

Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
27 February 2018, Monday, 1:00p.m.
7/F TESDA Board Room, Office of the Chair
TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04

Page 1 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
AND VISUAL GRAPHICS DESIGN NC III**

WHEREAS, TESDA Board Resolution No. 2005-09 was issued approving the prioritization of thirty-five (35) qualification titles for training regulations (TR) development for year 2005 which include the IT (Animation/Multimedia) qualifications last 19 May 2005 during the 46th TESDA Board Meeting;

WHEREAS, TESDA Board Resolution No. 2005-19 "Approving and Promulgating the Training Regulations for PC Operations NC II, *Animation NC III*, Programming NC IV was promulgated by the TESDA Board during the 48th TESDA Board Meeting held last 10 November 2005;

WHEREAS, during the 23rd Standard Setting and Systems Development TESDA Board-TESDA Secretariat Consultation Meeting held last 26 June 2007, the amendments to the Training Regulation for Animation NC III were presented by the Animation Council of the Philippines, Inc. (ACPI) and deliberated on;

WHEREAS, during the 24th Standard Setting and Systems Development TESDA Board-TESDA Secretariat Consultation Meeting held last July 16, 2007, further deliberation lead to an agreement to recommend the promulgation of Animation NC II, 2D Animation NC III, and 3D Animation NC III separately and supersede the Training Regulation for Animation NC III promulgated through Board Resolution 2005-19.

WHEREAS, Board Resolution No. 2007-22 "Approving and Promulgating the Training Regulations for Animation NC II, 2D Animation NC III, 3D Animation NC III" was promulgated by the TESDA Board during the 56th TESDA Board Meeting held last 27 July 2007;

WHEREAS, in the 55th TESDA Board Meeting which was held last 20 April 2007, the TESDA Board considered and approved Board Resolution No. 2007-11 on the prioritization of fifty-three (53) titles for training regulations development for year 2007 where Desktop Graphic Arts was included;

WHEREAS, the concerned industry association (ACPI) has endorsed for promulgation the Training Regulation for Visual Graphic Design NC III;



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
27 February 2018, Monday, 1:00p.m.
7/F TESDA Board Room, Office of the Chair
TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
Page 2 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
AND VISUAL GRAPHICS DESIGN NC III**

WHEREAS, in the 27th Standard Setting and Systems Development – TESDA Board-TESDA Secretariat Consultation Meeting held last 10 December 2007, the aforementioned training regulation was deliberated upon and favorably recommended to the EXCOM-TESDA Board for consideration;

WHEREAS, Board Resolution No. 2007-58 “Approving and Promulgating the Training Regulations for Visual Graphics Design NC III” was promulgated by the TESDA Board during the 59th TESDA Board Meeting held last 19 December 2007;

WHEREAS, it is the policy of TESDA to review after three (3) years any Training Regulations (TRs) promulgated by the TESDA Board;

WHEREAS, the Animation Council of the Philippines, Inc. (ACPI) has signed a Memorandum of Agreement (MOA) with TESDA in its desire to review and upgrade the existing TRs and Competency Assessment Tools in relation to the animation and visual graphics qualifications. As such, ACPI needs successive training and certification programs to have a pool of trained, competent, certified and ready manpower from which the industry may hire to supplement the growing demand for animators and related artist;

WHEREAS, the ACPI Expert Panels, with the assistance of the Qualifications and Standards Office (QSO) of TESDA, have recommended the amendment of the existing Training Regulations for Animation NC II, 2D Animation NC III, 3D Animation NC III, and Visual Graphics Design NC III qualifications following current industry labor demand and practices;



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 3 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

WHEREAS, during the 99th Standards-Setting and Systems Development (SSSD) Committee - TESDA Board- TESDA Secretariat Consultation Meeting held on 12 February 2018, the Committee favorably endorsed the amendments of the above-mentioned Training Regulations for Animation NC II, 2D Animation NC III, 3D Animation NC III, and Visual Graphics Design NC III qualifications as follows:

