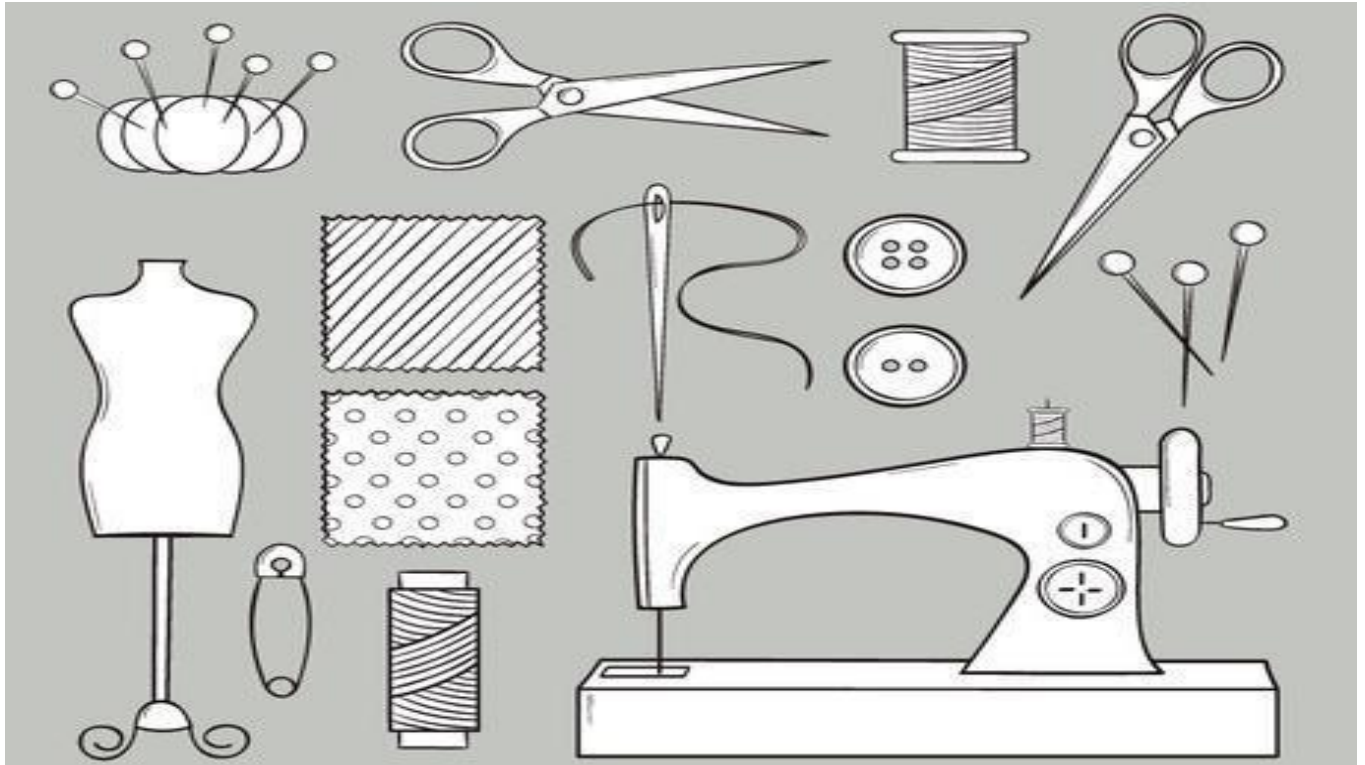




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Model Curriculum

QP Name: Costume Designer

QP Code: MES/Q0106

QP Version: 1.0

NSQF Level: 4

Model Curriculum Version: 1.0

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



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Training Parameters

Sector	Media and Entertainment
Sub-Sector	Film, Television, Live Performance, Advertising
Occupation	Costume Designing
Country	India
NSQF Level	4
Aligned to NCO/ISCO/ISIC Code	NCO- 2015/5142.0500
Minimum Educational Qualification and Experience	Class XII Pass with one year of relevant experience OR NSQF Level-3 Certification as Assistant Costume Designer one year of relevant experience OR Class Xth and ITI with one year of relevant experience Minimum job entry Age 18 Years
Pre-Requisite License or Training	NA
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	9/04/2020
Model Curriculum Valid Up to Date	04/05/2025
Model Curriculum Version	1.0
Minimum Duration of the Course	630 Hours
Maximum Duration of the Course	630 Hours



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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.

