



सूक्ष्म, लघु एवं मध्यम उद्यम मंत्रालय
DEVELOPMENT COMMISSIONER
MINISTRY OF MICRO, SMALL & MEDIUM
ENTERPRISES

MSME TECHNOLOGY CENTRE



[Please refer Guidelines for STT/LTT/Apprenticeship/OEM Qualification File](#)

QUALIFICATION FILE

MULTIMEDIA AND ANIMATION ASSOCIATE

☒ Short Term Training (STT) ☐ Long Term Training (LTT) ☐ Apprenticeship

☐ Upskilling ☐ Dual/Flexi Qualification ☐ For ToT ☐ For ToA

☒ General ☒ Multi-skill (MS) ☒ Cross Sectoral (CS) ☐ Future Skills ☐ OEM

NCrF/NSQF Level: 4

Submitted By:

MSME TECHNOLOGY CENTRE

O/o DC MSME, Ministry of Micro, Small and Medium Enterprises

Govt. of India

A-Wing, 7th Floor, Nirman Bhawan, Maulana Azad Road

New Delhi-110108

Contact No. +91-674-2654700

Email-msmetcab@gmail.com

Table of Contents

Section 1: Basic Details	3
Section 2: Module Summary	6
NOS/s of Qualifications	6
Mandatory NOS/s:	6
Elective NOS/s:	6
Optional NOS/s:	6
Assessment - Minimum Qualifying Percentage	7
Section 3: Training Related	8
Section 4: Assessment Related	8
Section 5: Evidence of the need for the Qualification	9
Section 6: Annexure & Supporting Documents Check List	10
Annexure I: Evidence of Level	11
Annexure-II: Tools and Equipment(Lab Set-Up)	15
Annexure III: Industry Validations Summary	16
Annexure IV: Training & Employment Details	17
<i>Annexure V: Blended Learning</i>	18
Annexure VI: Detailed Assessment Criteria	19
<i>Annexure-VII: Assessment Strategy</i>	25
Annexure VIII: Acronym and Glossary	26

Section 1: Basic Details

1.	Qualification Name	Multimedia Animation Associate														
2.	Sector/s	Media & Entertainment														
3.	Type of Qualification: <input checked="" type="checkbox"/> New <input type="checkbox"/> Revised <input type="checkbox"/> Has Electives/Options <input type="checkbox"/> OEM	NQR Code & version of existing/previous qualification: <i>(change to previous, once approved)</i> QG-04-ME-02421-2024-V1-MSME & V1	Qualification Name of existing/previous version: Animation & Multimedia Technology													
4.	a. OEM Name b. Qualification Name <i>(Wherever applicable)</i>	NA -														
5.	National Qualification Register (NQR) Code & Version <i>(Will be issued after NSQC approval)</i>	QG-04-ME-02421-2024-V1-MSME & V1	6. NCrF/NSQF Level: 4													
7.	Award (Certificate/Diploma/Advance Diploma/Any Other) <i>(Wherever applicable specify multiple entry/exits also & provide details in annexure)</i>	Certificate														
8.	Brief Description of the Qualification	Learners who attain this qualification are competent in the following area, <ul style="list-style-type: none"> Learners who attain this qualification can perform 3D animation, Character animation, Game Creation, Visualization in VR, and Special Effects in Film, Tv Shows etc. Qualified learners are competent to get an employment in Media and Entertainment sector as per the requirement of MSMEs Qualified learners will become an entrepreneur. 														
9.	Eligibility Criteria for Entry for Student/Trainee/Learner/Employee	a. Entry Qualification & Relevant Experience: <table border="1"> <thead> <tr> <th>S. No.</th> <th>Academic/Skill Qualification (with Specialization - if applicable)</th> <th>Required Experience (with Specialization - if applicable)OtherTheory</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>12th grade pass</td> <td>No Experience Required</td> </tr> <tr> <td>2</td> <td>Completed 2nd year of 3-year diploma (after 10th)</td> <td></td> </tr> <tr> <td>3</td> <td>Previous relevant Qualification of NSQF Level 3</td> <td>3-year relevant experience</td> </tr> </tbody> </table>			S. No.	Academic/Skill Qualification (with Specialization - if applicable)	Required Experience (with Specialization - if applicable)OtherTheory	1	12th grade pass	No Experience Required	2	Completed 2nd year of 3-year diploma (after 10th)		3	Previous relevant Qualification of NSQF Level 3	3-year relevant experience
S. No.	Academic/Skill Qualification (with Specialization - if applicable)	Required Experience (with Specialization - if applicable)OtherTheory														
1	12th grade pass	No Experience Required														
2	Completed 2nd year of 3-year diploma (after 10th)															
3	Previous relevant Qualification of NSQF Level 3	3-year relevant experience														
	b. Age:															

