility cloak and parallax universe effect skillfully.</p> <p>PC.23 Applies advanced video effects and techniques, including automatic mask tracking, VHS VCR camcorder look, cloning, freeze frame, fast forward, reverse clip speed, echo effects, morph cut glitch transition, fish-eye effect, and more, skillfully.</p> <p>PC.24 Implements techniques to prevent software crashes and manages cache data effectively.</p> <p>PC.25 Adds timecode stamps or timers to footage proficiently.</p> <p>PC.26 Creates L-cuts and J-cuts for smooth transitions skillfully.</p> <p>PC.27 Effectively utilizes highlighting techniques in video.</p> <p>PC.28 Sources and uses free stock videos and templates proficiently.</p>				
<p>NOS/Module: MSME/VFXA/05</p> <p>Understanding to use 3D Models in VR Environment</p>	<p>PC.1 Designs and develops high-performance VR applications that meet the demanding hardware requirements of VR devices.</p> <p>PC.2 Optimizes VR experiences to ensure smooth frame rates and minimize latency for an immersive user experience.</p> <p>PC.3 Implements efficient rendering techniques and utilizes advanced graphics features in VR environments.</p> <p>PC.4 Troubleshoots and resolves performance-related issues in VR applications, such as frame drops or graphical artifacts.</p> <p>PC.5 Applies best practices for optimizing CPU and GPU usage in VR development.</p> <p>PC.6 Employs techniques to reduce motion sickness and improve comfort in VR experiences.</p> <p>PC.7 Evaluates and selects appropriate locomotion methods that balance user comfort and immersion.</p> <p>PC.8 Implements effective collision detection and physics simulations in VR environments.</p>	-	100	-	-

	<p>PC.9 Employs optimization strategies for handling complex geometry and textures in VR graphics.</p> <p>PC.10 Uses performance profiling tools to identify and address performance bottlenecks in VR applications.</p> <p>PC.11 Implements efficient data streaming and loading techniques for large-scale VR environments.</p> <p>PC.12 Applies strategies to minimize memory usage and optimize asset management in VR development.</p> <p>PC.13 Tests and validates the performance of VR applications across different hardware configurations.</p> <p>PC.14 Continuously iterates and improves the performance of VR experiences based on user feedback and testing.</p> <p>PC.15 Demonstrates a deep understanding of performance considerations and best practices specific to VR development.</p>				
<p>NOS/Module: MSME/ES/01</p> <p>Employability Skills</p>	<p>PC.1 Discuss the importance of Employability Skills in meeting the job requirements.</p> <p>PC.2 Explain constitutional values, civic rights, duties, citizenship, responsibility towards society etc. that are required to be followed to become a responsible citizen.</p> <p>PC.3 Show how to practice different environmentally sustainable practices.</p> <p>PC.4 Discuss 21st century skills.</p> <p>PC.5 Display positive attitude, self -motivation, problem solving, time management skills and continuous learning mindset in different situations.</p> <p>PC.6 Use appropriate basic English sentences/phrases while speaking.</p> <p>PC.7 Demonstrate how to communicate in a well -mannered way with others.</p> <p>PC.8 Demonstrate working with others in a team.</p> <p>PC.9 Show how to conduct oneself appropriately with all genders and PwD</p> <p>PC.10 Discuss the significance of reporting sexual harassment issues in time</p> <p>PC.11 Discuss the significance of using financial products and services safely and securely.</p> <p>PC.12 Explain the importance of managing expenses, income, and savings.</p> <p>PC.13 Explain the significance of approaching the concerned authorities in time for any exploitation as per legal rights and laws.</p> <p>PC.14 Show how to operate digital devices and use the associated applications and features, safely and securely.</p> <p>PC.15 Discuss the significance of using internet for browsing, accessing social media platforms, safely and Securely.</p>	<p>100</p>	<p>-</p>	<p>-</p>	<p>-</p>

PC.16	Discuss the need for identifying opportunities for potential business, sources for arranging money and potential legal and financial challenges.				
PC.17	Differentiate between types of customers.				
PC.18	Explain the significance of identifying customer needs and addressing them.				
PC.19	Discuss the significance of maintaining hygiene and dressing appropriately.				
PC.20	Create a biodata				
PC.21	Use various sources to search and apply for jobs				
PC.22	Discuss the significance of dressing up neatly and maintaining hygiene for an interview				
PC.23	Discuss how to search and register for apprenticeship opportunities				
Total Marks		200	500	-	-

Annexure-VII: Assessment Strategy

This section includes the processes involved in identifying, gathering, and interpreting information to evaluate the Candidate on the required competencies of the program.

