

QUALIFICATION FILE SUMMARY

Qualification Title	Certified 2D Animator
Qualification Code:	
Nature and Purpose of the qualification	<ul style="list-style-type: none"> ➤ This is a Qualification Pack(QP) ➤ The purpose of the qualification is to impart skills in 2D Animation, Storyboarding, and create animated digital multimedia content for media using popular software tools and techniques
Body/bodies which will assess the candidates	Examination Cell, National Institute of Electronics and Information Technology, 6-CGO Complex, Electronics Niketan, Lodhi Road, New Delhi. 110003.
Body / bodies which will award the certificates for the qualification	National Institute of Electronics and Information Technology 6-CGO Complex, Electronics Niketan Lodhi Road, New Delhi. 110003.
Body which will accredit providers to offer the qualification	National Institute of Electronics and Information Technology 6-CGO Complex, Electronics Niketan Lodhi Road, New Delhi. 110003. Presently, Accreditation is not prescribed; affiliation is one of the models.
Occupation(s) to which the qualification gives access	<ul style="list-style-type: none"> • 2D Animator • 2D Visual Designer • 2D Compositor
Proposed level of the qualification in the NSQF.	5
Anticipated volume of training/learning required to complete the training	80 Hrs.
Entry requirements / recommendations.	12 th passed candidates
Progression from the qualification.	<p>2D Animator – Next Job Role – Next Job Role</p> <p><u>1) In Academic</u> After completion of this course, the students may take up courses on 3D Animation to further enhance their skills and job prospects</p> <p><u>2) Professional</u> The students pursuing the above qualification may progress to be Animation Director, Art Director, Designer or Director.</p>
Planned arrangements for RPL.	<ul style="list-style-type: none"> ➤ Presently only candidates who undergo training shall be assessed. ➤ It will be incorporated once RPL strategy is finalized

Formal structure of the qualification			
Title of unit or other component (include any identification code used)	Mandatory/ Optional	Estimated size (learning hours)	Level
Animation Fundamentals	Mandatory	10 Hrs	5
Image Editing Techniques	Mandatory	20Hrs	
2D Animation Techniques	Mandatory	30 Hrs	
Soft Skills	Mandatory	20 Hrs	

Please attach any document giving further detail about the structure of the qualification – eg a Curriculum or Qualification Pack.

The detailed course curriculum for the qualification is attached as **ANNEXURE-I**.

SECTION 1

ASSESSMENT

Name of the Assessment Body:

Examination Cell,
National Institute of Electronics and Information Technology
6-CGO Complex, Electronics Niketan,
Lodhi Road, New Delhi. 110003.

Will the assessment body be responsible for RPL assessment?

Presently, only candidates undergoing training shall be assessed. Later on, candidates having experience and knowledge shall be assessed. The information will be provided on finalization of such procedure.

Describe the overall assessment strategy and specific arrangements which have been put in place to ensure that assessment is always valid, consistent and fair and show that these are in line with the requirements of the NSQF:

The emphasis is on practical demonstration of skills & knowledge based on the performance criteria. Each OUTCOME is assessed & marked separately. Student is required to qualify in all OUTCOMES individually and marks are allotted. Following assessment methodologies are used.

- A. Written Assessment (Multiple Choice Questions & Assignments)
- B. Practical Assessment
- C. Project Work

The assessment results are backed by following evidences.

1. The assessor collects a copy of the attendance for the training done under the scheme. The attendance sheets are signed and stamped by the In charge / Head of the Training Centre.
2. The assessor verifies the authenticity of the candidate by checking the photo ID card issued by the institute as well as any one Photo ID card issued by the Central/Government. The same is mentioned in the attendance sheet.
3. The assessor assigns roll number.
4. The assessors take photograph of all the students along with the assessor standing in the middle and with the centre name/banner at the back as evidence.

ASSESSMENT EVIDENCE

Complete the following grid for each grouping of NOS, assessment unit or other component as listed in the entry on the structure of the qualification on page 1.