10	Credits Assigned to this Qualification, Subject to Assessment (as per National Credit Framework (NCrF))	20	11. Common Cost Norm Category (I/II/III) (wherever applicable): I																											
12	Any Licensing requirements for Undertaking Training on This Qualification (wherever applicable)	NA																												
13	Training Duration by Modes of Training Delivery (Specify Total Duration as per selected training delivery modes and as per requirement of the qualification)	<input type="checkbox"/> Offline <input type="checkbox"/> Online <input checked="" type="checkbox"/> Blended <table border="1"> <thead> <tr> <th>Training Delivery Modes</th> <th>Theory (Hours)</th> <th>Practical (Hours)</th> <th>OJT Mandatory (Hours)</th> <th>OJT Recommended (Hours)</th> <th>Total (Hours)</th> </tr> </thead> <tbody> <tr> <td>Classroom (offline)</td> <td>90</td> <td>300</td> <td>-</td> <td>-</td> <td>390</td> </tr> <tr> <td>Online</td> <td>90</td> <td>120</td> <td>-</td> <td>-</td> <td>210</td> </tr> <tr> <td>Total</td> <td>180</td> <td>420</td> <td></td> <td></td> <td>600</td> </tr> </tbody> </table> (Refer Blended Learning Annexure for details)					Training Delivery Modes	Theory (Hours)	Practical (Hours)	OJT Mandatory (Hours)	OJT Recommended (Hours)	Total (Hours)	Classroom (offline)	90	300	-	-	390	Online	90	120	-	-	210	Total	180	420			600
Training Delivery Modes	Theory (Hours)	Practical (Hours)	OJT Mandatory (Hours)	OJT Recommended (Hours)	Total (Hours)																									
Classroom (offline)	90	300	-	-	390																									
Online	90	120	-	-	210																									
Total	180	420			600																									
14	Aligned to NCO/ISCO Code/s (if no code is available mention the same)	2166.02(Multimedia Artist and Animator/Animator)																												
15	Progression path after attaining the qualification (Please show Professional and Academic progression)	Level 4.0 Professional Progress: <ul style="list-style-type: none"> Multimedia & Animation Assistant Manager 																												
16	Other Indian languages in which the Qualification & Model Curriculum are being submitted	Hindi																												
17	Is similar Qualification(s) available on NQR-if yes, justification for this qualification	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No URLs of similar Qualifications:																												
18	Is the Job Role Amenable to Persons with Disability	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No If "Yes", specify applicable type of Disability: As per the Govt. norms.																												
19	How Participation of Women will be Encouraged	Seats are reserved as per government Norms.																												
20	Are Greening/ Environment Sustainability Aspects Covered (Specify the NOS/Module which covers it)	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No The said aspect is covered in the module name Employability Skill																												
21	Is Qualification Suitable to be Offered in Schools/Colleges	Schools <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No Colleges <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No																												
22	Name and Contact Details of Submitting / Awarding Body SPOC (In case of CS or MS, provide details of both Lead AB & Supporting ABs)	Name: Sh. Vijay MahipatraoBankar Contact No. +0755 3501078 Email-msmetcab@gmail.com																												

23	Final Approval Date by NSQC: 30.04.2024	24. Validity Duration: 3 year	25. Next Review Date:30/04/2027
----	---	-------------------------------	---------------------------------

Section 2: Module Summary

NOS/s of Qualifications

(In exceptional cases these could be described as components)

Mandatory NOS/s:

Specify the training duration and assessment criteria at NOS/ Module level. For further details refer curriculum document.

Th.-Theory **Pr.**-Practical **OJT**-On the Job **Man.**-Mandatory Training **Rec.**-Recommended **Proj.** - Project

S. No	NOS/Module Name	NOS/Module Code & Version (if applicable)	Core/ Non-Core	NCrF/NSQF Level	Credits as per NCrF	Training Duration (Hours)					Assessment Marks					
						Th.	Pr.	OJT-Man.	OJT-Rec.	Total	Th.	Pr.	Pr oj.	Viva	Total	Weightage (%) (if applicable)
1.	Understand FX & Create Motion Graphics	MSME/MAAA/01	core	4	3	30	60	-	-	90	50	50	-	-	100	
2.	Understand to create 3D Models and Apply Textures	MSME/MAAA/02	core	4	5	30	120	-	-	150		100	-	-	100	
3.	Gain knowledge to Animate a 3D Character	MSME/MAAA/03	core	4	5	30	120	-	-	150		100	-	-	100	
4.	Attain Knowledge to Create User Interfaces	MSME/MAAA/04	core	4	5	30	120	-	-	150		100	-	-	100	
5.	Employability Skill	MSME/ES/01	Non-Core	4	2	60		-	-	60	100	-	-	-	100	
Duration (in Hours) / Total Marks					20	180	540	-	-	600	150	350	-	-	500	

yearhr

Elective NOS/s:

S. No	NOS/Module Name	NOS/Module Code & Version (if applicable)	Core/ Non-Core	NCrF/NSQF Level	Credits as per NCrF	Training Duration (Hours)					Assessment Marks					
						Th.	Pr.	OJT-Man.	OJT-Rec.	Total	Th.	Pr.	Proj.	Viva	Total	Weightage (%) (if applicable)
1.																
2.																

S. No	NOS/Module Name	NOS/Module Code & Version (if applicable)	Core/ Non-Core	NCrF/NSQF Level	Credits as per NCrF	Training Duration (Hours)					Assessment Marks					
						Th.	Pr.	OJT-Man.	OJT-Rec.	Total	Th.	Pr.	Proj.	Viva	Total	Weightage (%) (if applicable)
Duration (in Hours) / Total Marks																

Optional NOS/s:

S. No	NOS/Module Name	NOS/Module Code & Version (if applicable)	Core/ Non-Core	NCrF/NSQF Level	Credits as per NCrF	Training Duration (Hours)					Assessment Marks					
						Th.	Pr.	OJT-Man.	OJT-Rec.	Total	Th.	Pr.	Proj.	Viva	Total	Weightage (%) (if applicable)
1.																
2.																
Duration (in Hours) / Total Marks																

Assessment - Minimum Qualifying Percentage

Specify **any one** of the following:

Minimum Pass Percentage –Aggregate at qualification level: % (Every Trainee should score specified minimum aggregate passing percentage at qualification level to successfully clear the assessment.)

Minimum marks to pass theory exam: 40%

Minimum marks to pass Practical exam: 60%

Minimum Pass Percentage –NOS/Module-wise: % (Every Trainee should score specified minimum passing percentage in each mandatory and selected elective NOS/Module to successfully clear the assessment.)

