



Qualification Pack

FILM COMPOSITOR ASSISTANT

QP Code: MSME/MES/Q4201

Version: 1.0

NSQF Level: 4

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Qualification Pack

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MSME/MES/Q4201: FILM COMPOSITOR ASSISTANT

Brief Job Description

Learners can perform Computer Graphics, Video Editing, Image Editing, Color Correction etc.

Personal Attributes

Learners can perform Computer Graphics, Video Editing, Image Editing, Color Correction etc.

Applicable National Occupational Standards (NOS)

Compulsory NOS:

1. [MSME/MES/N4205: Proficiency in Compositing](#)
2. [MSME/MES/N4204: ACQUIRE MOTION GRAPHICS KNOWLEDGE](#)
3. [MSME/MES/N4203: Understanding Concepts of Video Editing](#)
4. [MSME/MES/N4202: Acquire proficiency in Computer Graphics](#)
5. [MSME/MES/N4201: Acquire proficiency in Computer Graphics](#)
6. [MSME/MES/N4206: Employability Skill 05](#)

Qualification Pack (QP) Parameters

Sector	Media & Entertainment
Sub-Sector	Media and Entertainment
Occupation	Film & Video Production
Country	India
NSQF Level	4
Credits	15
Aligned to NCO/ISCO/ISIC Code	(Film Editor/Editor)



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Minimum Educational Qualification & Experience	12th grade Pass with NA of experience OR Completed 2nd year of the 3-year diploma after 10 with NA of experience OR 11th grade pass (11th Grade Pass and pursuing continuous schooling) with NA of experience OR Previous relevant Qualification of NSQF Level (NSQF Level 3) with 1 Year of experience
Minimum Level of Education for Training in School	
Pre-Requisite License or Training	NA
Minimum Job Entry Age	17 Years
Last Reviewed On	NA
Next Review Date	30/04/2027
NSQC Approval Date	30/04/2024
Version	1.0
Reference code on NQR	NCVET-QG-04-ME-02416-2024-V1-MSME
NQR Version	1.0



Qualification Pack

MSME/MES/N4205: Proficiency in Compositing

Description

Understand the principles and concepts of compositing.

Scope

The scope covers the following :

- Understand the principles and concepts of compositing.

Elements and Performance Criteria

MSME/FCA/04 Proficiency in Compositing

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

- PC1.** • Demonstrates understanding of the concept of compositing and the purpose of compositing in visual effects.
- PC2.** Utilizes and navigates the compositing interface proficiently
- PC3.** Creates a basic composite skilfully by combining multiple elements.
- PC4.** Adjusts settings for optimal compositing results effectively
- PC5.** Uses the interface and its features like a professional.
- PC6.** Applies effects, plugins, and animation presets competently
- PC7.** Outputs the final composite through rendering or alternative methods proficiently
- PC8.** Assembles shots logically to create a seamless composite.
- PC9.** Imports footage and creates compositions successfully.
- PC10.** Manages compositions and timelines competently.
- PC11.** Times keyframes and utilizes the graph editor for precise control over animation skilfully.
- PC12.** Understands and applies animation principles to create relationships between elements.
- PC13.** Adds motion blur proficiently to enhance realism.
- PC14.** Times and retimes footage competently for desired effects.
- PC15.** Uses keyframes effectively to animate elements within the composition.
- PC16.** Utilizes the graph editor proficiently to manipulate animation curves.
- PC17.** Understands and applies layers, adjustment layers, and techniques for combining layers
- PC18.** Creates and utilizes edge-on camera perspectives proficiently.
- PC19.** Manages transparency within the composition skilfully
- PC20.** Uses mask options competently, including variable mask feathering
- PC21.** Creates and animates masks skilfully
- PC22.** Understands and applies blending modes to achieve desired visual effects.
- PC23.** Applies selection techniques using track mattes proficiently
- PC24.** Uses paint and cloning tools skilfully for retouching and enhancing elements



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- PC25.** Utilizes pre-composition techniques competently to organize and manage complex compositions.
- PC26.** Transforms elements within the composition effectively, including scaling, rotating, and skewing.
- PC27.** Rotoscopes proficiently for isolating and manipulating specific elements.
- PC28.** Uses track mattes effectively for precise compositing.
- PC29.** Works with multiple compositions and projects simultaneously competently.