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
Qualification Title	
Animation NC II	Animation NC II
Job Title	
<ul style="list-style-type: none"> • Clean-Up Artist • In-between Artist/In-betweener • Clean-Up Art Checker • In-between Checker 	<ul style="list-style-type: none"> • Clean-Up Artist • In-between Artist/In-betweener • Clean-Up Art Checker • In-between Checker • Digital Clean up Artist • Digital In-between artist
Section 1 - Definition of the Qualification	
The ANIMATION NC II Qualification consists of competencies that a person must achieve to produce cleaned-up and in-betweened drawings in both production and post-production stages.	The ANIMATION NC II Qualification consists of competencies that a person must achieve to produce traditional and digital cleaned-up and in-between drawings for animation in both production and post-production stages.
Section 1- Units of Competency	
Basic Competencies (Prescribed competencies for NC II)	Basic Competencies Same as prescribed competencies for NC II with additional 21 st century skills basic units, as follows: <ul style="list-style-type: none"> • Contribute to workplace innovation • Solve/Address general workplace problems • Exercise sustainable development in the workplace
Common Competencies (Prescribed competencies for NC II)	Common Competencies Same prescribed competencies for NC II



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 4 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
<p>Core Competencies</p> <p>1. Produce cleaned-up & in-betweened drawings</p>	<p>Core Competencies</p> <p>1. Apply traditional drawing techniques for animation 2. Produce traditional cleaned-up key drawings 3. Produce traditional in-between drawings 4. Produce digital cleaned-up key drawings 5. Produce digital in-between drawings</p>
<p>Section 2 - Competency Standards</p> <p>Updates/Changes were made consistent with the proposed amendments on Basic, Common and Core Competencies.</p>	
<p>Section 3 - Training Standards</p>	
<p>3.1 Curriculum Design</p>	
<p>Nominal Training Duration</p>	
<p>18 hours – Basic Competencies 18 hours – Common Competencies 480 hours – Core Competencies 516 hours - Total</p>	<p>52 hours – Basic Competencies 28 hours – Common Competencies 536 hours – Core Competencies 616 hours - Total</p>
<p>3.2 Training Delivery</p>	
<p>The delivery of training should adhere to the design of the curriculum. Delivery should be guided by the 10 basic principles of the competency-based TVET.</p> <ul style="list-style-type: none"> • The training is based on curriculum developed from the competency standards; • Learning is modular in its structure; 	<p>1. The delivery of training shall adhere to the design of the curriculum. Delivery shall be guided by the principles of competency-based TVET.</p> <ul style="list-style-type: none"> • Course design is based on competency standards set by the industry or recognized industry sector, (Learning system is driven by competencies written to industry standards)



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 5 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
<ul style="list-style-type: none"> • Training delivery is individualized and self-paced; • Training is based on work that must be performed; • Training materials are directly related to the competency standards and the curriculum modules; • Assessment is based in the collection of evidence of the performance of work to the industry required standard; • Training is based both on and off-the-job components; • Allows for recognition of prior learning (RPL) or current competencies; • Training allows for multiple entry and exit; and • Approved training programs are nationally accredited. <p>The competency-based TVET system recognizes various types of delivery modes, both on and off-the-job as long as the learning is driven by the competency standards specified by the industry. The following training modalities may be adopted when designing training programs:</p> <ul style="list-style-type: none"> • The dualized mode of training delivery is preferred and recommended. Thus programs would contain both in-school and in-industry training or fieldwork components. Details can be referred to the Dual Training System (DTS) Implementing Rules and Regulations. • Modular/self-paced learning is a competency-based training modality wherein the trainee is allowed to progress at his own pace. The trainer only facilitates the training delivery. • Peer teaching/mentoring is a training modality 	<ul style="list-style-type: none"> • Training delivery is learner-centered and should accommodate individualized and self-paced learning strategies; • Training can be done on an actual workplace setting, simulation of a workplace and/or through adoption of modern technology. • Assessment is based in the collection of evidence of the performance of work to the industry required standards; • Assessment of competency takes the trainee's knowledge and attitude into account but requires evidence of actual performance of the competency as the primary source of evidence. • Training program allows for recognition of prior learning (RPL) or current competencies; and • Training completion is based on satisfactory performance of all specified competencies. <p>The competency-based TVET system recognizes various types of delivery modes, both on-and off-the-job as long as the learning is driven by the competency standards specified by the industry. The following training modalities and their variations/ components may be adopted singly or in combination with other modalities when designing and delivering training programs:</p> <p>2.1. Institution- Based:</p> <ul style="list-style-type: none"> • Dual Training System (DTS)/Dualized Training Program (DTP) which contain both in-school and in-industry training or fieldwork components. Details can be