Minimum marks to pass theory exam: 40%

Minimum marks to pass Practical exam: 60%

Section 3: Training Related

1.	Trainer's Qualification and experience in the relevant sector (in years)(as per NCVET guidelines)	Diploma/ Degree in Arts/ Fine Arts/ Design/Computer Science Engineering or Equivalent with Practical skills and knowledge required in the relevant job role at least one level higher i.e., level 4.5 and above in related field and minimum 2 years of experience in Production Environment in the Media & Entertainment organization will become a trainer, (Preferably TOT/ Certified from reputed agency to be deployed for the training)
2.	Master Trainer's Qualification and experience in the relevant sector (in years) (as per NCVET guidelines)	Degree in Engineering (Computer Science, Arts, Fine Arts, Design, Animation) or equivalent with 3 to 5 years of experience in Production/ Training from any Media & Entertainment organization will become as a Master Trainer.
3.	Tools and Equipment Required for Training	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No (If "Yes", details to be provided in Annexure)
4.	In Case of Revised Qualification, Details of Any Upskilling Required for Trainer	Yes

Section 4: Assessment Related

1.	Assessor's Qualification and experience in relevant sector (in years) (as per NCVET guidelines)	Diploma / Degree in Engineering (Computer Science, Arts, Fine Arts, Design, Animation) or equivalent with 3 years of experience in Production/ Training from any reputed Media & Entertainment organization. Only (TOA) certified assessors will be able to conduct the assessments.
2.	Proctor's Qualification and experience in relevant sector (in years) (as per NCVET guidelines)	Degree in Engineering (Computer Science, Arts, Fine Arts, Design, Animation) or equivalent with 5 years of experience in Production/ Training from any reputed Media & Entertainment organization.
3.	Lead Assessor's/Proctor's Qualification and experience in relevant sector (in years) (as per NCVET guidelines)	Post Graduate Diploma/Advanced Diploma / Diploma / ITI Certificate / in the relevant discipline with minimum 5 years of experience in their professional fields (including minimum 3 years of relevant industry experience).
4.	Assessment Mode (Specify the assessment mode)	Blended Type (Online + Offline)
5.	Tools and Equipment Required for Assessment	<input checked="" type="checkbox"/> Same as for training <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No (details to be provided in Annexure-if it is different for Assessment)

Section 5: Evidence of the need for the Qualification

Provide Annexure/Supporting documents name.

1.	Latest Skill Gap Study (not older than 2 years) (Yes/No): <ul style="list-style-type: none"> SKILLS GAP STUDY FOR THE MEDIA & ENTERTAINMENT SECTOR (Media & Entertainment Skills Council (MESCC)) Talent Gap in Animation, Visual Effects Industry, Short Courses to The Rescue – News18 <p>Link to Report: https://www.news18.com/news/education-career/short-courses-can-fill-skill-gap-in-animation-visual-effects-gaming-comics-4891634.html</p>
----	--

2.	Latest Market Research Reports or any other source (not older than 2years) (Yes/No): <ul style="list-style-type: none"> ● Global 3D Animation Market Size, Share & Trends Analysis Report by Technique (3D Modeling, Visual Effects), by Component, by Deployment (On-premise, On-demand), by End Use, and Segment Forecasts, 2021-2028 Link to Research Report: https://www.researchandmarkets.com/reports/4452097/global-3d-animation-market-size-share-and-trends. ● Global 3D Animation Market Size & Growth Report, 2030 - Grand View Research. Link to Research Report: https://www.grandviewresearch.com/industry-analysis/3d-animation-market. ● Global 3D Animation Market Research Report (2021 to 2026) - GlobeNewswire. Link to Research Report: https://www.globenewswire.com/news-release/2022/01/04/2360496/28124/en/Global-3D-Animation-Market-Research-Report-2021-to-2026-by-Animation-Technique-Component-Deployment-End-user-and-Region.html
3.	Government /Industry initiatives/ requirement (Yes/No): Yes
4.	Number of Industry validation provided: 30
5.	Estimated nos. of persons to be trained and employed: 1000
6.	Evidence of Concurrence/Consultation with Line Ministry/State Departments: Yes If “No”, why:

Section 6: Annexure & Supporting Documents Check List

Specify Annexure Name / Supporting document file name

1.	Annexure: NCrf/NSQF level justification based on NCrf level/NSQF descriptors (Mandatory)	Annexure-I
2.	Annexure: List of tools and equipment relevant for qualification (Mandatory, except in case of online course)	Annexure-II
3.	Annexure: Industry Validation Summary	Annexure-III
4.	Annexure: Training & Employment Related	Annexure IV
5.	Annexure: Blended Learning (Mandatory, in case selected Mode of delivery is “Blended Learning”)	Annexure V
6.	Annexure: Detailed Assessment Criteria (Mandatory)	Annexure-VI
7.	Annexure: Assessment Strategy (Mandatory)	Annexure-VII

8.	Annexure: Multiple Entry-Exit Details <i>(Mandatory, in case qualification has multiple Entry-Exit)</i>	NA
9.	Annexure: Acronym and Glossary <i>(Optional)</i>	Annexure VIII
10.	Supporting Document: Model Curriculum <i>(Mandatory – Public view)</i>	Annexure IX
11.	Supporting Document: Career Progression <i>(Mandatory - Public view)</i>	This aspect is mention in point no 15.
12.	Supporting Document: Occupational Map <i>(Mandatory)</i>	Annexure-X
13.	Supporting Documents: Assessment SOP(Mandatory)	Annexure XI
14.	Any other document you wish to submit:	NA

Annexure I: Evidence of Level

NCrF/NSQF Level Descriptors	Key requirements of the job role/ outcome of the qualification	How the job role/ outcomes relate to the NCrF/NSQF level descriptor	NCrF/NSQF Level
-----------------------------	--	---	-----------------

