



Sculpt Artist

QP Code: MES/Q0512

Version: 1.0

NSQF Level: 3

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Qualification Pack

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MES/Q0512: Sculpt Artist

Brief Job Description

A sculpt artist is a visual artist who creates two- or three-dimensional range of materials from stone to wood, plastic to paper clips. They use traditional techniques, using tools to carve from stone or marble, carving into walls or other surfaces a technique called relief or casting sculptures from metals such as bronze. Many contemporary sculptors embrace a range of new materials and techniques, from 3D printing to concrete-casting.

Personal Attributes

The ability to communicate ideas creatively, flexibility and adaptability, organizational skills and the ability to work in groups or independently are also skills a sculptor needs to have to succeed. The ability to make keep observations, sometimes quick decisions, and accept criticism are also essential skills.

Applicable National Occupational Standards (NOS)

Compulsory NOS:

1. [MES/N0550: Model 3-D substances including stone, marble, concrete, plaster, wood to create forms](#)
2. [MES/N0551: Use metalworking, welding, carving, whittling, chiseling, or shaping to construct artistic forms.](#)
3. [MES/N0552: Utilize tools such as chisels, gouges, and mallets to create objects](#)
4. [MES/N0107: Develop and maintain portfolio](#)
5. [MES/N0553: Reach out to galleries to exhibit work](#)
6. [MES/N0104: Maintain Workplace Health & Safety](#)
7. [DGT/VSQ/N0101: Employability Skills \(30 Hours\)](#)

Qualification Pack (QP) Parameters

Sector	Media & Entertainment
Sub-Sector	Generic
Occupation	Art and Design

Qualification Pack

Country	India
NSQF Level	3
Credits	14
Aligned to NCO/ISCO/ISIC Code	NCO 2015- 2651.0100 / Art & Design
Minimum Educational Qualification & Experience	8th Class (pass with one year of (NTC/NAC) after 8th) OR 8th Class (pass and pursuing continuous schooling in regular school with vocational subject)
Minimum Level of Education for Training in School	
Pre-Requisite License or Training	NA
Minimum Job Entry Age	16 Years
Last Reviewed On	NA
Next Review Date	24/02/2027
NSQC Approval Date	24/02/2022
Version	1.0
Reference code on NQR	2022/ME/MESC/06905
NQR Version	1.0

Remarks:

14th NSQC 30 December 2014

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MES/N0550: Model 3-D substances including stone, marble, concrete, plaster, wood to create forms

Description

This OS unit covers knowledge and skills to build a structure with a stable and balanced foundation while applying the principles of design to create a visually cohesive free-standing sculpture

Scope

The scope covers the following :

- Principles of Design in Sculpture
- Explore Form and Space
- Model and Hand Build Various Forms

Elements and Performance Criteria

Explain Principles of Design in Sculpture

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

- PC1.** identify the principles of design and material to work with
- PC2.** evaluate the integration of the principles of design in selected works of art.
- PC3.** analyze various sculptures from different cultures across history.

Explore Form and Space

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

- PC4.** explore similarities and differences between materials and the construction of sculpture
- PC5.** use geometric shapes and forms symmetry, and measurements
- PC6.** demonstrate the process to transform shapes into 3D forms

Model and Hand Build Various Forms

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

- PC7.** create a functional form using various hand-building techniques
- PC8.** effectively plan and execute a sculpture using modeling and hand-building techniques
- PC9.** apply paint and/or glaze to the final product.
- PC10.** use techniques for creating a good quality digital image of final product

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** use various building techniques through experimentation and trial and error.
- KU2.** explore a variety of traditional sculpture materials such as clay, wire, plaster craft, papier-mache, recyclable materials, and found objects
- KU3.** process of creating through verbal and written critiques
- KU4.** using set of aesthetic criteria to guide their choices

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- KU5.** the principles of design are used in various works of art
- KU6.** determining choices of media, technique, and composition for creating own work
- KU7.** influence of culture and environment on a person's aesthetic choices
- KU8.** contribution of subject matter in understanding messages or ideas and mood conveyed
- KU9.** the amalgamation of the principles of design in selected works of art
- KU10.** similarities and differences between materials and the construction of sculpture.
- KU11.** importance of sourcing and selecting the right material
- KU12.** apply paint and/or glaze to a finished art form properly.
- KU13.** art criticism skills to discuss works of prominent sculptors
- KU14.** importance of self-reflection of the process using correct sculptural vocabulary.
- KU15.** techniques for creating a good quality digital image
- KU16.** criteria to examine, reflect on and plan revisions for a work of art
- KU17.** cultural and social contexts of visual arts and how they influence ideas and emotions
- KU18.** influence of a particular artist or event in their life on their own work

Generic Skills (GS)

