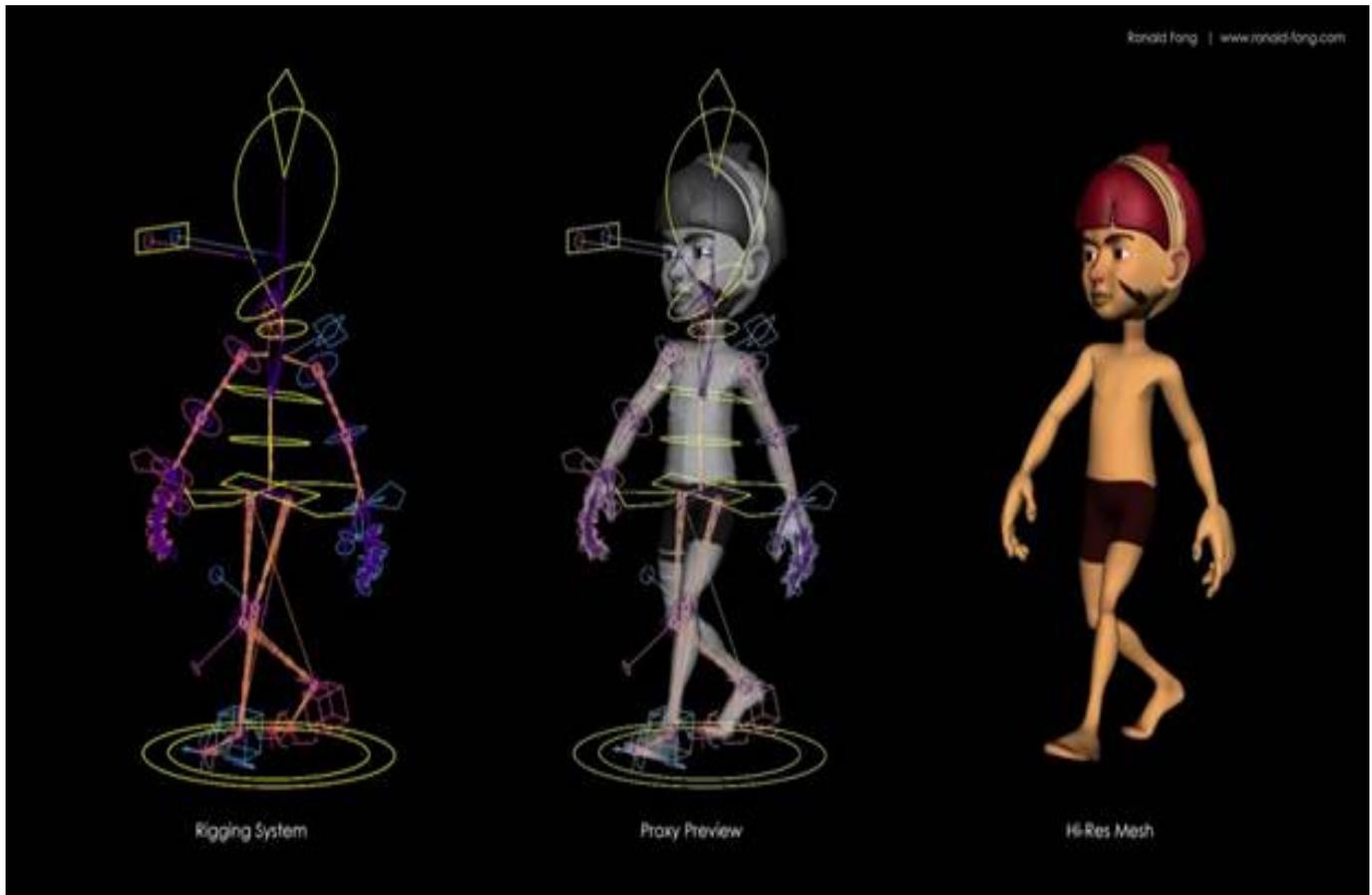


Qualification Pack



Rigging Artist

QP Code: MES/Q2502

Version: 2.0

NSQF Level: 4

Media & Entertainment Skills Council || Commercial premises No Ja522, 5th Floor, DLF Tower A, Jasola,
New Delhi
110025