Professional Theoretical Knowledge/Process	<ul style="list-style-type: none"> Specialized knowledge of 3D animation AND Proficient with Computer Graphics, Virtual Reality, Special Effects (VFX), 3D animation, Time management for completion of work. 	<ul style="list-style-type: none"> Understanding the fundamentals of computer graphics, installing and navigating software, creating and managing documents, and differentiating between file types, resolution, and color modes. Understanding file types, bitmap vs. vector graphics, resolution, and color modes. Performing basic compositing techniques, making selections, and applying adjustments to images. Understanding the basics of 3D modeling, navigating the 3D user interface, selecting and manipulating objects, creating polygonal models, refining polygon meshes, and exploring advanced modeling techniques. Understanding rendering concepts, exploring different materials, textures, and shaders, laying out UVs, applying materials and textures to 3D objects, and mastering lighting principles. Familiarizing with the animation interface, setting and manipulating keys, utilizing animation tools, adding secondary motion, exploring advanced animation techniques, and animating facial expressions and special effects. Understanding video editing basics, importing and organizing files, applying effects and transitions, working with green screens, manipulating audio, and learning color correction and grading. Developing computer skills, communication competence, report writing skills, teamwork abilities, understanding ethics and values, and gaining knowledge about entrepreneurship and startup schemes. Throughout the course, Learner s will have extensive practical experience with hands-on projects and exercises, allowing them to apply the knowledge gained in real-world scenarios. 	4
Professional and Technical Skills/ Expertise/ Professional Knowledge	<ul style="list-style-type: none"> Proficiency in Computer Graphics Software Technical Understanding of File Types, Resolution, and Color Modes 3D Modeling, Texturing, and Animation Skills Video Editing Proficiency Virtual Reality, Special Effects (VFX), Proficiency 	<ul style="list-style-type: none"> Learner s develop a high level of proficiency in computer graphics software, including navigating the interface, managing documents, and utilizing various tools and features effectively. Learner s gain in-depth technical knowledge about different file types, understanding their characteristics and optimal usage. They also learn about resolution and color modes, ensuring accurate and high-quality output. Learner s acquire expertise in 3D modeling, mastering the creation of polygonal models, refining meshes, and applying textures to bring their models to life. They also develop strong animation skills, understanding keyframe animation techniques and principles of timing and motion. Learner s gain proficiency in video editing, including importing and organizing files, applying effects and transitions, manipulating audio, and enhancing the visual quality of videos to create compelling final products. 	4
Employment Readiness & Entrepreneurship Skills & Mind-set/Professional Skill	<ul style="list-style-type: none"> Understand Personal Strengths \ Value, Digital Literacy, Money Matters and Preparing for Employment & Self Employment 	<ul style="list-style-type: none"> Learner can Develop communication competence, report writing skills & preparation of Resumes or Curriculum Vitae, Learner can be able to Interact effectively with co-workers and can apply the Engineering Ethics and Human Values at workplace. Leaner can understand the basic process of becoming an entrepreneur & start up and can get benefits from various government schemes applicable. 	4

Broad Learning Outcomes/Core Skill	<ul style="list-style-type: none"> • Learner will achieve a high level of proficiency in computer graphics, including software usage, file management, and understanding different file types, resolution, and color modes. • Learner s will develop strong skills in 3D modeling, mastering the creation of polygonal models, refining meshes, and applying textures. They will also acquire expertise in animation, understanding key frame animation techniques and principles. • Students will gain proficiency in video editing, including importing and organizing files, applying effects and transitions, manipulating audio, and enhancing visual quality. They will also develop skills in post-production techniques such as color correction and grading. • Learner s will develop essential employability skills, including effective communication, teamwork, time management, and professionalism. They will also gain an understanding of entrepreneurship, accessing funding, and government schemes for startups. Learner s will cultivate creative problem-solving skills, enabling them to tackle challenges in computer graphics and animation. They will also have the opportunity to express their artistic vision through the creation of visually appealing and engaging animations. 	<ul style="list-style-type: none"> • Learner s demonstrate proficiency in computer graphics software, including file management, different file types, resolution, and color modes. • Learner s showcase skills in creating and refining 3D models, applying textures, and utilizing keyframe animation techniques. • Learner s exhibit proficiency in importing, organizing, and enhancing videos through editing techniques and post-production processes. • Learner s demonstrate effective communication, teamwork, time management, and professionalism, along with an understanding of entrepreneurship and government schemes for startups. • Learner s exhibit the ability to creatively solve problems and express their artistic vision through visually appealing and engaging animations. • Learner s will achieve a high level of proficiency in computer graphics, including software usage, file management, and understanding different file types, resolution, and color modes. 	4
Responsibility	<ul style="list-style-type: none"> • Responsible for own work and learning as well as for the subordinates. • Takes complete responsibility for delivery and quality of own work and output. 	<ul style="list-style-type: none"> • Learner is expected to perform the task as per given instructions, taking responsibility of proper execution of the program generated and its actions for the operation, quality and accuracy of the work. • 3D Artist works independently for certain tasks and collaboratively and takes responsibility fully for own work, he/she is expected to have openness to learning, ability to plan and organize own work and identify and solve problems in the course of working. • Understanding the need to take initiative and manage self-work and group tasks to improve efficiency and effectiveness 	4

Annexure-II: Tools and Equipment (Lab Set-Up)

List of Tools and Equipment

Batch Size:20

S. No.	Tool / Equipment Name	Specification	Quantity for specified Batch size
1	Performance Computer or Workstation	OS: Windows / Mac CPU: AMD / Intel (High Performance Workstation) (or related equivalent) RAM: 8GB or Higher GPU: Nvidia/ AMD 4GB VRAM or Higher Monitor: Full HD Monitor or Higher	20
2	Motion Graphics & UI Design Software's	Latest versions as per industry standards	20
3	3D Software's	Latest versions as per industry standards	20
4	Classroom Aids The aids required to conduct sessions in the classroom are: <ol style="list-style-type: none"> 1. Projector 2. Smart Board 3. Mic & Speaker 4. Webcam 5. Online Collaboration Tools /Video Conference Software's or related equivalent Software's 6. Practice Exercise etc. 		1 Set

Annexure III: Industry Validations Summary

Provide the summary information of all the industry validations in table. This is not required for OEM qualifications.