Mention the detailed assessment strategy in the provided template.

1. Assessment System Overview:

- Batches are assigned to the MSME NSQF Assessment Agency via email for the assessment.
- MSME NSQF Assessment Agency sends the assessment confirmation to respective TC.
- MSME NSQF Assessment Agency deploys the certified Assessor for executing the assessment at respective TC via online / offline mode.
- MSME NSQF Assessment Agency & respective TC Internal Assessment cell monitors the assessment process & records.

2. Testing Environment:

- MSME NSQF Assessment Agency confirms the Assessment location, date and time
- For number of candidates more than 30 separate assessors are assigned for the assessment.
- MSME NSQF Assessment Agency & respective assessor confirms that the allotted time to the candidates to complete Theory & Practical Assessment is correct.

3. Assessment Quality Assurance levels/Framework:

- Each TC Submits the Question Bank for the individual subject Theory & Practice separately, submits to MSME NSQF Assessment Agency and it is verified by the MSME NSQF Assessment Agency Committee members.
- Questions are mapped to the specified assessment criteria
- All the assessors & Trainers are well qualified & trained to carry out the specified task.

4. Types of evidence or evidence-gathering protocol:

- Online Link is send by MSME NSQF Assessment Agency to respective TC & Assessor. Reporting of the assessor from assessment location is verified by the MSME NSQF Assessment Agency through the online Meeting Link. Students are also required to join for the online link for verification by the MSME NSQF Assessment Agency.
- Assessment Photographs are shared with the MSME NSQF Assessment Agency & are also with the respective TC.

5. Method of verification or validation:

- Online Link is send by MSME NSQF Assessment Agency to respective TC & Assessor. Reporting of the assessor from assessment location is verified by the MSME NSQF Assessment Agency through the online Meeting Link. Students are also required to join for the online link for verification by the MSME NSQF Assessment Agency.

6. Method for assessment documentation, archiving, and access:

- The Assessment records are shared with MSME NSQF Assessment Agency & also stored at respective TC.
- Assessor fills the assessment report and shares with the MSME NSQF Assessment Agency.

On the Job Training:

- Each module will be assessed separately.
- The candidate must score 60% marks to successfully complete the OJT.
- Learner will be assessed on the basis of OJT report followed by Viva
- Assessment will ensure that the Learner is able to:
 - ✓ Effective engagement with the customers / Subordinates and team
 - ✓ Understand the working of various tools and equipment
 - ✓ Understand the working environment of the industry

Annexure VIII: Acronym and Glossary

Acronym

Acronym	Description
AA	Assessment Agency
AB	Awarding Body
ISCO	International Standard Classification of Occupations
NCO	National Classification of Occupations
NCrF	National Credit Framework
NOS	National Occupational Standard(s)
NQR	National Qualification Register
NSQF	National Skills Qualifications Framework
OJT	On the Job Training

Glossary

Term	Description
National Occupational Standards (NOS)	NOS define the measurable performance outcomes required from an individual engaged in a particular task. They list down what an individual performing that task should know and also do.
Qualification	A formal outcome of an assessment and validation process which is obtained when a competent body determines that an individual has achieved learning outcomes to given standards
Qualification File	A Qualification File is a template designed to capture necessary information of a Qualification from the perspective of NSQF compliance. The Qualification File will be normally submitted by the awarding body for the qualification.
Sector	A grouping of professional activities on the basis of their main economic function, product, service or technology.
Long Term Training	Long-term skilling means any vocational training program undertaken for a year and above. https://ncvet.gov.in/sites/default/files/NCVET.pdf