Qualification Pack

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Qualification Pack

MES/Q2502: Rigging Artist

Brief Job Description

Individuals at this job are responsible for creating computer generated controls/rigs for movements in models used for animation

Personal Attributes

This job requires the individual to write computer scripts and programs to create the desired rigs in models. The individual must know programming languages such as C, C++ etc. and software such as Autodesk Maya, 3D Studio Max etc. The individual must also have a good understanding of the human anatomy, skeleton structure, joints, facial muscles etc. The individual must be well-versed with the principles of 3D modelling and animation.

Applicable National Occupational Standards (NOS)

Compulsory NOS:

1. [MES/N2501: Interpret the script/brief/storyboard](#)
2. [MES/N2504: Rig models for movements](#)
3. [MES/N2505: Test computer generated rigs](#)
4. [MES/N0104: Maintain Workplace Health & Safety](#)

Qualification Pack (QP) Parameters

Sector	Media & Entertainment
Sub-Sector	Animation, Gaming
Occupation	Asset Creation
Country	India
NSQF Level	4
Credits	15
Aligned to NCO/ISCO/ISIC Code	NCO 2015- 2166.0203



Qualification Pack

Minimum Educational Qualification & Experience	12th Class with 1 Year of experience OR I.T.I (2 years after 10th) with 1 Year of experience
Minimum Level of Education for Training in School	10th Class
Pre-Requisite License or Training	NA
Minimum Job Entry Age	18 Years
Last Reviewed On	NA
Next Review Date	27/01/2027
NSQC Approval Date	27/01/2022
Version	2.0
Reference code on NQR	2022/ME/MESC/05213
NQR Version	2.0

Remarks:

This QP was approved in 2015 and NSQC Extended it in 2019 without any change in QP. Therefore, NQR code used is of 2019.



Qualification Pack

MES/N2501: Interpret the script/brief/storyboard

Description

This OS unit is about interpreting the script/ brief/ storyboard for the animation process

Elements and Performance Criteria

Interpretation of script/ brief/ storyboard

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

- PC1.** understand the script, brief and storyboard from the art director and character designers
- PC2.** understand the design brief in context of his/her job (appearance, complexion, dressing, moods, personalities, expressions etc.)
- PC3.** understand the requirements (number, types, duplicates etc.)
- PC4.** understand the specifications (dimensions, operating parameters etc.)
- PC5.** understand the technical needs of the project relevant to his/ her job role (Television, Film, Gaming, Internet, DVD etc.)
- PC6.** be aware and responsible of his/her role in the pre-production, production and post-production process

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** the creative vision and elements of production relevant to his/her job role
- KU2.** the project pipeline/schedule and timelines relevant to their work
- KU3.** the intended purpose/ end-use of the models that need to be created
- KU4.** principles of animation
- KU5.** human anatomy, skeleton structure, joints, facial muscles etc.
- KU6.** human mannerisms, emotions, behavior, facial expressions etc.
- KU7.** techniques and workflow
- KU8.** drawing and illustration techniques
- KU9.** how to prepare an output that is consistent with the creative look of the production and in accordance to the script and design brief
- KU10.** the sources for research and reference material
- KU11.** applicable copyright norms and intellectual property rights
- KU12.** applicable health and safety guidelines

Generic Skills (GS)

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

- GS1.** document notes while understanding the brief, requirements and specifications from the art director and character designers to refer to during the production process



Qualification Pack

- GS2.** read and understand the design brief and character pack
- GS3.** research links, videos, artwork etc. that can be used as references
- GS4.** understand the design brief and requirements from the art director and character designers
- GS5.** breakup the tasks required and estimate the time required for each task, so as to manage own work in assigned time schedule
- GS6.** identify any creative problems that may arise during the production and work back with the art director and character designers to find suitable solutions to address them