S. No	Organization Name	Representative Name	Designation	Contact Address	Contact Phone No	E-mail ID	LinkedIn Profile (if available)
-------	-------------------	---------------------	-------------	-----------------	------------------	-----------	---------------------------------

1	Ficus Productions Private Limited	Mr. Rohit D. Ghokshe	CEO, Managing Director	Room No. 58, Chawl no.6, Plot no.4, BMC Colony, Dr. E.Moses Road, Worli Naka, Mumbai 400018	866152165	Info.ficusproduction@gmail.com	
2	Ultra Digital Studio Pvt.Ltd	Mr. Anup Chandekar	Sr. Admin Executive	4th Floor, A4, Ultra Media & Entertainment Pvt Ltd, Peninsula Park, C/O, Off Veera Desai Rd, near Maruti Business Park, Veera Desai Industrial Estate, Andheri West, Mumbai, Maharashtra 400053	9321213141	anup.chandekar@ultraindia.com	
3	Chanchal Engineering works	Mr. DRYHAEBHWAR	PROPRIETOR	gut no.67,plot no.06(B),shivrana audyogik sanstha, wadgaon(ko), area, MIDC, Waluj, Aurangabad, Maharashtra 431133	9765499939	chanchalengineeringworks@gmail.com	
4	Antennae Venture	Mr.Manpreet Singh	Ecosystem Manager	LodhaSupremus, Saki Vihar Rd, opposite Mtnl, off Tunga Village, Tunga Village, Chandivali, Powai, Mumbai, Maharashtra 400076	9082860602	hr@antennae.in	
5	Royal Finesse Studio	Mr.Anchal Joshi	Cofounder	new prerana CHS, C-1, next to modihyundai, Bhakti Mandir, PanchPakhdi, Thane West, Thane, Maharashtra 400602	8356099360	aanchal@royalfinesse.in	
6	IDZ Digital Pvt. Ltd.	Ms. Anuja Dhage	Hr Executive	Kanakia Western Edge II, Western Edge II, B-607, behind Metro Mall, near SuSwagat Hotel, Food Corporation of India Warehouse, Borivali East, Mumbai, Maharashtra 400066	9321738407	careers@idzdigital.com	
7	Yanisa Execution	Sonu Waghmare	Studio Manager	04, 2nd floor, ShyamVihar,MewawalaNiwas, MG Road, near Puppy Tailor, Mulund (w), Mumbai: 80	7977468221	mwsosnu@gmail.com	
8	Hydrotech Consultant	Prafulchandra Pramodrai Naik	Director Of Hydrotech Consultant	Admin office: 32, Sumit Samarth Arcade, A wing, Aarey Road, Goregaon (W), Mumbai - 400104 Regd. Office: Sarvodaya Bhuvan 'B', Gokhale Road (N), Dadar (West), Mumbai - 400028	9892177917	info@hydrotechconsultant.com	
9	G.T. Engineering Works	Karuppaswamy Yadav	Partner	17, Vardhaman Indl. Estate, Opp. Nahur Station ,Village Road, Bhandup-(W),Mumbai-78	9702277955	gtengineeringworks@gmail.com	

10	Prabhavshali News	Stevan Jhon Badiger	Chief Editor	Ram Heritage Building, Plot No. 32, Sector - 12, Shop No. 19, Kamothe, Navi Mumbai - 410209	9324847296	prabhavshalinews@gmail.com	
11	Shree Swami Samartha Media Private Limited	Nilesh Gajanan Karanje	Director	Pratiksha Nagar, Palm Acres CHS, M-5, B Wing, Second floor, Flat Number-205, Pratikshanagar, Sion (East), Mumbai-400022	9930461343	Nileshkaranje@gmail.com nilesh@shreeswamisamarthamedia.com	
12	Manik Machinery Manufacturer Pvt. Ltd.	Manojkumar Patil	Design Engineer	21/24, Sons Udyog, Parsi Panchayat Road, Andheri (East) mumbai- 400069	9892209289	manoj.patil@pilotindia.com	
13	Additional Ambarnath Manufacturer's Association (AAMA)	Umesh Tayade	AAMA - Chairman	P-42, AAMA Welfare Centre, Anandnagar, Additional Ambarnath MIDC, Ambarnath - 421506, Dist - Thane	9422073611	aama.ambarnath@gmail.com	
14	Word Publishing	Karan Jadhav	Talent Acquisition Manager	Office no. 117, First Floor, lobby no. 4Rupa Solitaire, MBP, Mahape Navi Mumbai Nearest Station: Ghansoli, Navi Mumbai	9619225867	karan.jadhav@wpsgp.com	
15	Ad On Enterprises	Sudhir Parte	Director	505/ B, Neelkantheshwar Apt, Lonin Nagar, Nitin Company Signal, Thane (W), Maharashtra - 400602	9821802203	enterprises.adon@gmail.com	
16	DigitalCube Tech Private Limited	Devayani Bendale	HR Executive	B- 203, Sai Siddhivinayak Apt, Near Tondvalkar School, Dombivil West. 421202	8485025073	hr@digitalcube.tech	
17	AV LASERCRFTS	Aniket Jadhav	Managing Director	ADD- SHOP-3, GAUREE LEELA APT, KADRAP BADLAPUR EAST.	9067788666	avalsercrafts@gmail.com	
18	Daynil Group Solutions Pvt. Ltd.	Ms. Shruti Ghodke	HR Associate	Unit no. 212, Globe Estate, Tata Power Circle, 1, near Vikas Naka, MIDC, Dombivli, Maharashtra 421203	8668215445	hr@daynilgroup.com	
19	Allied Engineering Pvt Ltd	Alumer Gadkari	Application Engineer	Plot No. D-222/14 , TTC Industrial Area, MIDC, Nerul, Navi Mumbai, Maharashtra - 400706	7977806044 / 8291195952	sales@alliedengineering.co.in info@alliedengineering.co.in	
20	Evertiz Solutions	Shavin Kamble	Sr Hr Executive	Seawoods west, Sector 44A, Navi Mumbai, Maharashtra,	7900054498	shavin.kamble@evertiz.com	