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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>MSME/FCA/04 Proficiency in Compositing</i>	-	100	-	-
PC1. <ul style="list-style-type: none">• Demonstrates understanding of the concept of compositing and the purpose of compositing in visual effects.	-	-	-	-
PC2. Utilizes and navigates the compositing interface proficiently	-	-	-	-
PC3. Creates a basic composite skilfully by combining multiple elements.	-	-	-	-
PC4. Adjusts settings for optimal compositing results effectively	-	-	-	-
PC5. Uses the interface and its features like a professional.	-	-	-	-
PC6. Applies effects, plugins, and animation presets competently	-	-	-	-
PC7. Outputs the final composite through rendering or alternative methods proficiently	-	-	-	-
PC8. Assembles shots logically to create a seamless composite.	-	-	-	-
PC9. Imports footage and creates compositions successfully.	-	-	-	-
PC10. Manages compositions and timelines competently.	-	-	-	-
PC11. Times keyframes and utilizes the graph editor for precise control over animation skilfully.	-	-	-	-
PC12. Understands and applies animation principles to create relationships between elements.	-	-	-	-
PC13. Adds motion blur proficiently to enhance realism.	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC14. Times and retimes footage competently for desired effects.	-	-	-	-
PC15. Uses keyframes effectively to animate elements within the composition.	-	-	-	-
PC16. Utilizes the graph editor proficiently to manipulate animation curves.	-	-	-	-
PC17. Understands and applies layers, adjustment layers, and techniques for combining layers	-	-	-	-
PC18. Creates and utilizes edge-on camera perspectives proficiently.	-	-	-	-
PC19. Manages transparency within the composition skilfully	-	-	-	-
PC20. Uses mask options competently, including variable mask feathering	-	-	-	-
PC21. Creates and animates masks skilfully	-	-	-	-
PC22. Understands and applies blending modes to achieve desired visual effects.	-	-	-	-
PC23. Applies selection techniques using track mattes proficiently	-	-	-	-
PC24. Uses paint and cloning tools skilfully for retouching and enhancing elements	-	-	-	-
PC25. Utilizes pre-composition techniques competently to organize and manage complex compositions.	-	-	-	-
PC26. Transforms elements within the composition effectively, including scaling, rotating, and skewing.	-	-	-	-
PC27. Rotoscopes proficiently for isolating and manipulating specific elements.	-	-	-	-
PC28. Uses track mattes effectively for precise compositing.	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC29. Works with multiple compositions and projects simultaneously competently.	-	-	-	-
NOS Total	-	100	-	-



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National Occupational Standards (NOS) Parameters

NOS Code	MSME/MES/N4205
NOS Name	Proficiency in Compositing
Sector	Media & Entertainment
Sub-Sector	
Occupation	Film & Video Production
NSQF Level	4
Credits	2
Version	1.0
Last Reviewed Date	30/04/2024
Next Review Date	30/04/2027
NSQC Clearance Date	30/04/2024



Qualification Pack

MSME/MES/N4204: ACQUIRE MOTION GRAPHICS KNOWLEDGE

Description

Understand the basics of motion graphics and their application

Scope

The scope covers the following :