Qualification Pack

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Interpretation of script/ brief/ storyboard</i>	40	60	-	-
PC1. understand the script, brief and storyboard from the art director and character designers	10	10	-	-
PC2. understand the design brief in context of his/her job (appearance, complexion, dressing, moods, personalities, expressions etc.)	10	10	-	-
PC3. understand the requirements (number, types, duplicates etc.)	5	15	-	-
PC4. understand the specifications (dimensions, operating parameters etc.)	5	15	-	-
PC5. understand the technical needs of the project relevant to his/ her job role (Television, Film, Gaming, Internet, DVD etc.)	5	5	-	-
PC6. be aware and responsible of his/her role in the pre-production, production and post-production process	5	5	-	-
NOS Total	40	60	-	-



Qualification Pack

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2501
NOS Name	Interpret the script/brief/storyboard
Sector	Media & Entertainment
Sub-Sector	Animation, Gaming
Occupation	Asset Creation
NSQF Level	4
Credits	TBD
Version	1.0
Last Reviewed Date	30/07/2013
Next Review Date	27/01/2027
NSQF Clearance Date	27/01/2022

Qualification Pack

MES/N2504: Rig models for movements

Description

This OS unit is about creating computer generated rigs for movement of models under close supervision

Elements and Performance Criteria

Creating rigs for models

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

- PC1.** create user interfaces and controls for movements in the models according to the design brief (appearance, expressions, movements, dramatic poses etc.), and specifications (mobility, operating parameters, hierarchy of movement etc.) under supervision of the animator
- PC2.** create prototypes/pilots for testing
- PC3.** ensure that the final rigs are clean, efficient, have realistic movements (using muscle based rigging) and are animation friendly

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** the creative vision and elements of production relevant to his/her job role
- KU2.** the pipeline/schedule and timelines relevant to their work
- KU3.** the intended purpose/ end-use of the models that need to be created
- KU4.** the principles of 3D modelling and animation
- KU5.** human anatomy, skeleton structure, joints, facial muscles etc.
- KU6.** rigging principles, processes, systems and techniques like FK, IK etc.
- KU7.** fundamentals of mathematics and engineering
- KU8.** how to calculate a rig in the fastest possible manner
- KU9.** how to write computer scripts and programs to create the desired rigs in models
- KU10.** the breaking points for the rig
- KU11.** how primary movements (movements, facial expressions, gestures etc.) would affect on secondary animation (of clothing, accessories etc.)
- KU12.** how to work on software such as Autodesk Maya, 3D Studio Max, Blender etc.
- KU13.** programming languages such as C, C++, Python, MEL etc.
- KU14.** how to develop rigs for models consistent with the creative look of the production and in accordance to the script and design brief
- KU15.** basics of modeling to maintain a surface flow as per rigging requirements
- KU16.** the sources for research and reference material
- KU17.** how to test the rigs using phonemes test, extreme animation test, expression test, cloth test with motion, jewel motion test etc.
- KU18.** applicable health and safety guidelines



Qualification Pack

Generic Skills (GS)

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

- GS1.** document notes on the rigging points to be created for different models to assist during the rigging process
- GS2.** read and understand the script and storyboard to understand the movements demanded of the script
- GS3.** gather references and drawings to compare with real-life movements and help define the rigging points
- GS4.** understand the design brief and rigging points to be created from the art director, character designers and animators
- GS5.** collaborate with modelers and animators during the testing phase to ensure that the model will meet animation requirements
- GS6.** present the final character models to the Art Director and solicit feedback
- GS7.** plan and prioritise own work according to the requirements and agreed timelines
- GS8.** identify reuse of rigs created earlier or available on the internet
- GS9.** identify any creative problems that may arise during the production and work back with the art director and character designers to find suitable solutions to address them
- GS10.** create rigs in accordance to the needs of the animator including implementation of custom controls.