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

- GS1.** comprehend detailed descriptions of materials as well as a variety of step-by-step processes covering model-making, mold making and casting, and other form-making techniques
- GS2.** think and work three-dimensionally while being guided by the artistic processes
- GS3.** apply skills like creativity, collaboration, critical thinking, communication, innovation, flexibility, and adaptability in their work
- GS4.** communicate effectively and sensitively with artists of differing temperaments
- GS5.** how to prepare a work schedule/ sequence of activities
- GS6.** identify and utilize various found objects, and natural and recyclable materials to create an aesthetically pleasing work of art
- GS7.** strategize methods for the design and redesign of objects, places, images, and words to clearly communicate information to an audience
- GS8.** use exhibitions to communicate meaning and influence ideas and beliefs
- GS9.** interpret managerial decisions and communicate them to the artists and performers
- GS10.** select and find objects and recyclable materials to create a sculpture
- GS11.** create an assemblage by deconstructing and organizing found objects and other materials
- GS12.** stay on task or clean up materials
- GS13.** add unique details or solve visual problems with new and creative solutions
- GS14.** show superior control, understanding, and use of materials and techniques
- GS15.** effectively communicate a message to the viewer through the use and arrangement of their materials.
- GS16.** show understanding of elements and principles and incorporate them in a new and interesting
- GS17.** add unique details or solve visual problems with new and creative solutions



GS18. use equipment and tools properly and safely

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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Explain Principles of Design in Sculpture</i>	9	70	-	-
PC1. identify the principles of design and material to work with	3	-	-	-
PC2. evaluate the integration of the principles of design in selected works of art.	3	-	-	-
PC3. analyze various sculptures from different cultures across history.	3	-	-	-
<i>Explore Form and Space</i>	9	-	-	-
PC4. explore similarities and differences between materials and the construction of sculpture	3	-	-	-
PC5. use geometric shapes and forms symmetry, and measurements	3	-	-	-
PC6. demonstrate the process to transform shapes into 3D forms	3	-	-	-
<i>Model and Hand Build Various Forms</i>	12	-	-	-
PC7. create a functional form using various hand-building techniques	3	-	-	-
PC8. effectively plan and execute a sculpture using modeling and hand-building techniques	3	-	-	-
PC9. apply paint and/or glaze to the final product.	3	-	-	-
PC10. use techniques for creating a good quality digital image of final product	3	-	-	-
NOS Total	30	70	-	-

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National Occupational Standards (NOS) Parameters

NOS Code	MES/N0550
NOS Name	Model 3-D substances including stone, marble, concrete, plaster, wood to create forms
Sector	Media & Entertainment
Sub-Sector	Generic
Occupation	Art and Design
NSQF Level	3
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	24/02/2027
NSQC Clearance Date	24/02/2022

Qualification Pack

MES/N0551: Use metalworking, welding, carving, whittling, chiseling, or shaping to construct artistic forms.

Description

This OS unit covers knowledge and skills to build a structure with metals using tools and techniques like welding, chiseling and carving used to mold different metals into aesthetically designed forms

Scope

The scope covers the following :

- Plan to work with metals
- Develop a pattern to make a simple layout
- Shaping and forming metal
- Assemble metal parts and decorate the surface of metal

Elements and Performance Criteria

Plan to work with metals

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

- PC1.** explain the working qualities of metal that affect design and principles
- PC2.** apply drafting fundamentals and principles to make a dimensional sketch.
- PC3.** analyze types of assembly that affect design

Develop a pattern to make a simple layout

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

- PC4.** measure and divide spaces and test angles
- PC5.** make a layout on paper and transfer it to metal
- PC6.** apply layout dye or coating
- PC7.** Select design for decorating

Shaping and forming metal

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

- PC8.** cut metal using hand and machine techniques
- PC9.** carry out drilling, boring, reaming, and punching holes using various tools
- PC10.** bend and twist heated metal and form to shape by using hand or with machines using various tools
- PC11.** apply principles and characteristics of heat treatment of metal
- PC12.** smooth the metal (using an abrasive materials, files, grinding wheels, scrapers etc.)

Assemble metal parts and decorate the surface of metal

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

- PC13.** assemble metal parts using various techniques (such as soft soldering, riveting , welding etc.)

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- PC14.** decorate surface metal using different methods (like peening and planishing, chasing, doming, fluting, etching or engraving, etc. Design stamping)
- PC15.** apply finishing on the surface material (use of techniques like polishing, buffing etc)
- PC16.** clean and care for tools and machines

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** use various building techniques through experimentation and trial and error.
- KU2.** explore a variety of traditional sculpture materials such as clay, wire, plaster craft, papier-mache, recyclable materials, and found objects
- KU3.** process of creating through verbal and written critiques
- KU4.** using set of aesthetic criteria to guide their choices
- KU5.** the principles of design are used in various works of art
- KU6.** determining choices of media, technique, and composition for creating own work
- KU7.** influence of culture and environment on a person's aesthetic choices
- KU8.** contribution of subject matter in understanding messages or ideas and mood conveyed
- KU9.** the amalgamation of the principles of design in selected works of art
- KU10.** similarities and differences between materials and the construction of sculpture.
- KU11.** importance of sourcing and selecting the right material
- KU12.** apply paint and/or glaze to a finished art form properly.
- KU13.** art criticism skills to discuss works of prominent sculptors
- KU14.** importance of self-reflection of the process using correct sculptural vocabulary.
- KU15.** techniques for creating a good quality digital image
- KU16.** criteria to examine, reflect on and plan revisions for a work of art
- KU17.** cultural and social contexts of visual arts and how they influence ideas and emotions
- KU18.** influence of a particular artist or event in their life on their own work