- Understand the basics of motion graphics and their application

Elements and Performance Criteria

MSME/FCA/03 ACQUIRE MOTION GRAPHICS KNOWLEDGE

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

- PC1.** Demonstrates understanding of the concept of motion graphics.
- PC2.** Displays familiarity with tips and tricks to follow when working with motion graphics.
- PC3.** Utilizes motion graphics software proficiently and understands the interface effectively
- PC4.** Customizes the workspace skillfully
- PC5.** Understands the importance of info and preview panels.
- PC6.** Manages projects competently, including creating a new project and setting up auto-save.
- PC7.** Imports images for use in motion graphics projects competently.
- PC8.** Creates a new composition skillfully.
- PC9.** Uses the project panel proficiently and adds content to the timeline.
- PC10.** Arranges and scales content in the timeline effectively.
- PC11.** Adjusts the duration of content skillfully.
- PC12.** Aligns and maximizes mode for optimal display.
- PC13.** Understands the basics of keyframing and animations.
- PC14.** Manages keyframes skillfully, including interpolation, roving keyframes, and easing animations
- PC15.** Successfully completes an animation project, such as an EV awareness project.
- PC16.** Utilizes realistic motion blur proficiently.
- PC17.** Animates using motion sketch and motion sketch smoothing competently
- PC18.** Orients objects to a path with ability.
- PC19.** Creates and customizes text layers skillfully
- PC20.** Uses text animation presets effectively and previews them.
- PC21.** Creates and edits shape layers competently.
- PC22.** Modifies anchor points for shape layers proficiently.
- PC23.** Creates and animates masks with shapes skillfully
- PC24.** Understands the process of exporting compositions and sending them to an encoder.



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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>MSME/FCA/03 ACQUIRE MOTION GRAPHICS KNOWLEDGE</i>	-	100	-	-
PC1. Demonstrates understanding of the concept of motion graphics.	-	-	-	-
PC2. Displays familiarity with tips and tricks to follow when working with motion graphics.	-	-	-	-
PC3. Utilizes motion graphics software proficiently and understands the interface effectively	-	-	-	-
PC4. Customizes the workspace skillfully	-	-	-	-
PC5. Understands the importance of info and preview panels.	-	-	-	-
PC6. Manages projects competently, including creating a new project and setting up auto-save.	-	-	-	-
PC7. Imports images for use in motion graphics projects competently.	-	-	-	-
PC8. Creates a new composition skillfully.	-	-	-	-
PC9. Uses the project panel proficiently and adds content to the timeline.	-	-	-	-
PC10. Arranges and scales content in the timeline effectively.	-	-	-	-
PC11. Adjusts the duration of content skillfully.	-	-	-	-
PC12. Aligns and maximizes mode for optimal display.	-	-	-	-
PC13. Understands the basics of keyframing and animations.	-	-	-	-
PC14. Manages keyframes skillfully, including interpolation, roving keyframes, and easing animations	-	-	-	-
PC15. Successfully completes an animation project, such as an EV awareness project.	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC16. Utilizes realistic motion blur proficiently.	-	-	-	-
PC17. Animates using motion sketch and motion sketch smoothing competently	-	-	-	-
PC18. Orients objects to a path with ability.	-	-	-	-
PC19. Creates and customizes text layers skillfully	-	-	-	-
PC20. Uses text animation presets effectively and previews them.	-	-	-	-
PC21. Creates and edits shape layers competently.	-	-	-	-
PC22. Modifies anchor points for shape layers proficiently.	-	-	-	-
PC23. Creates and animates masks with shapes skillfully	-	-	-	-
PC24. Understands the process of exporting compositions and sending them to an encoder.	-	-	-	-
NOS Total	-	100	-	-



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National Occupational Standards (NOS) Parameters

NOS Code	MSME/MES/N4204
NOS Name	ACQUIRE MOTION GRAPHICS KNOWLEDGE
Sector	Media & Entertainment
Sub-Sector	
Occupation	Film & Video Production
NSQF Level	4
Credits	5
Version	1.0
Last Reviewed Date	30/04/2024
Next Review Date	30/04/2027
NSQF Clearance Date	30/04/2024



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MSME/MES/N4203: Understanding Concepts of Video Editing

Description

Understand the basics of video editing, colour theory, and editing software.

Scope

The scope covers the following :

- Understand the basics of video editing, colour theory, and editing software.