21	Aja Consultants and Engineers	Aniruddha Pradhan	Partner	701, Swami Sankul, Vasant Patil Marg, Chunabhatti, Sion, Mumbai - 400022	9892675218	aapradhan@ajconsult.com	
22	A to Z Placement Service	Amit Varma	Director	office no. 004, Ground floor, Manas Sarovar CHSL, B wing, Beturkar Pada, Near M.K. College, kalyan (W) - 421301	7977261570	amitkumar.verma@atozjobs.in	
23	BrainHap	Amruta Suki	Executive- HR	35/151, 1st Floor, Shree laxmi Vijay Industrial Premises, New Link Road, Sab TV lane	9970747512	admin@aerobott.com	
24	Softcon Automation	Sanjay Narayan Sheth	Partner	Unit No.7, Bldg., No.1, Sector No. 11, Millennium Business Park, Mahape, MIDC, Navi Mumbai. 4c0710	9324645875	sanjay@softconautomation.com	
25	Tibe Allianz Pvt Ltd	Shraddha Nijai	General Manager	Regd Address: Tibe House, Main Road, Opp. Panchayat Samiti, Murbad, Maharashtra 421401	8459857541	tibeallianz@gmail.com connect@tibeallianz.com	
26	S.N. Engineering works	Sneha	CEO	Chaudhary, Sambhaji Nagar	9822859974	snehag858@gmail.com	
27	Pranav Enterprises	Padharinath Devkar	Owner	Plot No C-40, Midc Area, Waluj MIDC, Aurangabad-Maharashtra - 431136	9371671146	pranavent@gmail.com	
28	R.P. Industries	Prashant Patil	CEO	H-5/27, MIDC Industrial Area, Chikalthana, Aurangabad-431210, Maharashtra, India.	8007222251	prashantpatil@gmail.com	
29	Madhura Die Cast Private Limited	Madhura	CEO	D-168 MIDC Shendra, Aurangabad - 431 154	9422204622	madhuradiecast@gaikegroup.in	
30	Gayatri Auto Components	Ranjeet Mete	Lead Designer	Plot No. K39, Chh, MIDC, Ranjangaon, Waluj, Aurangabad, Ghanegaon, Maharashtra 431136	7385613842	info@gayatriauto.in	

Annexure IV: Training & Employment Details

Training and Employment Projections:

Year	Total Candidates		Women		People with Disability	
	Estimated Training #	Estimated Employment Opportunities	Estimated Training #	Estimated Employment Opportunities	Estimated Training #	Estimated Employment Opportunities

2023-24	1000	750	450	400	-	-
2024-24	1500	1200	750	650	-	-
2024-25	2000	1800	950	800	-	-

Data to be provided year-wise for next 3 years

Training, Assessment, Certification, and Placement Data for previous versions of qualifications:

Qualification Version	Year	Total Candidates				Women				People with Disability			
		Trained	Assessed	Certified	Placed	Trained	Assessed	Certified	Placed	Trained	Assessed	Certified	Placed
1.0	2020-21	18	18	18	15	03	03	3	02	-	-	-	-
1.0	2021-22	89	89	89	80	63	63	63	19	-	-	-	-
1.0	2022-23	181	181	181	180	84	84	84	13	-	-	-	-

Applicable for revised qualifications only, data to be provided year-wise for past 3 years.

List Schemes in which the previous version of Qualification was implemented:

1. Skill Development Training for the Masses under ICT – Ministry of Electronics and Information Technology
2. Fee based Training Program under the Ministry of MSME.

Content availability for previous versions of qualifications:

☒ Participant Handbook ☒ Facilitator Guide ☒ Digital Content ☒ Qualification Handbook ☐ Any Other:

Languages in which Content is available: English

Annexure V: Blended Learning

Blended Learning Estimated Ratio & Recommended Tools:

Refer NCVET “Guidelines for Blended Learning for Vocational Education, Training & Skilling” available

on: <https://ncvet.gov.in/sites/default/files/Guidelines%20for%20Blended%20Learning%20for%20Vocational%20Education,%20Training%20&%20Skilling.pdf>

S. No.	Select the Components of the Qualification	List Recommended Tools – for all Selected Components	Offline: Online Ratio
1	<input checked="" type="checkbox"/> Theory/ Lectures - Imparting theoretical and conceptual knowledge	Books/ e-books Presentations Reference Material	40:60

		Audio / Video Modules with 2D and 3D animation Self-Learning Videos /Broadcasts /Mobile Learning /Curated Digital content	
2	<input checked="" type="checkbox"/> Imparting Soft Skills, Life Skills, and Employability Skills /Mentorship to Learners	Self-Learning Videos Broadcasts Mobile Learning Curated Digital content	40:60
3	<input checked="" type="checkbox"/> Showing Practical Demonstrations to the learners	Adobe Suite and Autodesk maya Software's Video Content E-Resource library	100:00
4	<input checked="" type="checkbox"/> Imparting Practical Hands-on Skills/ Lab Work/ workshop/ shop floor training	On above software's	100:00
5	<input checked="" type="checkbox"/> Tutorials/ Assignments/ Drill/ Practice	Online Question Bank Mobile Quick test app MCQ based tests Practical Test on Machines LMS	50:50
6	<input checked="" type="checkbox"/> Proctored Monitoring/ Assessment/ Evaluation/ Examinations	Assessment engine for Essays, Up-loadable file examinations, Mock test sessions	50:50
7	<input type="checkbox"/> On the Job Training (OJT)/ Project Work Internship/ Apprenticeship Training	N/A	

Annexure VI: Detailed Assessment Criteria

Detailed assessment criteria for each NOS/Module are as follows:

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
NOS/Module: MSME/MAAA/01	PC.1: Define motion graphics and its applications across various industries. PC.2: Utilize Adobe After Effects and Cinema 4D for motion graphics creation. PC.3: Apply animation principles effectively, including keyframing and visual storytelling. PC.4: Implement workflow optimization strategies and file management techniques. PC.5: Employ practical tips and tricks for achieving specific visual effects and animations. PC.6: Understand the fundamentals and purpose of motion graphics. PC.7: Access and utilize project exercise files for practice. PC.8: Create motion graphics projects from scratch with proper setup and configuration. PC.9: Familiarize with the interface of motion graphics software and customize workspace. PC.10: Recognize the importance of information and preview panels. PC.11: Gain insight into project structures and organization within the software.	50	50	-	-