Job Role

2D Animator

Title of Unit/Component:

(Detailed Curriculum attached As Annexure-I)

Assessable Outcomes	Assessment Criteria for the outcome	Total Mark	Written		Practical
			Online MCQs	Assignments	
1. Demonstration of developed story line concept through storyboarding	<ul style="list-style-type: none"> ➤ Use of Animation tools. ➤ Use of various kind of storyboarding. ➤ Use arrow,, color and give caption in the story. ➤ Creation of storyboard. ➤ Translate ideas into visual stories through storyboarding. ➤ Use and display of various animation techniques. 	20	5	5	10
2. Demonstration of Image Editing	<ul style="list-style-type: none"> ➤ Use of Image Editing Tools. ➤ Demonstrate image manipulation like color change etc. In-house assignments on Layers and Channels, Image Editing and enhancing techniques 	25	5	10	10
3. Demonstrate working knowledge of Animation principles and techniques	<ul style="list-style-type: none"> ➤ Demonstration of various effects like manipulating images, shapes, color, text and layers in 2D Animation project. ➤ Publishing a Movie 	25	5	10	10
4. Project & soft skills	<ul style="list-style-type: none"> ➤ Presentation on the project development. ➤ Final presentation of Project. ➤ Interaction with colleagues , supervisor and clients. 	30	-	-	30
Total		100	15	25	60

Means of assessment 1

Proctored online assessments (LAN and Web based), carried out using a variety of question formats

applicable for linear / adaptive methodologies; performance criteria being assessed via situation judgement tests, simulations, practical demonstrations, psychometrics and multiple choice questions, presentations including peer review.

Pass/Fail

Competency level of the students will be evaluated through performance evidences throughout the training duration with proven ability to meet all the assessment criteria for each assessable learning outcome.

SECTION 2

EVIDENCE OF LEVEL

Title : Certified 2D Animator			Level: 5
NSQF Domain	Outcomes of the Qualification/Component	How the job role relates to the NSQF Level Descriptors	NSQF Level
Process	Demonstrate an understanding of design processes for both digital and traditional animation	Job that requires well developed skill, with clear choice of procedures in familiar context.	5
Professional Knowledge	Demonstrate a working knowledge of animation principles	Knowledge of facts, principles, processes and general concepts, in a field of work or study.	5
Professional Skill	Demonstrate an understanding of timing and pace as applicable for 2D Animation Demonstrate an understanding of scene planning and basic walk Cycles as applicable for 2D Animation	A range of cognitive and practical skills required to accomplish tasks and solve problems by selecting and applying basic methods, tools, materials and information	5
Core Skill	Ability to critique the strengths and weakness of 2D Animation Sequence. 2D Animators after acquiring skills both managerial and technical of this level are able to interact with different stakeholders involved like vendors, clients and users. They are able to make independent decision involved in providing solution.	Desired mathematical skill; understanding of social, political; and some skill of collecting and organising information, communication.	5
Responsibility	Critically evaluate his/her working process and outcomes as well as of others	Responsibility for own work and learning and some responsibility for others works and learning.	5

SECTION 3

EVIDENCE OF NEED

What evidence is there that the qualification is needed?

The rapid advancement of technology has made computer animation available to the masses and the animation industry is one of the fastest growing industries. The demand for animated entertainment has expanded with the increase in broadcasting hours by cable and satellite TV along with the growing popularity of the Internet. More broadly speaking, animation is increasingly used in video games, and movies are also increasingly reliant on animation and computer graphic special effects. Full length animation movies are in great demand. A single animation film requires as many as 500 animators, which means huge employment opportunities. Animation is one of the concrete, lucrative and demanding career options which serves both entertainment and education (e-learning) industries alike.

What is the estimated uptake of this qualification and what is the basis of this estimate?

The batch size of the qualification is expected to be 20 on average. Estimating minimum 4 batches a year to undergo this qualification, the number of students to undergo this qualification is expected to be 80 Nos per NIELIT Centre. At least 2500 Nos of students will be trained per year in this qualification throughout NIELIT. The numbers of students to be trained are expected to raise manifold once the qualification is made available to all the accredited centres of NIELIT.

What steps were taken to ensure that the qualification(s) does/do not duplicate already existing or planned qualifications in the NSQF?

As the understanding and adoption models of QPs evolve in the industry and across its sub-sectors, we foresee consolidation of qualification packs as a natural progression. The Qualification does not exist as per information available in public domain.

What arrangements are in place to monitor and review the qualification(s)? What data will be used and at what point will the qualification(s) be revised or updated?

The Qualification is to be monitored and reviewed every two years.

The following data will be used

1. Results of assessments
2. Employer feedback will be sought post-placement
3. Student feedbacks

SECTION 4

EVIDENCE OF RECOGNITION OR PROGRESSION

What steps have been taken in the design of this or other qualifications to ensure that there is a clear path to other qualifications in this sector?

This qualification that is based on the foundation of acquiring basic skills on 2D Animation can be linked to any qualification higher than this one, existing or yet to come.

Please attach any documents giving further information about any of the topics above.

NIL

SECTION 5

EVIDENCE OF INTERNATIONAL COMPARABILITY

List any comparisons which have been established.

NIL