Qualification Pack

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Creating rigs for models</i>	40	60	-	-
PC1. create user interfaces and controls for movements in the models according to the design brief (appearance, expressions, movements, dramatic poses etc.), and specifications (mobility, operating parameters, hierarchy of movement etc.) under supervision of the animator	20	30	-	-
PC2. create prototypes/pilots for testing	10	15	-	-
PC3. ensure that the final rigs are clean, efficient, have realistic movements (using muscle based rigging) and are animation friendly	10	15	-	-
NOS Total	40	60	-	-



Qualification Pack

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2504
NOS Name	Rig models for movements
Sector	Media & Entertainment
Sub-Sector	Animation, Gaming
Occupation	Asset Creation
NSQF Level	4
Credits	TBD
Version	1.0
Last Reviewed Date	30/07/2013
Next Review Date	27/01/2027
NSQC Clearance Date	27/01/2022



Qualification Pack

MES/N2505: Test computer generated rigs

Description

This OS unit is about testing computer generated rigs for movement of models

Elements and Performance Criteria

Test the rigs for proper functioning

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

- PC1.** ensure that the rigs are smooth, intuitive and responsive and meet production requirements
- PC2.** ensure rigged assets deform correctly from all required camera positions and angles
- PC3.** ensure that final rigs are suitable for exhibition on the applicable medium e.g. feature, television, game, e-learning etc.
- PC4.** find solutions for complex rigging problems when required

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

- KU1.** the creative vision and elements of production
- KU2.** the production pipeline/schedule and timelines relevant to their work
- KU3.** the intended purpose/ end-use of the models that need to be created
- KU4.** the principles of 3D modelling and animation
- KU5.** human anatomy, skeleton structure, joints, facial muscles etc.
- KU6.** rigging principles, processes, systems and techniques like FK, IK etc.
- KU7.** fundamentals of mathematics and engineering
- KU8.** how to calculate a rig in the fastest possible manner
- KU9.** how to write computer scripts and programs to create the desired rigs in models
- KU10.** the breaking points for the rig
- KU11.** how primary movements (movements, facial expressions, gestures etc.) would affect secondary animation (of clothing, accessories etc.)
- KU12.** how to work on software such as Autodesk Maya, 3D Studio Max, Blender etc.
- KU13.** programming languages such as C, C++, Python, MEL etc.
- KU14.** how to develop rigs for models consistent with the creative look of the production and in accordance to the script and design brief
- KU15.** basics of modeling to maintain a surface flow as per rigging requirements
- KU16.** the sources for research and reference material
- KU17.** how to test the rigs using phonemes test, extreme animation test, expression test, cloth test with motion, jewel motion test etc.
- KU18.** applicable health and safety guidelines

Generic Skills (GS)



Qualification Pack

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

- GS1.** document notes on the rigging points to be created for different models to assist during the rigging process
- GS2.** read and understand the script and storyboard to understand the movements demanded of the script
- GS3.** gather references and drawings to compare with real-life movements and help define the rigging points
- GS4.** understand the design brief and rigging points to be created from the Art Director, character designers and animators
- GS5.** collaborate with modelers and animators during the testing phase to ensure that the model will meet animation requirements
- GS6.** present the final character models to the art director and solicit feedback
- GS7.** plan and prioritise own work according to the requirements and agreed timelines
- GS8.** identify reuse of rigs created earlier or available on the internet
- GS9.** identify any creative problems that may arise during the production and work back with the art director and character designers to find suitable solutions to address them
- GS10.** create rigs in accordance to the needs of the animator including implementation of custom controls.