Elements and Performance Criteria

MSME/FCA/02 Understanding Concepts of Video Editing

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

- PC1.** Demonstrates understanding of the basics of video editing, including concepts and techniques
- PC2.** Displays familiarity with color theory basics
- PC3.** Imports and organizes media files competently within the editing software.
- PC4.** Imports and organizes media files competently within the editing software.
- PC5.** Creates new sequences and adds clips to the timeline skillfully
- PC6.** Uses essential tools and shortcuts within the editing software proficiently.
- PC7.** Effectively utilizes the toolbar and adjusts/animator clip dimensions
- PC8.** Demonstrates proficient knowledge and application of green screen (chromakey) techniques.
- PC9.** Creates basic titles and templates skillfully.
- PC10.** Installs fonts into the editing software and uses custom text animation presets competently
- PC11.** Composites video and titles, including interactive wipe or reveal effects effectively.
- PC12.**
 - Separates audio from video, removes background noise, and syncs video clips with music
 - competently
- PC13.**
 - Uses audio effects like auto ducking, pitch changing, phone call voice effect, and distant/muffled
 - audio effect skillfully.
- PC14.** Exports HD video and understands the best export settings for platforms like YouTube proficiently.
- PC15.** Applies keyframe animation techniques skillfully
- PC16.** Uses keyframes to improve video quality and adjust volume skillfully
- PC17.**
 - Creates various transitions, including crop opening, default, custom, plugin, before and after wipe
 - slide, flicker, luma fade, and more, effectively
- PC18.** Distinguishes between color correction and color grading.
- PC19.** Applies competent color correction techniques to adjust the overall appearance of footage skillfully
- PC20.** Applies skillful color grading techniques to create specific moods or styles



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- PC21.** Color grades multiple clips at once using adjustment layers effectively.
- PC22.** • Inverts colors and applies special effects like Harry Potter's invisibility cloak and parallax universe
• effect skillfully.
- PC23.** • 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
- PC24.** Implements techniques to prevent software crashes and manages cache data effectively.
- PC25.** Adds timecode stamps or timers to footage proficiently.
- PC26.** Creates L-cuts and J-cuts for smooth transitions skillfully.
- PC27.** Effectively utilizes highlighting techniques in video
- PC28.** Sources and uses free stock videos and templates proficiently.



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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>MSME/FCA/02 Understanding Concepts of Video Editing</i>	-	100	-	-
PC1. Demonstrates understanding of the basics of video editing, including concepts and techniques	-	-	-	-
PC2. Displays familiarity with color theory basics	-	-	-	-
PC3. Imports and organizes media files competently within the editing software.	-	-	-	-
PC4. Imports and organizes media files competently within the editing software.	-	-	-	-
PC5. Creates new sequences and adds clips to the timeline skillfully	-	-	-	-
PC6. Uses essential tools and shortcuts within the editing software proficiently.	-	-	-	-
PC7. Effectively utilizes the toolbar and adjusts/animator clip dimensions	-	-	-	-
PC8. Demonstrates proficient knowledge and application of green screen (chromakey) techniques.	-	-	-	-
PC9. Creates basic titles and templates skillfully.	-	-	-	-
PC10. Installs fonts into the editing software and uses custom text animation presets competently	-	-	-	-
PC11. Composites video and titles, including interactive wipe or reveal effects effectively.	-	-	-	-
PC12. <ul style="list-style-type: none">• Separates audio from video, removes background noise, and syncs video clips with music• competently	-	-	-	-
PC13. <ul style="list-style-type: none">• Uses audio effects like auto ducking, pitch changing, phone call voice effect, and distant/muffled• audio effect skillfully.	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC14. Exports HD video and understands the best export settings for platforms like YouTube proficiently.	-	-	-	-
PC15. Applies keyframe animation techniques skillfully	-	-	-	-
PC16. Uses keyframes to improve video quality and adjust volume skillfully	-	-	-	-
PC17. <ul style="list-style-type: none">• Creates various transitions, including crop opening, default, custom, plugin, before and after wipe• slide, flicker, luma fade, and more, effectively	-	-	-	-
PC18. Distinguishes between color correction and color grading.	-	-	-	-
PC19. Applies competent color correction techniques to adjust the overall appearance of footage skillfully	-	-	-	-
PC20. Applies skillful color grading techniques to create specific moods or styles	-	-	-	-
PC21. Color grades multiple clips at once using adjustment layers effectively.	-	-	-	-
PC22. <ul style="list-style-type: none">• Inverts colors and applies special effects like Harry Potter's invisibility cloak and parallax universe• effect skillfully.	-	-	-	-
PC23. <ul style="list-style-type: none">• 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	-	-	-	-
PC24. Implements techniques to prevent software crashes and manages cache data effectively.	-	-	-	-
PC25. Adds timecode stamps or timers to footage proficiently.	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC26. Creates L-cuts and J-cuts for smooth transitions skillfully.	-	-	-	-
PC27. Effectively utilizes highlighting techniques in video	-	-	-	-
PC28. Sources and uses free stock videos and templates proficiently.	-	-	-	-
NOS Total	-	100	-	-