Generic Skills (GS)

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

- GS1.** comprehend detailed descriptions of materials as well as a variety of step-by-step processes covering model-making, mold making and casting, and other form-making techniques
- GS2.** think and work three-dimensionally while being guided by the artistic processes
- GS3.** apply skills like creativity, collaboration, critical thinking, communication, innovation, flexibility, and adaptability in their work
- GS4.** communicate effectively and sensitively with artists of differing temperaments
- GS5.** how to prepare a work schedule/ sequence of activities
- GS6.** identify and utilize various found objects, and natural and recyclable materials to create an aesthetically pleasing work of art

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- GS7.** strategize methods for the design and redesign of objects, places, images, and words to clearly communicate information to an audience
- GS8.** use exhibitions to communicate meaning and influence ideas and beliefs
- GS9.** interpret managerial decisions and communicate them to the artists and performers
- GS10.** select and find objects and recyclable materials to create a sculpture
- GS11.** create an assemblage by deconstructing and organizing found objects and other materials
- GS12.** stay on task or clean up materials
- GS13.** add unique details or solve visual problems with new and creative solutions
- GS14.** show superior control, understanding, and use of materials and techniques
- GS15.** effectively communicate a message to the viewer through the use and arrangement of their materials.
- GS16.** show understanding of elements and principles and incorporate them in a new and interesting
- GS17.** add unique details or solve visual problems with new and creative solutions
- GS18.** use equipment and tools properly and safely

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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Plan to work with metals</i>	6	68	-	-
PC1. explain the working qualities of metal that affect design and principles	2	-	-	-
PC2. apply drafting fundamentals and principles to make a dimensional sketch.	2	-	-	-
PC3. analyze types of assembly that affect design	2	-	-	-
<i>Develop a pattern to make a simple layout</i>	8	-	-	-
PC4. measure and divide spaces and test angles	2	-	-	-
PC5. make a layout on paper and transfer it to metal	2	-	-	-
PC6. apply layout dye or coating	2	-	-	-
PC7. Select design for decorating	2	-	-	-
<i>Shaping and forming metal</i>	10	-	-	-
PC8. cut metal using hand and machine techniques	2	-	-	-
PC9. carry out drilling, boring, reaming, and punching holes using various tools	2	-	-	-
PC10. bend and twist heated metal and form to shape by using hand or with machines using various tools	2	-	-	-
PC11. apply principles and characteristics of heat treatment of metal	2	-	-	-
PC12. smooth the metal (using an abrasive materials, files, grinding wheels, scrappers etc.)	2	-	-	-
<i>Assemble metal parts and decorate the surface of metal</i>	8	-	-	-
PC13. assemble metal parts using various techniques (such as soft soldering, riveting , welding etc.)	2	-	-	-

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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC14. decorate surface metal using different methods (like peening and planishing, chasing, doming, fluting, etching or engraving, etc. Design stamping)	2	-	-	-
PC15. apply finishing on the surface material (use of techniques like polishing, buffing etc)	2	-	-	-
PC16. clean and care for tools and machines	2	-	-	-
NOS Total	32	68	-	-

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National Occupational Standards (NOS) Parameters

NOS Code	MES/N0551
NOS Name	Use metalworking, welding, carving, whittling, chiseling, or shaping to construct artistic forms.
Sector	Media & Entertainment
Sub-Sector	Generic
Occupation	Art and Design
NSQF Level	3
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	24/02/2027
NSQC Clearance Date	24/02/2022

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MES/N0552: Utilize tools such as chisels, gouges, and mallets to create objects

Description

This OS unit covers knowledge and skills knowledge to use the various tools such as chisels, gouges, and mallets safely and appropriately to create artistic objects

Scope

The scope covers the following :

- Use Hand tools to create objects
- Demonstrate the use of Chisels to create objects
- Demonstrate the basic design and physics of Hammer
- Demonstrate use of other common tools in creating objects

Elements and Performance Criteria

Use Hand tools to create objects

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

- PC1.** identify and explain various types hand tools
- PC2.** demonstrate safe use of hand tools to create objects

Demonstrate the use of Chisels to create objects

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

- PC3.** identify and explain various types Chisels
- PC4.** demonstrate safe use of chisels to create objects.

Demonstrate the basic design and physics of Hammer

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

- PC5.** identify and explain basic designs and variations in hammer
- PC6.** effectively demonstrate and explain the physics of hammering

Demonstrate use of other common tools in creating objects

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

- PC7.** identify and explain common tools to create objects (like wrenches, saw, pliers,punch tools etc.)
- PC8.** effectively demonstrate and explain the basic uses of common tools to create objects

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** use various building techniques through experimentation and trial and error.
- KU2.** explore a variety of traditional sculpture materials such as clay, wire, plaster craft, papier-mache, recyclable materials, and found objects