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 6 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
<p>wherein fast learners are given the opportunity to assist the slow learners.</p> <ul style="list-style-type: none"> • Supervised industry training or on-the-job training is an approach in training designed to enhance the knowledge and skills of the trainee through actual experience in the workplace to acquire a specific competencies prescribed in the training regulations. • Distance learning is a formal education process in which majority of the instruction occurs when the students and instructors are not in the same place. Distance learning may employ correspondence study, or audio, video or computer technologies. 	<p>referred to the Implementing Rules and Regulations of the DTS Law and the TESDA Guidelines on the DTP;</p> <ul style="list-style-type: none"> • Distance learning is a formal education process in which majority of the instruction occurs when the students and instructor are not in the same place. Distance learning may employ correspondence study, audio, video, computer technologies or other modern technology that can be used to facilitate learning and formal and non-formal training. Specific guidelines on this mode shall be issued by the TESDA Secretariat. • The traditional classroom-based or in-center instruction may be enhanced through use of learner-centered methods as well as laboratory or field-work components. <p>2.2. Enterprise-Based:</p> <ul style="list-style-type: none"> • Formal Apprenticeship – Training within employment involving a contract between an apprentice and an enterprise on an approved apprenticeable occupation. • Informal Apprenticeship - is based on a training (and working) agreement between an apprentice and a master craftsperson wherein the agreement may be written or oral and the master craftsperson commits to training the apprentice in all the skills relevant to his or her trade over a significant period of time, usually between one and four years, while the apprentice commits to contributing productively to the work of the business. Training is integrated into the production process and apprentices learn by working alongside the experienced craftsperson.



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 6 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
<p>wherein fast learners are given the opportunity to assist the slow learners.</p> <ul style="list-style-type: none"> • Supervised industry training or on-the-job training is an approach in training designed to enhance the knowledge and skills of the trainee through actual experience in the workplace to acquire a specific competencies prescribed in the training regulations. • Distance learning is a formal education process in which majority of the instruction occurs when the students and instructors are not in the same place. Distance learning may employ correspondence study, or audio, video or computer technologies. 	<p>referred to the Implementing Rules and Regulations of the DTS Law and the TESDA Guidelines on the DTP;</p> <ul style="list-style-type: none"> • Distance learning is a formal education process in which majority of the instruction occurs when the students and instructor are not in the same place. Distance learning may employ correspondence study, audio, video, computer technologies or other modern technology that can be used to facilitate learning and formal and non-formal training. Specific guidelines on this mode shall be issued by the TESDA Secretariat. • The traditional classroom-based or in-center instruction may be enhanced through use of learner-centered methods as well as laboratory or field-work components. <p>2.2. Enterprise-Based:</p> <ul style="list-style-type: none"> • Formal Apprenticeship – Training within employment involving a contract between an apprentice and an enterprise on an approved apprenticeable occupation. • Informal Apprenticeship - is based on a training (and working) agreement between an apprentice and a master craftsperson wherein the agreement may be written or oral and the master craftsperson commits to training the apprentice in all the skills relevant to his or her trade over a significant period of time, usually between one and four years, while the apprentice commits to contributing productively to the work of the business. Training is integrated into the production process and apprentices learn by working alongside the experienced craftsperson.



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 7 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
	<ul style="list-style-type: none"> • Enterprise-based Training - where training is implemented within the company in accordance with the requirements of the specific company. Specific guidelines on this mode shall be issued by the TESDA Secretariat. <p>2.3. Community-Based:</p> <ul style="list-style-type: none"> • Community-Based Training – short term programs conducted by non-government organizations (NGOs), LGUs, training centers and other TVET providers which are intended to address the specific needs of a community. Such programs can be conducted in informal settings such as barangay hall, basketball courts, etc. These programs can also be mobile training program (MTP).
3.3 Trainee Entry Requirements	
<p>The trainees who wish to enter the course should possess the following requirements:</p> <ul style="list-style-type: none"> • At least high school graduate • 18-45 years old • Able to communicate both oral and written • With drawing skills • Must know how to operate computer • Good moral character • Must be physically and mentally fit <p>This list does not include specific institutional requirements such as educational attainment, appropriate work experience, and others that may be required of the trainees by the school or training center delivering the TVET program.</p>	<p>Trainees or students should possess the following requirements:</p> <ul style="list-style-type: none"> • Must have completed at least 10 yrs. basic education or an ALS certificate of achievement with grade 10 equivalent holder • Able to communicate both oral and written • With drawing skills • Must know how to operate a computer • Must pass the drawing exam/evaluation given by institution <p>This list does not include specific institutional requirements such as educational attainment, appropriate work experience, and others that may be required of the trainees by the school or training center delivering the TVET program.</p>