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National Occupational Standards (NOS) Parameters

NOS Code	MSME/MES/N4203
NOS Name	Understanding Concepts of Video Editing
Sector	Media & Entertainment
Sub-Sector	
Occupation	Film & Video Production
NSQF Level	4
Credits	5
Version	1.0
Last Reviewed Date	30/04/2024
Next Review Date	30/04/2027
NSQF Clearance Date	30/04/2024



Qualification Pack

MSME/MES/N4202: Acquire proficiency in Computer Graphics

Description

Understand the fundamentals of computer graphics.

Scope

The scope covers the following :

- Understand the fundamentals of computer graphics.

Elements and Performance Criteria

Acquire proficiency in Computer Graphics

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

- PC1.** Learners grasp fundamental concepts and techniques
- PC2.** They can explain key principles of video editing.
- PC3.** Learners navigate editing software efficiently
- PC4.** They demonstrate proficiency in using essential tools and shortcuts.
- PC5.** Learners import and organize media files effectively.
- PC6.** They create sequences and add clips to the timeline seamlessly.
- PC7.** Learners utilize advanced editing tools proficiently
- PC8.** They apply keyframe animation techniques for precise editing
- PC9.** Learners separate audio from video and apply effects competently
- PC10.** They sync video clips with music and remove background noise effectively.
- PC11.** Learners create basic titles and customize text animation.
- PC12.** They install fonts and use text animation presets competently
- PC13.** Learners understand export settings for platforms like YouTube.
- PC14.** They export HD video and apply techniques for optimal quality.
- PC15.** Learners apply color correction and grading techniques effectively
- PC16.** They enhance footage by adjusting color and mood.
- PC17.** Learners create transitions to enhance visual appeal.
- PC18.** They apply special effects skillfully to add creativity.
- PC19.**
 - Learners implement techniques to prevent software crashes.
 - They add timecode stamps for professional output



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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Acquire proficiency in Computer Graphics</i>	-	100	-	-
PC1. Learners grasp fundamental concepts and techniques	-	-	-	-
PC2. They can explain key principles of video editing.	-	-	-	-
PC3. Learners navigate editing software efficiently	-	-	-	-
PC4. They demonstrate proficiency in using essential tools and shortcuts.	-	-	-	-
PC5. Learners import and organize media files effectively.	-	-	-	-
PC6. They create sequences and add clips to the timeline seamlessly.	-	-	-	-
PC7. Learners utilize advanced editing tools proficiently	-	-	-	-
PC8. They apply keyframe animation techniques for precise editing	-	-	-	-
PC9. Learners separate audio from video and apply effects competently	-	-	-	-
PC10. They sync video clips with music and remove background noise effectively.	-	-	-	-
PC11. Learners create basic titles and customize text animation.	-	-	-	-
PC12. They install fonts and use text animation presets competently	-	-	-	-
PC13. Learners understand export settings for platforms like YouTube.	-	-	-	-
PC14. They export HD video and apply techniques for optimal quality.	-	-	-	-
PC15. Learners apply color correction and grading techniques effectively	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC16. They enhance footage by adjusting color and mood.	-	-	-	-
PC17. Learners create transitions to enhance visual appeal.	-	-	-	-
PC18. They apply special effects skillfully to add creativity.	-	-	-	-
PC19. <ul style="list-style-type: none">• Learners implement techniques to prevent software crashes.• They add timecode stamps for professional output	-	-	-	-
NOS Total	-	100	-	-