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- KU3.** process of creating through verbal and written critiques
- KU4.** using set of aesthetic criteria to guide their choices
- KU5.** the principles of design are used in various works of art
- KU6.** determining choices of media, technique, and composition for creating own work
- KU7.** influence of culture and environment on a person's aesthetic choices
- KU8.** contribution of subject matter in understanding messages or ideas and mood conveyed
- KU9.** the amalgamation of the principles of design in selected works of art
- KU10.** similarities and differences between materials and the construction of sculpture.
- KU11.** importance of sourcing and selecting the right material
- KU12.** apply paint and/or glaze to a finished art form properly.
- KU13.** art criticism skills to discuss works of prominent sculptors
- KU14.** importance of self-reflection of the process using correct sculptural vocabulary.
- KU15.** techniques for creating a good quality digital image
- KU16.** criteria to examine, reflect on and plan revisions for a work of art
- KU17.** cultural and social contexts of visual arts and how they influence ideas and emotions
- KU18.** influence of a particular artist or event in their life on their own work

Generic Skills (GS)

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

- GS1.** comprehend detailed descriptions of materials as well as a variety of step-by-step processes covering model-making, mold making and casting, and other form-making techniques
- GS2.** think and work three-dimensionally while being guided by the artistic processes
- GS3.** apply skills like creativity, collaboration, critical thinking, communication, innovation, flexibility, and adaptability in their work
- GS4.** communicate effectively and sensitively with artists of differing temperaments
- GS5.** how to prepare a work schedule/ sequence of activities
- GS6.** identify and utilize various found objects, and natural and recyclable materials to create an aesthetically pleasing work of art
- GS7.** strategize methods for the design and redesign of objects, places, images, and words to clearly communicate information to an audience
- GS8.** use exhibitions to communicate meaning and influence ideas and beliefs
- GS9.** interpret managerial decisions and communicate them to the artists and performers
- GS10.** select and find objects and recyclable materials to create a sculpture
- GS11.** create an assemblage by deconstructing and organizing found objects and other materials
- GS12.** stay on task or clean up materials
- GS13.** add unique details or solve visual problems with new and creative solutions
- GS14.** show superior control, understanding, and use of materials and techniques
- GS15.** effectively communicate a message to the viewer through the use and arrangement of their materials.



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- GS16.** show understanding of elements and principles and incorporate them in a new and interesting
- GS17.** add unique details or solve visual problems with new and creative solutions
- GS18.** use equipment and tools properly and safely

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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Use Hand tools to create objects</i>	7	70	-	-
PC1. identify and explain various types hand tools	3	-	-	-
PC2. demonstrate safe use of hand tools to create objects	4	-	-	-
<i>Demonstrate the use of Chisels to create objects</i>	7	-	-	-
PC3. identify and explain various types Chisels	3	-	-	-
PC4. demonstrate safe use of chisels to create objects.	4	-	-	-
<i>Demonstrate the basic design and physics of Hammer</i>	8	-	-	-
PC5. identify and explain basic designs and variations in hammer	4	-	-	-
PC6. effectively demonstrate and explain the physics of hammering	4	-	-	-
<i>Demonstrate use of other common tools in creating objects</i>	8	-	-	-
PC7. identify and explain common tools to create objects (like wrenches, saw, pliers,punch tools etc.)	4	-	-	-
PC8. effectively demonstrate and explain the basic uses of common tools to create objects	4	-	-	-
NOS Total	30	70	-	-

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National Occupational Standards (NOS) Parameters

NOS Code	MES/N0552
NOS Name	Utilize tools such as chisels, gouges, and mallets to create objects
Sector	Media & Entertainment
Sub-Sector	Generic
Occupation	Art and Design
NSQF Level	3
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	24/02/2027
NSQC Clearance Date	24/02/2022

Qualification Pack

MES/N0107: Develop and maintain portfolio

Description

This unit is about exploring the opportunity to work in media & entertainment industry as artistic professional.

Elements and Performance Criteria

Create portfolio

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

- PC1.** prepare portfolio, recording, show reel, etc.,
- PC2.** choose best headshots and performance shots to showcase
- PC3.** create unique portfolio which speaks to a range of audiences
- PC4.** apply social media network like youtube / linkedin for promotional purposes

Approach industry to avail opportunities

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

- PC5.** promote themselves through networking
- PC6.** approach associations for becoming a member
- PC7.** approach clients (producers /casting directors / dance director etc.) in a professional manner
- PC8.** be on time and in suggested dress for audition / presentation
- PC9.** be ready to cold-read as per project requirement(s) in line with the expertise
- PC10.** be ready for presentation /screen test, voice test etc., wherever required during audition/interviewing
- PC11.** negotiate for remuneration of contract / work order aligned with the assignments
- PC12.** recognize common components of an assignment contract including term and duration of project
- PC13.** collaborate with others to determine technical details of production

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** brand value of the business /production houses
- KU2.** relevant designing / distribution policy of India
- KU3.** relevant guidelines defined by Government like broadcasting guideline of Ministry of Information and Broadcasting
- KU4.** legal framework pertaining to design, film, television etc.
- KU5.** how to familiarize with the content of the assignments (design /script etc.)
- KU6.** industry personnel and terminology, interview, audition and screen test processes and the role of agents, contracts, payments, insurance.
- KU7.** how to negotiate a professional contract for his services, including an understanding of payments, taxation, convergence rate and other legal matters