Understand FX & Create Motion Graphics	PC.12: Create new projects and configure settings accordingly. PC.13: Implement auto-save features and prevent data loss. PC.14: Import images and other media assets for animations and visual effects. PC.15: Create compositions and manage project assets effectively. PC.16: Utilize the timeline panel for sequencing and arranging content. PC.17: Adjust content duration and align elements for optimal animation. PC.18: Understand keyframing basics and manage keyframes for animation control. PC.19: Apply interpolation and easing techniques for smooth transitions. PC.20: Implement motion blur effects and motion sketch for realistic animations. PC.21: Customize text layers and apply animation presets. PC.22: Create and edit shape layers, including modifying anchor points and creating masks. PC.23: Prepare compositions for export and rendering.				
NOS/Module: MSME/MAAA/02 Understand to create 3D Models and Apply Textures	PC.1 Demonstrates the ability to explain the fundamental concepts of 3D graphics. PC.2 Identifies and explains the differences between 2D and 3D graphics. PC.3 Uses the 3D software interface and its various components competently. PC.4 Navigates and customizes the 3D user interface efficiently. PC.5 Utilizes different viewports skillfully for effective work. PC.6 Selects and manipulates objects in a 3D scene competently. PC.7 Uses transformation operations effectively for precise object positioning. PC.8 Applies pivot points, duplication, and object properties using the channel box and attribute editor skillfully. PC.9 Demonstrates knowledge of scene organization principles and techniques. PC.10 Uses outliner, hierarchies, and groups competently to effectively organize a 3D scene. PC.11 Manages object visibility and layering skillfully. PC.12 Creates polygonal models competently using primitives and polygonal tools. PC.13 Selects polygons effectively and uses soft selection for precise modeling. PC.14 Creates complex models successfully using polygonal modeling techniques. PC.15 Applies combining, separating, and Booleans for polygonal modeling skillfully. PC.16 Utilizes references skillfully for precise modeling. PC.17 Applies extrude, edge loops, and bevel techniques competently for polygonal modeling. PC.18 Uses symmetry and merge weld techniques accurately. PC.19 Utilizes mirror geometry, extrude path, and polygonal bridge tools competently. PC.20 Uses subdivision surface, crease tool, and smooth proficiently for refining polygon meshes. PC.21 Implements edge flow techniques skillfully to enhance mesh topology. PC.22 Applies non-linear deformations, lattice, and object history for advanced mesh refinement effectively. PC.23 Uses brush interface and sculpting tools skillfully for effective mesh sculpting. PC.24 Demonstrates knowledge and understanding of NURBS modeling principles and techniques. PC.25 Creates NURBS primitives competently and utilizes NURBS curves. PC.26 Applies NURBS modeling techniques such as revolve, loft, open/close, planar, and extrude skillfully. PC.27 Uses tools like isoparms, NURBS curve, curve surface, project curve, trim tool, and converting NURBS to polygons competently.	-	100	-	-

	<p>PC.28 Demonstrates proficiency in using effective modeling tools.</p> <p>PC.29 Demonstrates familiarity with alternative plugins or techniques for advanced modeling tasks.</p> <p>PC.30 Creates hard surface models such as cars and trucks skillfully.</p> <p>PC.31 Creates organic models such as characters or bipeds competently.</p> <p>PC.32 Model's animals or quadrupeds skillfully.</p> <p>PC.33 Utilizes the UV editor for unwrapping UVs skillfully.</p> <p>PC.34 Approaches unwrapping UVs for complex geometry competently.</p> <p>PC.35 Successfully unwraps UVs for organic modeling of bipeds and quadrupeds.</p> <p>PC.36 Creates and applies shaders, textures, and materials competently.</p>				
<p>NOS/Module: MSME/MAAA/03</p> <p>Gain knowledge to Animate a 3D Character</p>	<p>PC.1 Demonstrates proficiency in navigating and utilizing the animation interface.</p> <p>PC.2 Sets keyframes and manipulates animation curves using the graph editor skillfully.</p> <p>PC.3 Uses the dope sheet competently for organizing and editing animation.</p> <p>PC.4 Effectively utilizes motion paths, ghosting, and grease pencil tools.</p> <p>PC.5 Plays blast animations for review and evaluation purposes competently.</p> <p>PC.6 Uses animation controls and tools competently.</p> <p>PC.7 Sets and edits keyframes skillfully.</p> <p>PC.8 Utilizes the graph editor proficiently for precise control over animation curves.</p> <p>PC.9 Creates and manipulates motion paths effectively.</p> <p>PC.10 Animates cameras and secondary motion skillfully.</p> <p>PC.11 Plays blast animation sequences for review and evaluation competently.</p> <p>PC.12 Demonstrates understanding and application of the principles of animation.</p> <p>PC.13 Uses the graph editor, Trax editor, and camera sequencer proficiently for advanced animation workflows.</p> <p>PC.14 Utilizes tools such as ATOM, animation layers, and blending techniques skillfully.</p> <p>PC.15 Creates various animation sequences competently, including bouncing balls, walk cycles, run cycles, jumps, flight, acrobatic fight scenes, dialogue interaction scenes, and more.</p> <p>PC.16 Plans and executes complete animations, including facial expressions, paper folding effects, time warps, swinging characters, and utilizes animation tips effectively.</p>	-	100	-	-
	<p>PC.1: Understand the difference between UX (User Experience) and UI (User Interface).</p> <p>PC.2: Successfully download and install Figma to the desktop.</p> <p>PC.3: Navigate and utilize the Figma interface/dashboard effectively.</p> <p>PC.4: Import Figma files into the Figma application.</p> <p>PC.5: Demonstrate proficiency in using various tools available in Figma for design purposes.</p> <p>PC.6: Utilize the layers panel in Figma for organizing design elements efficiently.</p> <p>PC.7: Understand and work with components in Figma.</p> <p>PC.8: Navigate and utilize the design tab/panel in Figma for design purposes.</p> <p>PC.9: Use the text tool and select appropriate fonts for design projects in Figma.</p> <p>PC.10: Import and work with images effectively in Figma.</p> <p>PC.11: Apply boolean operations effectively in Figma for design purposes.</p> <p>PC.12: Use alignment and distribution tools in Figma to arrange design elements accurately.</p> <p>PC.13: Understand and utilize Figma team libraries for collaborative design projects.</p> <p>PC.14: Navigate and utilize the code panel in Figma for design purposes.</p>	-	100	-	-

