



Model Curriculum

QP Name: Assistant Costume Designer

QP Code: MES/Q0508

QP Version: 1.0

NSQF Level: 3

Model Curriculum Version: 1.0

Media & Entertainment Skills Council, 522-524, DLF Tower-A, Jasola, New Delhi - 110025

Table of Contents

Training Parameters.....	3
Program Overview	4
Training Outcomes.....	4
Compulsory Modules.....	4
Elective Modules.....	4
Optional Modules	4
Module Details.....	5
Module Name	5
Annexure.....	15
Trainer Requirements	15
Assessor Requirements.....	16
Assessment Strategy.....	17

Training Parameters

Sector	MEDIA AND ENTERTAINMENT
Sub-Sector	Film, Television, Live Performance and Advertisement
Occupation	Costume Designing
Country	India
NSQF Level	3
Aligned to NCO/ISCO/ISIC Code	NCO-2015/5142.0500
Minimum Educational Qualification and Experience	Class X pass OR Class 8th with ITI Minimum job entry age 18 years
Pre-Requisite License or Training	
Minimum Job Entry Age	18 Years
Last Reviewed On	05/05/2021
Next Review Date	04/05/2025
NSQC Approval Date	30/12/2021
QP Version	1.0
Model Curriculum Creation Date	22-04-2020
Model Curriculum Valid Up to Date	04/05/2025
Model Curriculum Version	1.0
Minimum Duration of the Course	600 Hours
Maximum Duration of the Course	600 Hours

Program Overview

This section summarizes the end objectives of the program along with its duration.

Training Outcomes

At the end of the program, the learner should have acquired the listed knowledge and skills.

- Design and construct costume
- Maintain and store the costumes
- Follow scene continuity and follow up
- Comply with workplace health and safety

Compulsory Modules

The table lists the modules and their duration corresponding to the Compulsory NOS of the QP.

NOS and Module Details	Theory Duration	Practical Duration	On-the-Job Training Duration (Mandatory)	On-the-Job Training Duration (Recommended)	Total Duration
MES/N0515– (Costume design and construction) NOS Version No. 1.0 NSQF Level 3	60:00	105:00			165:00
Introduce costume designing	05:00	00:00			05:00
Design and construct costume	55:00	105:00			160:00
MES/N0516– (Costume maintenance and storage) NOS Version No. 1.0 NSQF Level 3	30:00	90:00			120:00
get ready the costumes for shoot	20:00	70:00			120:00
wardrobe maintenance	10:00	20:00			60:00
MES/N0517– (Scene continuity and follow up) NOS Version No. 1.0 NSQF Level 3	55:00	100:00			155:00
Follow scene continuity for change in costumes	55:00	100:00			155:00
MES/N0104– (Maintain	15:00	45:00			60:00

workplace health and safety) (Maintain workplace health and safety) NOS Version No. 1.0 NSQF Level 3					
understanding the health, safety and security risks prevalent in the workplace	05:00	20:00			25:00
knowing the people responsible for health and safety and the resources available	03:00	06:00			09:00
identifying and reporting risks	02:00	07:00			09:00
complying with procedures in the event of an emergency	05:00	12:00			17:00
Total Duration	150:00	350:00	100:00		600:00

Module Details

Module 1: Introducing costume designing

Mapped to MES/N1106

Terminal Outcomes:

- Introduce costume designing

Duration: 05:00	Duration: 00:00
Theory – Key Learning Outcomes After the successful completion of this module. The user will be able to:	Practical – Key Learning Outcomes
<p>roduce costume designing.</p> <p>plain the responsibilities of acostume designer.</p>	
Classroom Aids:	
LCD Projector, Laptop/Computer with internet, White Board, Flip Chart, Markers	
Tools, Equipment and Other Requirements	
Posters for describing costume designing	

Module 2: Design and construct costume

Mapped to MES/N1106

Terminal Outcomes:

- Discuss and explain the creative brief shared by the Costume designer
- Source and purchase costumes for characters
- Take accurate measurements and make the costumes