- Analyze the Script
- Prepare a budget for costume development
- Costume design and development
- Mentor and monitor the costume team
- Maintain 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/N0518 (Analyze the Script) NOS Version No. 1.0 NSQF Level 4	30:00	60:00			90:00
Explain script breakdown scene by scene	10:00	20:00			30:00
Defining costumes for the Characters	10:00	20:00			30:00
Describe methods of research to be conducted based on the style of Characters	10:00	20:00			30:00
MES/N0519 (Planning and budgeting) NOS Version No.1.0 NSQF Level 4	30:00	90:00			120:00
Prepare the budget for Costume development	12:00	40:00			52:00
Supervise fabric research and purchase	10:00	25:00			35:00
Support the costume Workshop	08:00	25:00			33:00
MES/N0514 Costume design and development NOS Version No.1.0 NSQF Level 4	60:00	90:00			150:00



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Conduct Costume design Research	20:00	30:00			50:00
Determine key criteria for Design	20:00	30:00			50:00
Create designs	20:00	30:00			50:00
Create a costume plot	12:00	32:00			30:00
MES/N0520 Mentor and monitor the costume team NOS Version No.1.0 NSQF Level 4	30:00	90:00			120:00
Communicating the key aspects of costume design and development	20:00	50:00			70:00
Managing a team of skilled personnel.	10:00	40:00			50:00
MES/N 0104 (Maintain Workplace Health and Safety) NOS Version No.1.0 NSQF Level 4	20:00	40:00			60:00
analyse the health, safety and security risks prevalent in the workplace	05:00	10:00			15:00
knowing the people responsible for health and safety and the resources available	05:00	10:00			15:00
identifying and reporting risks	05:00	10:00			15:00
complying with procedures in the event of an emergency	05:00	10:00			15:00
Total Duration	180:00	360:00	90:00		630:00



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Module Details

Module 1: Introduction to Costume Designing Mapped to MES/N1101

Terminal Outcomes:

- Define costume designing and explain its basics.

Duration: 02:00	Duration: 00:00
Theory – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:	Practical – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:
<ul style="list-style-type: none"> • Describe costume designing. • Explain roles and responsibilities of a costume designer. • Acquire basic designing skills. 	
Classroom Aids:	
LCD Projector, Laptop/Computer with internet, White Board, Flip Chart, Markers	
Tools, Equipment and Other Requirements	
Posters for describing costume designing	



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Module 2: Analyze the Script Mapped to MES/N1101

Terminal Outcomes:

- Analyse script breakdown scene by scene
- Defining costumes for the characters
- Research based on the style of characters

Duration: 32:00	Duration: 66:00
Theory – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:	Practical – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:
<ul style="list-style-type: none"> • Explain performance outlines or scripts to determine overall production concepts • Describe factors that may impact the design process, including safety and copyright considerations • Explain and examine carefully the plot analysis, tone, and period of the story being told. • Define and develop costume plots for each character. • Describe the research methodologies used to research about the costume styles, designs and construction methods suitable for the time period depicted in the script or era of the story and the production concept • Study the reference materials in context of design projects • Describe the scenarios, cultures and periods of history which help demonstrate the director's vision 	<ul style="list-style-type: none"> • Carry out the costume designing for the characters as per the scene in the script. • Develop costume plots for the characters in the script. • Break down scripts scene by scene to determine the number of characters involved and type and number of costumes required according to the scenes, setting or development. • Determine exact number of characters needing costumes with the sponsor/ director or production manager. • Check and ensure that costume colors and styles do not mimic each other in the same scene, unless required. • Design costumes which highlight the characters' emotional journey by varying the intensity and depth of colors and create characters look as per the scene by designing clothes and accessories the actors will wear in performance. • Check that individual props and wardrobes designed reflect the story being told and portray the character's personalities, cultures, ages, status and relationships. • Design costumes in a way that they depict characters Social position, economic status, occupation, gender, age, sense of style, tendencies towards conformity or individualism and the characters are correlated. • Collect, collate and adapt materials to develop initial design concepts • Design costume such a way that they sets mood and establishes setting of the plot.



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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



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Module 3: Planning and Budgeting Mapped to MES/N1102

Terminal Outcomes:

- Preparing the Costume development budget
- Supervise fabric research and purchase
- Maintaining costume workshop

Duration: 30:00	Duration: 90:00
Theory – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:	Practical – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:
<ul style="list-style-type: none"> • Discuss the Costume production budget for costume and props, Travel and stay, Logistics, Equipment, Food and snacks for the work team. • Prepare the budget and present the budget proposal to the producer and director, and finalize a final number for the overall production budget. • Describe the preparation of overall production schedules, and direct the day-to-day breakdowns of responsibilities. • Explain the design and the design making processes. 	<ul style="list-style-type: none"> • Carry out costing of created designs product ensembles with knowledge of product designed. • Demonstrate the designing by Computer Aided Design (CAD) • Prepare a budget for the production of costumes and required props and other team expenses as per the script. • Calculate the accurate amount of resources and time required as per the script. • Prepare a separate budget for look and feel enhancing/ correction based on critical evaluation (Internal and external) • Create or buy or rent costumes according to the style and complexity or revamped out of existing stock • Compare the budget, cost points and timing constraints • Determine the fabric, materials and production process to be used and recruit suppliers. • Supervise fabric research and purchase and complete the garments as per the deadline. • Choose and hire appropriate suppliers and Costume Makers, negotiating terms with them, and communicating design requirements • Maintain the costume workshop • Create the budgets depending on the numbers of costumes required to