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- KU8.** about the risk involved in getting work orders in case of freelancing
- KU9.** how to update of portfolio in line with change in technology vs increase in experience.
- KU10.** relevant industry association / forum whom individual will approach while in professional trouble
- KU11.** role of marketing and distribution in ensuring the chances of commercial success, including the role of individuals involvement
- KU12.** principles and methods for showing, promoting, and selling products or services, including, marketing strategy and tactics, product demonstration, sales techniques, and sales control systems.
- KU13.** arrangements and equipment for a design / shoot, whether lab or studio set or location, indoors or outdoors, with regard to set, premises, cameras, lighting, set furniture and props, costumes and makeup.
- KU14.** business and management principles involved in strategic planning, resource allocation, human resources modeling, leadership technique, production methods, and coordination of people and resources
- KU15.** media production, communication, and dissemination techniques and methods, including alternative ways to inform and entertain via written, oral, and visual media.
- KU16.** principles and methods for showing, promoting, and selling products or services. This includes marketing strategy and tactics, product demonstration, sales techniques, and sales control systems.
- KU17.** responsibility of each person on the production floor as they affect the individual performance.
- KU18.** process of dubbing and voice-over work etc. wherever applicable
- KU19.** performance in a local language when required

Generic Skills (GS)

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

- GS1.** read and study the assignments and remember lines and actions of the task performed / character portrayed
- GS2.** be patient while designing / costuming, makeup and other preparatory work suited the profile for the test
- GS3.** take suggestions from the client to effectively perform the task / portray the character.
- GS4.** respect and consult with other associates on the production floor to ensure each is helping to create their best performances according to the clients vision
- GS5.** developing constructive and cooperative working relationships with others, and maintaining them
- GS6.** understand the creative vision of the clients (Director/ Script writer and Producer) as appropriate
- GS7.** improvise speech and activity when necessary during performance
- GS8.** ability to communicate information and ideas in speaking so others will understand
- GS9.** ability to communicate information and ideas in speaking so others will understand
- GS10.** ability to listen to and understand information and ideas presented through spoken words and sentences



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- GS11.** decide on whether to opt for work order or not
- GS12.** plan, prepare and practice performance in accordance to the role being assigned for
- GS13.** work on the areas of improvement identified/highlighted in line with the contract / assignments
- GS14.** assess if the role meets his/her capabilities and skill-sets
- GS15.** critically appraise quality of own performance to identify issues
- GS16.** check that your own work meets customer/project requirements

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Create portfolio</i>	8	24	-	-
PC1. prepare portfolio, recording, show reel, etc.,	2	6	-	-
PC2. choose best headshots and performance shots to showcase	2	6	-	-
PC3. create unique portfolio which speaks to a range of audiences	2	6	-	-
PC4. apply social media network like youtube / linkedin for promotional purposes	2	6	-	-
<i>Approach industry to avail opportunities</i>	18	50	-	-
PC5. promote themselves through networking	2	6	-	-
PC6. approach associations for becoming a member	2	6	-	-
PC7. approach clients (producers /casting directors / dance director etc.) in a professional manner	2	6	-	-
PC8. be on time and in suggested dress for audition / presentation	2	6	-	-
PC9. be ready to cold-read as per project requirement(s) in line with the expertise	2	6	-	-
PC10. be ready for presentation /screen test, voice test etc., wherever required during audition/interviewing	2	6	-	-
PC11. negotiate for remuneration of contract / work order aligned with the assignments	2	4	-	-
PC12. recognize common components of an assignment contract including term and duration of project	2	6	-	-
PC13. collaborate with others to determine technical details of production	2	4	-	-
NOS Total	26	74	-	-

Qualification Pack

National Occupational Standards (NOS) Parameters

NOS Code	MES/N0107
NOS Name	Develop and maintain portfolio
Sector	Media & Entertainment
Sub-Sector	Film, Television, Radio, Advertising
Occupation	Acting
NSQF Level	4
Credits	TBD
Version	1.0
Last Reviewed Date	30/12/2021
Next Review Date	24/02/2027
NSQ Clearance Date	24/02/2022

Qualification Pack

MES/N0553: Reach out to galleries to exhibit work

Description

This OS unit covers knowledge and skills to exhibit own creations, approaching various networks of galleries to showcase art objects.

Scope

The scope covers the following :

- Develop a Relationship With the Gallery
- Write the artist's statement
- Follow Submission Guidelines

Elements and Performance Criteria

Develop a Relationship with the Gallery

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

- PC1.** explore galleries with the same vision as of the art work
- PC2.** take alternative approaches to be seen by the famous galleries
- PC3.** utilize social events and media to showcase work

Write the artist's statement

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

- PC4.** build a story behind the art work
- PC5.** build presentations and videos of the artwork for art galleries

Follow Submission Guidelines

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

- PC6.** discuss public relations and marketing approaches in contract negotiations
- PC7.** explain and explore the Commission Structure of various art galleries
- PC8.** organize visits to galleries and openings to gain exposure and insight

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** use various building techniques through experimentation and trial and error.
- KU2.** explore a variety of traditional sculpture materials such as clay, wire, plaster craft, papier-mache, recyclable materials, and found objects
- KU3.** process of creating through verbal and written critiques
- KU4.** using set of aesthetic criteria to guide their choices
- KU5.** the principles of design are used in various works of art
- KU6.** determining choices of media, technique, and composition for creating own work
- KU7.** influence of culture and environment on a person's aesthetic choices