Duration: 55:00	Duration: 52:30
Theory – Key Learning Outcomes After the successful completion of this module. The user will be able to:	Practical – Key Learning Outcomes After the successful completion of this module. The user will be able to:
<ul style="list-style-type: none"> • Explain the creative aspects discussed by the costume designer. • Describe how to break the scripts scene by scene and identify the number of characters involved in the scene and their costume requirements. • Understand the drawings and specifications provided by the costume designer using one’s designing skills and interpret. • Designer’s basic rough sketch. • Describe the sourcing and purchasing of costumes and accessories for characters. • Liaison with the costumiers to prepare the list of inventory to be hired. 	<ul style="list-style-type: none"> • Calculate the cost, number of resources required and skill-sets required to develop and design the costumes as per the script. • Perform basic sewing, Cutting Tips, Hand Stitching Techniques, Pattern making, wardrobe remake, sew technology and alterations. • Demonstrate the correct way of taking measurements and note the details. • Show how to design costumes for the characters as per the scenes. • Demonstrate how to take accurate measurements of the artists. • Conduct proper research on costumes required with the help of the design and adapt the designs in costume making. • Carry out research into period costumes to correctly reproduce the detail of the garment and to consider whether traditional or alternative fabrics and methods of construction should be used. • Demonstrate how to assist in making costumes, including pattern cutting, ageing and distressing, etc. and ensure the costumes are ready on time.

Classroom Aids:

LCD Projector, Laptop/Computer with internet, White Board, Flip Chart, Markers

Tools, Equipment and Other Requirements

A tape measure, Scissors, A tailor's chalk, Pearl headpins, A dressmaker dummy, A sewing machine, Hand and machine sewing needles, Dress Form. Dress Form Fit Adjustment Kit, Tabletop Ironing Board. Iron & Ironing Board, Pencil 2HB. Clear Plastic Ruler 18", Alvin III. Aries, Adobe Photoshop. Adobe Illustrator, Fabric Shears. Dressmaker Pins, Sewing Machine. Portable Sewing Machine, Costume Kit bag, Marking tools, Drafting tools, Cutting tools, Computer with internet, Diary, Pe

Module 3: Maintain and store the costumes

Mapped to MES/N1107

Terminal Outcomes:

- Prepare the costumes for shoot
- Maintain and manage the wardrobe.

<p>Duration: 36:00</p> <p>Theory – Key Learning Outcomes After the successful completion of this module. The user will be able to:</p> <ul style="list-style-type: none"> • Explain how the clothes are labeled and laid out for dressing and ensure that accurate lists of costume accessories such as jewelry, hats, gloves, etc. are placed. • Describe the way of packing of costumes for overseas shipment to other locations or units, when applicable. • Explain what is required to supervise continuity and to keep you up to date with any last-minute changes in schedules or scripts. • Comply with overall production schedules, in addition to directing the day-to-day breakdowns of responsibilities. 	<p>Duration: 84:00</p> <p>Practical – Key Learning Outcomes After the successful completion of this module. The user will be able to:</p> <ul style="list-style-type: none"> • Inspect the costumes for damage and make alterations or send the garments to the workrooms for specialist treatment if required. • Demonstrate the proper packing of costumes to ship it to other location. • Show how will you ensure that the right outfits are equipped for characters during the shooting day. • Demonstrate how to manage wardrobe of all shooting units and ensure proper fittings and help actors in wearing the costumes on the set. • Show how to manage crowd fittings, dancers, Stunt and dressing performers and any other standby work. • Check that add-ons such as hats and gloves are well kept, and hold a record of all jewelry utilized by performers. • coordinate with supporting artist to find the right costumes to suit particular faces or physiques • Carry out proper maintenance and cleaning of costumes during breaks and between shooting days. • Conduct laundry, ironing, steaming, adapting garments, dyeing, hand and machine wash, alterations, etc.
<p>Classroom Aids:</p> <p>LCD Projector, Laptop/Computer with internet, White Board, Flip Chart, Markers</p>	
<p>Tools, Equipment and Other Requirements</p> <p>A tape measure, Scissors, A tailor's chalk, Pearl headpins, A dressmaker dummy, A sewing machine, Hand and machine sewing needles, Dress Form. Dress Form Fit Adjustment Kit, Tabletop Ironing Board. Iron & Ironing Board, Pencil 2HB. Clear Plastic Ruler 18", Alvin III. Aries, Adobe Photoshop.</p>	

Adobe Illustrator, Fabric Shears. Dressmaker Pins, Sewing Machine. Portable Sewing Machine, Costume Kit bag, Marking tools, Drafting tools , Cutting tools, Computer with internet, Diary, Pe

Module 4: Scene continuity and follow up

Mapped to MES/N1108

Terminal Outcomes:

- Assemble multiple costumes for performers
- Follow scene continuity for change in costumes
- Describe ways to follow and oversee continuity issues during the shoot.