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National Occupational Standards (NOS) Parameters

NOS Code	MSME/MES/N4202
NOS Name	Acquire proficiency in Computer Graphics
Sector	Media & Entertainment
Sub-Sector	
Occupation	Film & Video Production
NSQF Level	4
Credits	1
Version	1.0
Last Reviewed Date	30/04/2024
Next Review Date	30/04/2027
NSQF Clearance Date	30/04/2024



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MSME/MES/N4201: Acquire proficiency in Computer Graphics

Description

Understand the fundamentals of computer graphics.

Scope

The scope covers the following :

- Understand the fundamentals of computer graphics.

Elements and Performance Criteria

Acquire proficiency in Computer Graphics

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

- PC1.** Learners grasp fundamental concepts and techniques
- PC2.** They can explain key principles of video editing.
- PC3.** Learners navigate editing software efficiently
- PC4.** They demonstrate proficiency in using essential tools and shortcuts.
- PC5.** Learners import and organize media files effectively.
- PC6.** They create sequences and add clips to the timeline seamlessly.
- PC7.** Learners utilize advanced editing tools proficiently
- PC8.** They apply keyframe animation techniques for precise editing
- PC9.** Learners separate audio from video and apply effects competently
- PC10.** They sync video clips with music and remove background noise effectively.
- PC11.** Learners create basic titles and customize text animation.
- PC12.** They install fonts and use text animation presets competently
- PC13.** Learners understand export settings for platforms like YouTube.
- PC14.** They export HD video and apply techniques for optimal quality.
- PC15.** Learners apply color correction and grading techniques effectively
- PC16.** They enhance footage by adjusting color and mood.
- PC17.** Learners create transitions to enhance visual appeal.
- PC18.** They apply special effects skillfully to add creativity.
- PC19.**
 - Learners implement techniques to prevent software crashes.
 - They add timecode stamps for professional output



Qualification Pack

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Acquire proficiency in Computer Graphics</i>	100	-	-	-
PC1. Learners grasp fundamental concepts and techniques	-	-	-	-
PC2. They can explain key principles of video editing.	-	-	-	-
PC3. Learners navigate editing software efficiently	-	-	-	-
PC4. They demonstrate proficiency in using essential tools and shortcuts.	-	-	-	-
PC5. Learners import and organize media files effectively.	-	-	-	-
PC6. They create sequences and add clips to the timeline seamlessly.	-	-	-	-
PC7. Learners utilize advanced editing tools proficiently	-	-	-	-
PC8. They apply keyframe animation techniques for precise editing	-	-	-	-
PC9. Learners separate audio from video and apply effects competently	-	-	-	-
PC10. They sync video clips with music and remove background noise effectively.	-	-	-	-
PC11. Learners create basic titles and customize text animation.	-	-	-	-
PC12. They install fonts and use text animation presets competently	-	-	-	-
PC13. Learners understand export settings for platforms like YouTube.	-	-	-	-
PC14. They export HD video and apply techniques for optimal quality.	-	-	-	-
PC15. Learners apply color correction and grading techniques effectively	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC16. They enhance footage by adjusting color and mood.	-	-	-	-
PC17. Learners create transitions to enhance visual appeal.	-	-	-	-
PC18. They apply special effects skillfully to add creativity.	-	-	-	-
PC19. <ul style="list-style-type: none">• Learners implement techniques to prevent software crashes.• They add timecode stamps for professional output	-	-	-	-
NOS Total	100	-	-	-