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- KU8.** contribution of subject matter in understanding messages or ideas and mood conveyed
- KU9.** the amalgamation of the principles of design in selected works of art
- KU10.** similarities and differences between materials and the construction of sculpture.
- KU11.** importance of sourcing and selecting the right material
- KU12.** apply paint and/or glaze to a finished art form properly.
- KU13.** art criticism skills to discuss works of prominent sculptors
- KU14.** importance of self-reflection of the process using correct sculptural vocabulary.
- KU15.** techniques for creating a good quality digital image
- KU16.** criteria to examine, reflect on and plan revisions for a work of art
- KU17.** cultural and social contexts of visual arts and how they influence ideas and emotions
- KU18.** influence of a particular artist or event in their life on their own work

Generic Skills (GS)

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

- GS1.** comprehend detailed descriptions of materials as well as a variety of step-by-step processes covering model-making, mold making and casting, and other form-making techniques
- GS2.** think and work three-dimensionally while being guided by the artistic processes
- GS3.** apply skills like creativity, collaboration, critical thinking, communication, innovation, flexibility, and adaptability in their work
- GS4.** communicate effectively and sensitively with artists of differing temperaments
- GS5.** how to prepare a work schedule/ sequence of activities
- GS6.** identify and utilize various found objects, and natural and recyclable materials to create an aesthetically pleasing work of art
- GS7.** strategize methods for the design and redesign of objects, places, images, and words to clearly communicate information to an audience
- GS8.** use exhibitions to communicate meaning and influence ideas and beliefs
- GS9.** interpret managerial decisions and communicate them to the artists and performers
- GS10.** select and find objects and recyclable materials to create a sculpture
- GS11.** create an assemblage by deconstructing and organizing found objects and other materials
- GS12.** stay on task or clean up materials
- GS13.** add unique details or solve visual problems with new and creative solutions
- GS14.** show superior control, understanding, and use of materials and techniques
- GS15.** effectively communicate a message to the viewer through the use and arrangement of their materials.
- GS16.** show understanding of elements and principles and incorporate them in a new and interesting
- GS17.** add unique details or solve visual problems with new and creative solutions
- GS18.** use equipment and tools properly and safely

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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Develop a Relationship with the Gallery</i>	11	70	-	-
PC1. explore galleries with the same vision as of the art work	3	-	-	-
PC2. take alternative approaches to be seen by the famous galleries	4	-	-	-
PC3. utilize social events and media to showcase work	4	-	-	-
<i>Write the artist's statement</i>	8	-	-	-
PC4. build a story behind the art work	4	-	-	-
PC5. build presentations and videos of the artwork for art galleries	4	-	-	-
<i>Follow Submission Guidelines</i>	11	-	-	-
PC6. discuss public relations and marketing approaches in contract negotiations	4	-	-	-
PC7. explain and explore the Commission Structure of various art galleries	4	-	-	-
PC8. organize visits to galleries and openings to gain exposure and insight	3	-	-	-
NOS Total	30	70	-	-

Qualification Pack

National Occupational Standards (NOS) Parameters

NOS Code	MES/N0553
NOS Name	Reach out to galleries to exhibit work
Sector	Media & Entertainment
Sub-Sector	Generic
Occupation	Art and Design
NSQF Level	3
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	24/02/2027
NSQC Clearance Date	24/02/2022

Qualification Pack

MES/N0104: Maintain Workplace Health & Safety

Description

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

Elements and Performance Criteria

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

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

- PC1.** understand and comply with the organizations current health, safety and security policies and procedures
- PC2.** understand the safe working practices pertaining to own occupation
- PC3.** understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises
- PC4.** participate in organization health and safety knowledge sessions and drills

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

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

- PC5.** identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency
- PC6.** identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms

Identifying and reporting risks

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

- PC7.** identify aspects of your workplace that could cause potential risk to own and others health and safety
- PC8.** ensure own personal health and safety, and that of others in the workplace through precautionary measures
- PC9.** identify and recommend opportunities for improving health, safety, and security to the designated person
- PC10.** report any hazards outside the individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected

Complying with procedures in the event of an emergency

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

- PC11.** follow organizations emergency procedures for accidents, fires or any other natural calamity in case of a hazard
- PC12.** identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individuals authority

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

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- KU1.** Organizations norms and policies relating to health and safety
- KU2.** Government norms and policies regarding health and safety and related emergency procedures
- KU3.** Limits of authority while dealing with risks/ hazards
- KU4.** The importance of maintaining high standards of health and safety at a workplace
- KU5.** The different types of health and safety hazards in a workplace
- KU6.** Safe working practices for own job role
- KU7.** Evacuation procedures and other arrangements for handling risks
- KU8.** Names and contact numbers of people responsible for health and safety in a workplace
- KU9.** How to summon medical assistance and the emergency services, where necessary
- KU10.** Vendors or manufacturers instructions for maintaining health and safety while using equipment, systems and/or machines

Generic Skills (GS)