Duration: 50:00	Duration: 105:30
<p>Theory – Key Learning Outcomes After the successful completion of this module. The user will be able to:</p>	<p>Practical – Key Learning Outcomes After the successful completion of this module. The user will be able to:</p>
<ul style="list-style-type: none"> • Avail and keep ready the appropriate outfits for all the Actors and performers during the shoot • Allot lockers and dressing rooms to performers, and ensure all costumes are ready in the dressing rooms before the show time. • maintain records stating the whereabouts of wardrobe pieces and hand out costumes and props to each performer. • 	<ul style="list-style-type: none"> • Demonstrate the assembling of costume requirement according to the given scene. • Create an organized spread sheet that lists detail dressing and costume lists and checks to be used during continuity. • Prepare the costumes for changes during the shooting of scenes or the show. • Inspect and ensure the availability of all required pieces of costume and give it an authentic look according to the time period being shot. • Figure out the everyday requirements of the wardrobe on set and arrange the costumes in the sequence they will be worn by the actors. • Make the changes of clothes available according to the changes in weather.

Classroom Aids:

LCD Projector, Laptop/Computer with internet, White Board, Flip Chart, Markers

Tools, Equipment and Other Requirements

A tape measure, Scissors, A tailor's chalk, Pearl headpins, A dressmaker dummy, A sewing machine, Hand and machine sewing needles, Dress Form. Dress Form Fit Adjustment Kit, Tabletop Ironing Board. Iron & Ironing Board, Pencil 2HB. Clear Plastic Ruler 18", Alvin III. Aries, Adobe Photoshop. Adobe Illustrator, Fabric Shears. Dressmaker Pins, Sewing Machine. Portable Sewing Machine, Costume Kit bag, Marking tools, Drafting tools, Cutting tools, Computer with internet, Diary, Pe

Module 5: Maintain workplace health and safety

Terminal Outcomes:

- understanding the health, safety and security risks prevalent in the workplace
- knowing the people responsible for health and safety and the resources available
- identifying and reporting risks
- complying with procedures in the event of an emergency

Duration: 15:00	Duration: 45:00
<p>Theory – Key Learning Outcomes After the successful completion of this module. The user will be able to:</p>	<p>Practical – Key Learning Outcomes After the successful completion of this module. The user will be able to:</p>
<ul style="list-style-type: none"> • Recall health, safety and security-related guidelines and identify the risks involved. • Maintain correct posture while working and maintain and use the first aid kit whenever required. • report health and safety risks/ hazards to concerned personnel • Recall people responsible for health and safety and able to contact in case of emergency • Illustrate security signals and other safety and emergency signals • Explain the process to identify and report risk. • Enumerate and recommend opportunities for improving health, safety, and security to the designated person • Describe how to report any hazards outside the individual’s authority to the relevant person in line with organisational procedures and warn other people who may be affected • complying with procedures in the event of an emergency • Explain the impact of the violation of safety procedures. 	<ul style="list-style-type: none"> • Identify the different types of health and safety hazards in a workplace • Practice safe working practices for own job role • Perform evacuation procedures and other arrangements for handling risks • Perform the reporting of hazard • identify and document potential risks like sitting postures while using the computer, eye fatigue and other hazards in the workplace • Demonstrate the use of Personal Protective Equipment (PPE) appropriately.

Classroom Aids:

Laptop, whiteboard, marker, projector, Health and Safety Signs and policy

Tools, Equipment and Other Requirements

Health and Safety Signs and policy

Mandatory Duration: 22:30

Recommended Duration: 22:30

Module Name: On-the-Job Training Location: On Site

Terminal Outcomes

After the successful completion of On-the-Job Training the participant will be able to :

- Design and construct costume as per requirement.
- Maintain and store the costumes at designated area.
- Follow scene continuity and follow up.
- Comply with workplace health and safety.