Qualification Pack

National Occupational Standards (NOS) Parameters

NOS Code	MSME/MES/N4201
NOS Name	Acquire proficiency in Computer Graphics
Sector	Media & Entertainment
Sub-Sector	
Occupation	Film & Video Production
NSQF Level	4
Credits	1
Version	1.0
Last Reviewed Date	30/04/2024
Next Review Date	30/04/2027
NSQF Clearance Date	30/04/2024



Qualification Pack

MSME/MES/N4206: Employability Skill 05

Description

This unit is about employability skills, Constitutional values, becoming a professional in the 21st Century, digital, financial, and legal literacy, diversity and Inclusion, English and communication skills, customer service, entrepreneurship, and getting ready for jobs and apprenticeship.

Scope

The scope covers the following :

- This unit is about employability skills, Constitutional values, becoming a professional in the 21st Century,
- digital, financial, and legal literacy, diversity and Inclusion, English and communication skills, customer service,
- entrepreneurship, and getting ready for jobs and apprenticeship.

Elements and Performance Criteria

MSME/ES/01 Employability Skills

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

- PC1.** Discuss the importance of Employability Skills in meeting the job requirements
- PC2.**
 - Explain constitutional values, civic rights, duties, citizenship, responsibility towards society etc. that
 - are required to be followed to become a responsible citizen.
- PC3.** Show how to practice different environmentally sustainable practices.
- PC4.** Discuss 21st century skills.
- PC5.**
 - Display positive attitude, self -motivation, problem solving, time management skills and continuous
 - learning mindset in different situations.
- PC6.** Use appropriate basic English sentences/phrases while speaking.
- PC7.** Demonstrate how to communicate in a well -mannered way with others.
- PC8.** Demonstrate working with others in a team
- PC9.** Show how to conduct oneself appropriately with all genders and PwD
- PC10.** Discuss the significance of reporting sexual harassment issues in time
- PC11.** Discuss the significance of using financial products and services safely and securely.
- PC12.** Explain the importance of managing expenses, income, and saving
- PC13.**
 - Explain the significance of approaching the concerned authorities in time for any exploitation as per
 - legal rights and laws.
- PC14.**
 - Show how to operate digital devices and use the associated applications and features, safely and
 - securely.



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- PC15.** • Discuss the significance of using internet for browsing, accessing social media platforms, safely and
• Securely.
- PC16.** • Discuss the need for identifying opportunities for potential business, sources for arranging money
• and potential legal and financial challenges.
- PC17.** Differentiate between types of customers.
- PC18.** Explain the significance of identifying customer needs and addressing them.
- PC19.** Discuss the significance of maintaining hygiene and dressing appropriately.
- PC20.** Create a biodata
- PC21.** Use various sources to search and apply for jobs
- PC22.** Discuss the significance of dressing up neatly and maintaining hygiene for an interview
- PC23.** Discuss how to search and register for apprenticeship opportunities