Qualification Pack

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>Test the rigs for proper functioning</i>	40	60	-	-
PC1. ensure that the rigs are smooth, intuitive and responsive and meet production requirements	10	15	-	-
PC2. ensure rigged assets deform correctly from all required camera positions and angles	10	15	-	-
PC3. ensure that final rigs are suitable for exhibition on the applicable medium e.g. feature, television, game, e-learning etc.	10	15	-	-
PC4. find solutions for complex rigging problems when required	10	15	-	-
NOS Total	40	60	-	-



Qualification Pack

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2505
NOS Name	Test computer generated rigs
Sector	Media & Entertainment
Sub-Sector	Animation, Gaming
Occupation	Asset Creation
NSQF Level	4
Credits	TBD
Version	1.0
Last Reviewed Date	30/07/2013
Next Review Date	27/01/2027
NSQC Clearance Date	27/01/2022



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:



Qualification Pack

- 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



Qualification Pack

GS22. Apply balanced judgments in different situations

Qualification Pack

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	2
Version	1.0
Last Reviewed Date	30/12/2021
Next Review Date	24/02/2027
NSQC Clearance Date	24/02/2022

Assessment Guidelines and Assessment Weightage

Assessment Guidelines

1. Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Element/ 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 Element/ 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 these criteria.
6. To pass the Qualification Pack assessment, every trainee should score the Recommended Pass % aggregate for the QP.
7. In case of unsuccessful completion, the trainee may seek reassessment on the Qualification Pack.



Qualification Pack

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/N2501. Interpret the script/brief/storyboard	40	60	-	-	100	30
MES/N2504. Rig models for movements	40	60	-	-	100	30
MES/N2505. Test computer generated rigs	40	60	-	-	100	30
MES/N0104. Maintain Workplace Health & Safety	50	50	-	-	100	10
Total	170	230	-	-	400	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.
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.

Qualification Pack

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.
BUDGET	Budget is an estimate of the total cost of production that may include a break-up of cost components
COMPOSITING	Compositing is the process of combining layers of images/elements into a single frame
CLEAN-UP	Refining the interim/rough animation
CREATIVE BRIEF	Creative brief is a document that captures the key questions that serve as a guide for the production including the vision, objective of the project, target audience, timelines, budgets, milestones, stakeholders etc.
KEY FRAMES	Key Frames are the key poses, usually the start and end poses for a particular animation sequence
MODELLING	Modelling is the process of creating three-dimensional models for animation using a specialised software application.
RENDERING	Rendering is the process of converting three-dimensional models into two-dimensional images with 3D effects
RIGGING	Rigging is the process of adding joints to a static three-dimensional model to aid movement during posing

Qualification Pack

TIMELINES	Timelines is a listing of dates by which the production milestones/stages need to be completed
SECTOR	Sector is a conglomeration of different business operations having similar businesses 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.
VERTICAL	Vertical may exist within a sub-sector representing different domain areas or the client industries served by the industry.
OCCUPATION	Occupation is a set of job roles, which perform similar/related set of functions in an industry
FUNCTION	Function is an activity necessary for achieving the key purpose of the sector, occupation, or area of work, which can be carried out by a person or a group of persons. Functions are identified through functional analysis and form the basis of OS.
SUB-FUNCTION	Sub-functions are sub-activities essential to fulfill the achieving the objectives of the function.
JOB ROLE	Job role defines a unique set of functions that together form a unique employment opportunity in an organization.
OCCUPATIONAL STANDARDS	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the knowledge and understanding they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
PERFORMANCE CRITERIA	Performance Criteria 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.
QUALIFICATION PACK CODE	Qualifications Pack Code is a unique reference code that identifies a qualifications pack.
QUALIFICATION PACK (QP)	Qualifications Pack comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A Qualifications Pack is assigned a unique qualification pack code.
UNIT CODE	Unit Code is a unique identifier for an Occupational Standard, which is denoted by an $\alpha \sim N \alpha$ ™.

Qualification Pack

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 the 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 the quality of performance required.
KNOWLEDGE AND UNDERSTANDING	Knowledge and Understanding are statements which together specify the technical, generic, professional and organizational specific knowledge that an individual needs in order to perform to the required standard.
ORGANIZATIONAL CONTEXT	Organizational Context includes the way the organization 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	Core Skills or Generic Skills are a group of skills that are key to learning and working 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.