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

- GS1.** how to write and provide feedback regarding health and safety to the concerned people
- GS2.** how to write and highlight potential risks or report a hazard to the concerned people
- GS3.** read instructions, policies, procedures and norms relating to health and safety
- GS4.** highlight potential risks and report hazards to the designated people
- GS5.** listen and communicate information with all anyone concerned or affected
- GS6.** make decisions on a suitable course of action or plan
- GS7.** plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority
- GS8.** apply problem solving approaches in different situations
- GS9.** understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority
- GS10.** apply balanced judgments in different situations
- GS11.** How to write and provide feedback regarding health and safety to the concerned people
- GS12.** How to write and highlight potential risks or report a hazard to the concerned people
- GS13.** Read instructions, policies, procedures and norms relating to health and safety
- GS14.** Highlight potential risks and report hazards to the designated people
- GS15.** Listen and communicate information with all anyone concerned or affected
- GS16.** Make decisions on a suitable course of action or plan
- GS17.** Plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority
- GS18.** Apply problem solving approaches in different situations
- GS19.** build and maintain positive and effective relationships with colleges and customers
- GS20.** analyze data and activities
- GS21.** Understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority



GS22. Apply balanced judgments in different situations

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Understanding the health, safety and security risks prevalent in the workplace</i>	15	15	-	-
PC1. understand and comply with the organizations current health, safety and security policies and procedures	5	5	-	-
PC2. understand the safe working practices pertaining to own occupation	5	5	-	-
PC3. understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises	3	2	-	-
PC4. participate in organization health and safety knowledge sessions and drills	2	3	-	-
<i>Knowing the people responsible for health and safety and the resources available</i>	10	10	-	-
PC5. identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency	5	5	-	-
PC6. identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms	5	5	-	-
<i>Identifying and reporting risks</i>	18	17	-	-
PC7. identify aspects of your workplace that could cause potential risk to own and others health and safety	5	5	-	-
PC8. ensure own personal health and safety, and that of others in the workplace through precautionary measures	5	5	-	-
PC9. identify and recommend opportunities for improving health, safety, and security to the designated person	3	2	-	-

Qualification Pack

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

Qualification Pack

National Occupational Standards (NOS) Parameters

NOS Code	MES/N0104
NOS Name	Maintain Workplace Health & Safety
Sector	Media & Entertainment
Sub-Sector	Film, Television, Animation, Gaming, Radio, Advertising
Occupation	Ad sales/Account Management/Scheduling/Traffic
NSQF Level	5
Credits	TBD
Version	1.0
Last Reviewed Date	30/12/2021
Next Review Date	24/02/2027
NSQC Clearance Date	24/02/2022

Qualification Pack

DGT/VSQ/N0101: Employability Skills (30 Hours)

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 apprenticeship, getting ready for jobs and career development.

Scope

The scope covers the following :

- Introduction to Employability Skills
- Constitutional values - Citizenship
- Becoming a Professional in the 21st Century
- Basic English Skills
- Communication Skills
- Diversity & Inclusion
- Financial and Legal Literacy
- Essential Digital Skills
- Entrepreneurship
- Customer Service
- Getting ready for Apprenticeship & Jobs

Elements and Performance Criteria

Introduction to Employability Skills

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

PC1. understand the significance of employability skills in meeting the job requirements

Constitutional values - Citizenship

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

PC2. identify constitutional values, civic rights, duties, personal values and ethics and environmentally sustainable practices

Becoming a Professional in the 21st Century

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

PC3. explain 21st Century Skills such as Self-Awareness, Behavior Skills, Positive attitude, self-motivation, problem-solving, creative thinking, time management, social and cultural awareness, emotional awareness, continuous learning mindset etc.

Basic English Skills

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

PC4. speak with others using some basic English phrases or sentences

Communication Skills

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

PC5. follow good manners while communicating with others

PC6. work with others in a team

Qualification Pack

Diversity & Inclusion

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

PC7. communicate and behave appropriately with all genders and PwD

PC8. report any issues related to sexual harassment

Financial and Legal Literacy

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

PC9. use various financial products and services safely and securely

PC10. calculate income, expenses, savings etc.

PC11. approach the concerned authorities for any exploitation as per legal rights and laws

Essential Digital Skills

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

PC12. operate digital devices and use its features and applications securely and safely

PC13. use internet and social media platforms securely and safely

Entrepreneurship

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

PC14. identify and assess opportunities for potential business

PC15. identify sources for arranging money and associated financial and legal challenges

Customer Service

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

PC16. identify different types of customers

PC17. identify customer needs and address them appropriately

PC18. follow appropriate hygiene and grooming standards

Getting ready for apprenticeship & Jobs

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

PC19. create a basic biodata

PC20. search for suitable jobs and apply

PC21. identify and register apprenticeship opportunities as per requirement

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. need for employability skills

KU2. various constitutional and personal values

KU3. different environmentally sustainable practices and their importance

KU4. Twenty first (21st) century skills and their importance

KU5. how to use basic spoken English language

KU6. Do and dont of effective communication

KU7. inclusivity and its importance

KU8. different types of disabilities and appropriate communication and behaviour towards PwD