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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>MSME/ES/01 Employability Skills</i>	100	-	-	-
PC1. Discuss the importance of Employability Skills in meeting the job requirements	-	-	-	-
PC2. <ul style="list-style-type: none">• Explain constitutional values, civic rights, duties, citizenship, responsibility towards society etc. that• are required to be followed to become a responsible citizen.	-	-	-	-
PC3. Show how to practice different environmentally sustainable practices.	-	-	-	-
PC4. Discuss 21st century skills.	-	-	-	-
PC5. <ul style="list-style-type: none">• Display positive attitude, self -motivation, problem solving, time management skills and continuous• learning mindset in different situations.	-	-	-	-
PC6. Use appropriate basic English sentences/phrases while speaking.	-	-	-	-
PC7. Demonstrate how to communicate in a well -mannered way with others.	-	-	-	-
PC8. Demonstrate working with others in a team	-	-	-	-
PC9. Show how to conduct oneself appropriately with all genders and PwD	-	-	-	-
PC10. Discuss the significance of reporting sexual harassment issues in time	-	-	-	-
PC11. Discuss the significance of using financial products and services safely and securely.	-	-	-	-
PC12. Explain the importance of managing expenses, income, and saving	-	-	-	-
PC13. <ul style="list-style-type: none">• Explain the significance of approaching the concerned authorities in time for any exploitation as per• legal rights and laws.	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC14. <ul style="list-style-type: none">• Show how to operate digital devices and use the associated applications and features, safely and• securely.	-	-	-	-
PC15. <ul style="list-style-type: none">• Discuss the significance of using internet for browsing, accessing social media platforms, safely and• Securely.	-	-	-	-
PC16. <ul style="list-style-type: none">• Discuss the need for identifying opportunities for potential business, sources for arranging money• and potential legal and financial challenges.	-	-	-	-
PC17. Differentiate between types of customers.	-	-	-	-
PC18. Explain the significance of identifying customer needs and addressing them.	-	-	-	-
PC19. Discuss the significance of maintaining hygiene and dressing appropriately.	-	-	-	-
PC20. Create a biodata	-	-	-	-
PC21. Use various sources to search and apply for jobs	-	-	-	-
PC22. Discuss the significance of dressing up neatly and maintaining hygiene for an interview	-	-	-	-
PC23. Discuss how to search and register for apprenticeship opportunities	-	-	-	-
NOS Total	100	-	-	-



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National Occupational Standards (NOS) Parameters

NOS Code	MSME/MES/N4206
NOS Name	Employability Skill 05
Sector	Media & Entertainment
Sub-Sector	
Occupation	Film & Video Production
NSQF Level	4
Credits	1
Version	1.0
Last Reviewed Date	30/04/2024
Next Review Date	30/04/2027
NSQC Clearance Date	30/04/2024

Assessment Guidelines and Assessment Weightage

Assessment Guidelines

As per QP

Minimum Aggregate Passing % at QP Level : 40

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

Assessment Weightage

Compulsory NOS



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National Occupational Standards	Theory Marks	Practical Marks	Project Marks	Viva Marks	Total Marks	Weightage
MSME/MES/N4205.Proficiency in Compositing	-	100	-	-	100	20
MSME/MES/N4204.ACQUIRE MOTION GRAPHICS KNOWLEDGE	-	100	-	-	100	20
MSME/MES/N4203.Understanding Concepts of Video Editing	-	100	-	-	100	20
MSME/MES/N4202.Acquire proficiency in Computer Graphics	-	100	-	-	100	20
MSME/MES/N4201.Acquire proficiency in Computer Graphics	100	-	-	-	100	10
MSME/MES/N4206.Employability Skill 05	100	-	-	-	100	10
Total	200	400	-	-	600	100



Qualification Pack

Acronyms

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



Qualification Pack

Glossary

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



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Knowledge and Understanding (KU)	Knowledge and Understanding (KU) are statements which together specify the technical, generic, professional and organisational specific knowledge that an individual needs in order to perform to the required standard.
Organisational Context	Organisational context includes the way the organisation is structured and how it operates, including the extent of operative knowledge managers have of their relevant areas of responsibility.
Technical Knowledge	Technical knowledge is the specific knowledge needed to accomplish specific designated responsibilities.
Core Skills/ Generic Skills (GS)	Core skills or Generic Skills (GS) are a group of skills that are the key to learning and working in today's world. These skills are typically needed in any work environment in today's world. These skills are typically needed in any work environment. In the context of the OS, these include communication related skills that are applicable to most job roles.
Electives	Electives are NOS/set of NOS that are identified by the sector as contributive to specialization in a job role. There may be multiple electives within a QP for each specialized job role. Trainees must select at least one elective for the successful completion of a QP with Electives.
Options	Options are NOS/set of NOS that are identified by the sector as additional skills. There may be multiple options within a QP. It is not mandatory to select any of the options to complete a QP with Options.