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	<p>decide the creation of a workshop.</p> <ul style="list-style-type: none"> • Interpret cost involved in making an apparel, control practical issues, such as departmental budgets and schedules • Prepare a docket highlighting the key choices made for production.
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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



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Module 4: Costume Design and Development Mapped to MES/N1103

Terminal Outcomes:

- Conduct Costume design research
- Determine key criteria for design
- Create designs
- Create a costume plot

Duration: 60:00	Duration: 120:00
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
After the successful completion of this module, the Participant will be able to:	After the successful completion of this module, the Participant will be able to:
<ul style="list-style-type: none"> • Explain the script and derive ways to represent the character creatively through costumes and accessories that particular character wears. • Carry out research and explain the scenarios, cultures and periods of history which help demonstrate the director's vision. • Carry out research on design, materials to be used as per the requirement of the character's costume. • Use storyboard, shooting script, critical sequences and shot breakdown to show the creativity. • Create props and wardrobes that reflect the story and character's personality. • Check the costume requirements with the director and visual development team. • Explain how to use the shapes, colors and textures during costume design which make an immediate and powerful visual statement to the audience in accordance to the script. • Comply with the quality standards for designs and accessories. • Show your creativity in using costume props to distinguish minor, primary and secondary characters. 	<ul style="list-style-type: none"> • Design required costumes that add to attitude and feel in characters. • Develop a costume plot which follows characters through the progression of the production. • Conduct research and identify the factors influencing the styles of the character's costume. • Design a costume that fits the attitude of the character in a given scene. • Create a costume plot as per the progression of the production showing appropriate changes in the attire.



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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



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Module 5: Mentoring and monitoring the costume department. Mapped to MES/N1104

Terminal Outcomes:

- Communicating the key aspects of costume design and development
- Managing a team of skilled personnel.

Duration: 20:00	Duration: 80:00
Theory – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:	Practical – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:
<ul style="list-style-type: none"> • Communicate the key aspects of costume design and development, Organize and manage relevant personnel to ensure costume production requirements are met, quality standards are adhered to, and work health and safety guidelines are followed 	<ul style="list-style-type: none"> • Demonstrate how to set and communicate action areas for each team. • Perform setting of realistic requirements that would be achievable within the given budget and timelines. • Monitor budgets and timelines and take action as required to meet them • Prepare design specifications available to production staff at an appropriate time and assist in their interpretation • Coordinate involvement of external manufacturers or hirers involved in the production of specialist costume items to ensure timelines and quality guidelines are met • Participate in production meetings or costume parades and ensure that costume design modifications are agreed, noted and acted on • Inform relevant personnel of costume design changes • Update documentation and record and file according to organizational procedures • Monitor the work of Assistants Dailies and Standbys, and schedule their daily responsibilities. • Create and managing the departmental budgets and schedules. • Arrange dress rehearsals, dress trials and ensure comfort of performers.
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	



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Module 6: Maintain Workplace Health and Safety
Mapped to MES/N 0104

Terminal Outcomes: After the successful completion of this module, the Participant will be able to:

- Explain the health, safety and security risks prevalent in the workplace
- Know the people responsible for health and safety and the resources available
- identify and report risks
- comply with procedures in the event of an emergency

Duration: 25:00	Duration: 25:30
Theory – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:	Practical – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:
<ul style="list-style-type: none"> • Comply with the organisation’s current health, safety and security policies and procedures • Recall the safe working practices pertaining to own occupation <ul style="list-style-type: none"> Recall 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 • Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency • Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms • Identify aspects of your workplace that could cause potential risk to own and others health and safety • Ensure own personal health and safety, and that of others in the workplace through precautionary measures • Identify and recommend opportunities for improving health, safety, and security to the designated person • Report any hazards outside the individual’s authority to the relevant person in line with organizational procedures and warn other people who may be affected • Identify and correct risks like illness, accidents, fires or any other natural 	<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



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<p>calamity safely and within the limits of individual's authority.</p> <ul style="list-style-type: none"> Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority 	
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Classroom Aids:
Laptop, whiteboard, marker, projector, Health and Safety Signs and policy
Tools, Equipment and Other Requirements
Laptop, whiteboard, marker, projector, Health and Safety Signs and policy

Mandatory Duration: 100:00	Recommended Duration: 00:00
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 acquire knowledge and skills required to: <ul style="list-style-type: none"> Analyze the Script Prepare a budget for costume development Costume design and development Mentor and monitor the costume team Maintain workplace health and safety 	



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Annexure

Trainer Requirements

Trainer Prerequisites						
Minimum Educational Qualification	Specialization	Relevant Industry Experience		Training 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	-	-

Trainer Certification	
Domain Certification	Platform Certification
Certified for Job Role: "Costume designer" mapped to QP: "MES/Q1101", version 1.0. Minimum accepted score as per SSC guidelines is 80%.	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%.



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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
Certified for Job Role: "Assistant Costume designer" mapped to QP: "MES/Q1101", version 1.0. Minimum accepted score as per SSC guidelines is 80%.	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%.



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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



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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.