NOS/Module: MSME/MAAA/04 Attain Knowledge to Create User Interfaces	PC.15: Create prototypes within Figma for interactive design demonstrations. PC.16: Implement horizontal and vertical scrolling features in Figma designs. PC.17: Utilize masks effectively in Figma for design purposes. PC.18: Export designs from Figma in various formats such as .JPG, .PNG, .SVG, .PDF, and save projects into .fig format. PC.19: Create mockups in Photoshop for design presentations. PC.20: Install and utilize plugins in Figma for enhanced design functionality. PC.21: Identify and utilize five essential plugins for Figma designers. PC.22: Understand the concept of wireframing in design. PC.23: Create wireframes using Figma effectively. PC.24: Create wireframes using wireframe.cc effectively. PC.25: Successfully create a new project and file in Figma. PC.26: Collaborate in real-time using Figma's team collaboration features.				
NOS/Module: MSME/ES/01 Employability Skills	PC.1 Discuss the importance of Employability Skills in meeting the job requirements. PC.2 Explain constitutional values, civic rights, duties, citizenship, responsibility towards society etc. that are required to be followed to become a responsible citizen. PC.3 Show how to practice different environmentally sustainable practices. PC.4 Discuss 21st century skills. PC.5 Display positive attitude, self -motivation, problem solving, time management skills and continuous learning mindset in different situations. PC.6 Use appropriate basic English sentences/phrases while speaking. PC.7 Demonstrate how to communicate in a well -mannered way with others. PC.8 Demonstrate working with others in a team. PC.9 Show how to conduct oneself appropriately with all genders and PwD PC.10 Discuss the significance of reporting sexual harassment issues in time PC.11 Discuss the significance of using financial products and services safely and securely. PC.12 Explain the importance of managing expenses, income, and savings. PC.13 Explain the significance of approaching the concerned authorities in time for any exploitation as per legal rights and laws. PC.14 Show how to operate digital devices and use the associated applications and features, safely and securely. PC.15 Discuss the significance of using internet for browsing, accessing social media platforms, safely and Securely.	100	-	-	-

	PC.16 Discuss the need for identifying opportunities for potential business, sources for arranging money and potential legal and financial challenges. PC.17 Differentiate between types of customers. PC.18 Explain the significance of identifying customer needs and addressing them. PC.19 Discuss the significance of maintaining hygiene and dressing appropriately. PC.20 Create a biodata PC.21 Use various sources to search and apply for jobs PC.22 Discuss the significance of dressing up neatly and maintaining hygiene for an interview PC.23 Discuss how to search and register for apprenticeship opportunities				
Total Marks		150	350	-	-

Annexure-VII: Assessment Strategy

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

Mention the detailed assessment strategy in the provided template.

1. Assessment System Overview:

- Batches are assigned to the MSME NSQF Assessment Agency via email for the assessment.
- MSME NSQF Assessment Agency sends the assessment confirmation to respective TC.
- MSME NSQF Assessment Agency deploys the certified Assessor for executing the assessment at respective TC via online / offline mode.
- MSME NSQF Assessment Agency & respective TC Internal Assessment cell monitors the assessment process & records.

2. Testing Environment:

- MSME NSQF Assessment Agency confirms the Assessment location, date and time
- For number of candidates more than 30 separate assessors are assigned for the assessment.
- MSME NSQF Assessment Agency & respective assessor confirms that the allotted time to the candidates to complete Theory & Practical Assessment is correct.

3. Assessment Quality Assurance levels/Framework:

- Each TC Submits the Question Bank for the individual subject Theory & Practice separately, submits to MSME NSQF Assessment Agency and it is verified by the MSME NSQF Assessment Agency Committee members.
- Questions are mapped to the specified assessment criteria
- All the assessors & Trainers are well qualified & trained to carry out the specified task.

4. Types of evidence or evidence-gathering protocol:

- Online Link is send by MSME NSQF Assessment Agency to respective TC & Assessor. Reporting of the assessor from assessment location is verified by the MSME NSQF Assessment Agency through the online Meeting Link. Students are also required to join for the online link for verification by the MSME NSQF Assessment Agency.
- Assessment Photographs are shared with the MSME NSQF Assessment Agency & are also with the respective TC.

5. Method of verification or validation:

- Online Link is send by MSME NSQF Assessment Agency to respective TC & Assessor. Reporting of the assessor from assessment location is verified by the MSME NSQF Assessment Agency through the online Meeting Link. Students are also required to join for the online link for verification by the MSME NSQF Assessment Agency.

6. Method for assessment documentation, archiving, and access:

- The Assessment records are shared with MSME NSQF Assessment Agency & also stored at respective TC.
- Assessor fills the assessment report and shares with the MSME NSQF Assessment Agency.

On the Job Training:

- Each module will be assessed separately.
- The candidate must score 60% marks to successfully complete the OJT.
- Learner will be assessed on the basis of OJT report followed by Viva
- Assessment will ensure that the Learner is able to:
 - ✓ Effective engagement with the customers / Subordinates and team
 - ✓ Understand the working of various tools and equipment
 - ✓ Understand the working environment of the industry

Annexure VIII: Acronym and Glossary

Acronym

Acronym	Description
AA	Assessment Agency
AB	Awarding Body
ISCO	International Standard Classification of Occupations
NCO	National Classification of Occupations
NCrF	National Credit Framework
NOS	National Occupational Standard(s)
NQR	National Qualification Register
NSQF	National Skills Qualifications Framework
OJT	On the Job Training

Glossary

Term	Description
National Occupational Standards (NOS)	NOS define the measurable performance outcomes required from an individual engaged in a particular task. They list down what an individual performing that task should know and also do.
Qualification	A formal outcome of an assessment and validation process which is obtained when a competent body determines that an individual has achieved learning outcomes to given standards
Qualification File	A Qualification File is a template designed to capture necessary information of a Qualification from the perspective of NSQF compliance. The Qualification File will be normally submitted by the awarding body for the qualification.
Sector	A grouping of professional activities on the basis of their main economic function, product, service or technology.
Long Term Training	Long-term skilling means any vocational training program undertaken for a year and above. https://ncvet.gov.in/sites/default/files/NCVET.pdf