Annexure

Trainer Requirements

Trainer Prerequisites						
Minimum Educational Qualification	Specialization	Relevant Industry Experience		Training Experience		Remarks
		Years	Specialization	Years	Specialization	
Graduate from any other polytechnic/ reputed institute in the core subject	Costume designing	3	Relevant experience required in costume designing.	NA	-	-
				OR		
ITI from any other polytechnic/ reputed institute in the core subject	Relevant trade	3		NA		
				OR		
Diploma from any other polytechnic/ reputed institute in the core subject	Costume designer	3		NA		

Trainer Certification	
Domain Certification	Platform Certification
Certified for Job Role: “Assistant costume designer” mapped to QP: “MES/Q1102”, version 1.0. Minimum accepted score as per SSC guidelines is 80%.	Recommended that the Trainer is certified for the Job Role: “Trainer”, mapped to the Qualification Pack: “MEP/Q2601, v1.0 Trainer” with the scoring of a minimum of 80%.

Assessor Requirements

Assessor Prerequisites						
Minimum Educational Qualification	Specialization	Relevant Industry Experience		Training/Assessment Experience		Remarks
		Years	Specialization	Years	Specialization	
Class xii	NA	5	Costume designing	NA	-	-
OR						
Diploma	Costume Designing	4	Costume designing	NA	-	-
OR						
Graduation		4	Fashion designing	NA	-	-

Assessor Certification	
Domain Certification	Platform Certification
<p>Certified for Job Role: “Assistant Costume designer” mapped to QP: “MES/Q1102”, version 1.0. Minimum accepted score as per SSC guidelines is 80%.</p>	<p>Recommended that the Assessor is certified for the Job Role: “Assessor”, mapped to the Qualification Pack: “MEP/Q2701, v1.0 Assessor” with the scoring of a minimum 80%.</p>

Assessment Strategy

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

Assessment system Overview:-

Assessment will be carried out by MESC affiliated assessment partners. Based on the results of assessment, MESC certifies the learners. Candidates have to pass online theoretical assessment which is approved by MESC. The assessment will have both theory and practical components in 30:70 ratio. While theory assessment is summative and an online written exam; practical will involve demonstrations of applications and presentations of procedures and other components. Practical assessment will also be summative in nature.

Testing Environment:-

Training partner has to share the batch start date and end date, number of trainees and the job role. Assessment is fixed for a day after the end date of training. It could be next day or later. Assessment will be conducted at the training venue. Question bank of theory and practical will be prepared by assessment agency and approved by MESC. From this set of questions, assessment agency will prepare the question paper. Theory testing will include multiple choice questions, pictorial question, etc. which will test the trainee on theoretical knowledge of the subject. The theory and practical assessments will be carried out on same day. If there are candidates in large number, more assessors and venue will be organized on same day of the assessment.

Assessment			
Assessment Type	Formative or Summative	Strategies	Examples
Theory	Summative	Written Examination	Knowledge of facts related to the job role and functions. Understanding of principles and concepts related to the job role and functions
Practical	Summative	Structured tasks	Presentation
Viva	Summative	Questioning and Probing	Mock interview on topics

Assessment Quality Assurance framework

Only certified assessor can be assigned for conducting assessment. Provision of 100 % video recording with clear audio to be maintained and the same is to be submitted to MESC. The training partner will intimate the time of arrival of the assessor and time of leaving the venue.

Methods of Validation:-

Unless the trainee is registered, the person cannot undergo assessment. To further ensure that the person registered is the person appearing for assessment, id verification will be carried out. Aadhar card number is required of registering the candidate for training. This will form the basis of further verification during the assessment. Assessor conducts the assessment in accordance with the assessment guidelines and question bank as per the job role. The assessor carries tablet with the loaded questions. This tablet is geotagged and so it is monitored to check their arrival and completion of assessment. Video of the practical session is prepared and submitted to MESC. Random spot checks/audit is conducted by MESC assigned persons to check the quality of assessment. Assessment agency will be responsible to put details in SIP. MESC will also validate the data and result received from the assessment agency.

Method of assessment documentation and access

The assessment agency will upload the result of assessment in the portal. The data will not be accessible for change by the assessment agency after the upload. The assessment data will be validated by MESC assessment team. After upload, only MESC can access this data. MESC approves the results within a week and uploads it.