KU9. different types of financial products and services

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- KU10.** how to compute income and expenses
- KU11.** importance of maintaining safety and security in financial transactions
- KU12.** different legal rights and laws
- KU13.** how to operate digital devices and applications safely and securely
- KU14.** ways to identify business opportunities
- KU15.** types of customers and their needs
- KU16.** how to apply for a job and prepare for an interview
- KU17.** apprenticeship scheme and the process of registering on apprenticeship portal

Generic Skills (GS)

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

- GS1.** communicate effectively using appropriate language
- GS2.** behave politely and appropriately with all
- GS3.** perform basic calculations
- GS4.** solve problems effectively
- GS5.** be careful and attentive at work
- GS6.** use time effectively
- GS7.** maintain hygiene and sanitisation to avoid infection

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Introduction to Employability Skills</i>	1	1	-	-
PC1. understand the significance of employability skills in meeting the job requirements	-	-	-	-
<i>Constitutional values - Citizenship</i>	1	1	-	-
PC2. identify constitutional values, civic rights, duties, personal values and ethics and environmentally sustainable practices	-	-	-	-
<i>Becoming a Professional in the 21st Century</i>	1	3	-	-
PC3. explain 21st Century Skills such as Self-Awareness, Behavior Skills, Positive attitude, self-motivation, problem-solving, creative thinking, time management, social and cultural awareness, emotional awareness, continuous learning mindset etc.	-	-	-	-
<i>Basic English Skills</i>	2	3	-	-
PC4. speak with others using some basic English phrases or sentences	-	-	-	-
<i>Communication Skills</i>	1	1	-	-
PC5. follow good manners while communicating with others	-	-	-	-
PC6. work with others in a team	-	-	-	-
<i>Diversity & Inclusion</i>	1	1	-	-
PC7. communicate and behave appropriately with all genders and PwD	-	-	-	-
PC8. report any issues related to sexual harassment	-	-	-	-
<i>Financial and Legal Literacy</i>	3	4	-	-
PC9. use various financial products and services safely and securely	-	-	-	-

Qualification Pack

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC10. calculate income, expenses, savings etc.	-	-	-	-
PC11. approach the concerned authorities for any exploitation as per legal rights and laws	-	-	-	-
<i>Essential Digital Skills</i>	4	6	-	-
PC12. operate digital devices and use its features and applications securely and safely	-	-	-	-
PC13. use internet and social media platforms securely and safely	-	-	-	-
<i>Entrepreneurship</i>	3	5	-	-
PC14. identify and assess opportunities for potential business	-	-	-	-
PC15. identify sources for arranging money and associated financial and legal challenges	-	-	-	-
<i>Customer Service</i>	2	2	-	-
PC16. identify different types of customers	-	-	-	-
PC17. identify customer needs and address them appropriately	-	-	-	-
PC18. follow appropriate hygiene and grooming standards	-	-	-	-
<i>Getting ready for apprenticeship & Jobs</i>	1	3	-	-
PC19. create a basic biodata	-	-	-	-
PC20. search for suitable jobs and apply	-	-	-	-
PC21. identify and register apprenticeship opportunities as per requirement	-	-	-	-
NOS Total	20	30	-	-

Qualification Pack

National Occupational Standards (NOS) Parameters

NOS Code	DGT/VSQ/N0101
NOS Name	Employability Skills (30 Hours)
Sector	Cross Sectoral
Sub-Sector	Professional Skills
Occupation	Employability
NSQF Level	2
Credits	1
Version	1.0
Last Reviewed Date	NA
Next Review Date	30/09/2024
NSQC Clearance Date	30/09/2021

Assessment Guidelines and Assessment Weightage

Assessment Guidelines

1. Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for Theory and Skills Practical for each PC.
2. The assessment for the theory part will be based on knowledge bank of questions created by the SSC.
3. Assessment will be conducted for all compulsory NOS, and where applicable, on the selected elective/option NOS/set of NOS.
4. Individual assessment agencies will create unique question papers for theory part for each candidate at each examination/training center (as per assessment criteria below).
5. Individual assessment agencies will create unique evaluations for skill practical for every student at each examination/training center based on this criterion.
6. To pass the Qualification Pack, every trainee should score a minimum of 70% of aggregate marks to successfully clear the assessment.
7. In case of unsuccessful completion, the trainee may seek reassessment on the Qualification Pack.

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Minimum Aggregate Passing % at QP Level : 70

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

Assessment Weightage

Compulsory NOS

National Occupational Standards	Theory Marks	Practical Marks	Project Marks	Viva Marks	Total Marks	Weightage
MES/N0550.Model 3-D substances including stone, marble, concrete, plaster, wood to create forms	30	70	0	0	100	20
MES/N0551.Use metalworking, welding, carving, whittling, chiseling, or shaping to construct artistic forms.	32	68	0	0	100	15
MES/N0552.Utilize tools such as chisels, gouges, and mallets to create objects	30	70	0	0	100	15
MES/N0107.Develop and maintain portfolio	26	74	-	-	100	15
MES/N0553.Reach out to galleries to exhibit work	30	70	0	0	100	15
MES/N0104.Maintain Workplace Health & Safety	50	50	-	-	100	10
DGT/VSQ/N0101.Employability Skills (30 Hours)	20	30	0	0	50	10
Total	218	432	0	0	650	100



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.