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 8 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments																																																																
5.4 List of Tools, Equipment and Materials																																																																	
<p>Recommended list of tools, equipment and materials for the conduct of training in Animation NC II:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">TOOLS</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th>DESCRIPTION</th> </tr> </thead> <tbody> <tr><td></td><td>Animation Disc</td></tr> <tr><td></td><td>Pencil</td></tr> <tr><td></td><td>Peg bar</td></tr> <tr><td></td><td>Eraser</td></tr> <tr><td></td><td>Feather duster</td></tr> <tr><td></td><td></td></tr> <tr> <th colspan="2" style="text-align: center;">EQUIPMENT</th> </tr> <tr><td></td><td>Ergonomic computer tables and chairs</td></tr> <tr><td></td><td>Light box</td></tr> <tr><td></td><td>Printer</td></tr> <tr><td></td><td></td></tr> <tr> <th colspan="2" style="text-align: center;">MATERIALS</th> </tr> <tr><td></td><td>Animation paper</td></tr> <tr><td></td><td>Bull clip</td></tr> <tr><td></td><td>Learning materials/ guide</td></tr> <tr><td></td><td>Learning elements</td></tr> <tr><td></td><td>Hand-outs</td></tr> <tr><td></td><td>Printable storyboard</td></tr> <tr><td></td><td>Practice materials</td></tr> </tbody> </table>	TOOLS		QTY.	DESCRIPTION		Animation Disc		Pencil		Peg bar		Eraser		Feather duster			EQUIPMENT			Ergonomic computer tables and chairs		Light box		Printer			MATERIALS			Animation paper		Bull clip		Learning materials/ guide		Learning elements		Hand-outs		Printable storyboard		Practice materials	<p>Recommended list of tools, equipment and materials for the conduct of training in Animation NC II (minimum class size of 20 students/trainees):</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">TOOLS</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th>DESCRIPTION</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">21</td> <td>Lightbox (with animation disc / peg bar)</td> </tr> <tr> <td style="text-align: center;">21</td> <td>Peg bar</td> </tr> <tr> <td style="text-align: center;">21</td> <td>Must have any of the following 2D software*: <ul style="list-style-type: none"> - Toonboom - Flash - Retas Pro - After Effects - CTP Pro - Open Toonz - Krita - TV Paint </td> </tr> <tr> <td style="text-align: center;">21</td> <td>May include any of the following OS: <ul style="list-style-type: none"> - Windows - Mac - Linux - Ubuntu </td> </tr> <tr> <td style="text-align: center;">1 pc</td> <td>1 TB External hard drive</td> </tr> <tr> <td style="text-align: center;">1 box</td> <td>Eraser</td> </tr> <tr> <td style="text-align: center;">4 pcs</td> <td>pencil sharpener</td> </tr> <tr> <td style="text-align: center;">3pcs</td> <td>Ruler</td> </tr> <tr> <td style="text-align: center;">1 pc</td> <td>Line test software</td> </tr> </tbody> </table>	TOOLS		QTY.	DESCRIPTION	21	Lightbox (with animation disc / peg bar)	21	Peg bar	21	Must have any of the following 2D software*: <ul style="list-style-type: none"> - Toonboom - Flash - Retas Pro - After Effects - CTP Pro - Open Toonz - Krita - TV Paint 	21	May include any of the following OS: <ul style="list-style-type: none"> - Windows - Mac - Linux - Ubuntu 	1 pc	1 TB External hard drive	1 box	Eraser	4 pcs	pencil sharpener	3pcs	Ruler	1 pc	Line test software
TOOLS																																																																	
QTY.	DESCRIPTION																																																																
	Animation Disc																																																																
	Pencil																																																																
	Peg bar																																																																
	Eraser																																																																
	Feather duster																																																																
EQUIPMENT																																																																	
	Ergonomic computer tables and chairs																																																																
	Light box																																																																
	Printer																																																																
MATERIALS																																																																	
	Animation paper																																																																
	Bull clip																																																																
	Learning materials/ guide																																																																
	Learning elements																																																																
	Hand-outs																																																																
	Printable storyboard																																																																
	Practice materials																																																																
TOOLS																																																																	
QTY.	DESCRIPTION																																																																
21	Lightbox (with animation disc / peg bar)																																																																
21	Peg bar																																																																
21	Must have any of the following 2D software*: <ul style="list-style-type: none"> - Toonboom - Flash - Retas Pro - After Effects - CTP Pro - Open Toonz - Krita - TV Paint 																																																																
21	May include any of the following OS: <ul style="list-style-type: none"> - Windows - Mac - Linux - Ubuntu 																																																																
1 pc	1 TB External hard drive																																																																
1 box	Eraser																																																																
4 pcs	pencil sharpener																																																																
3pcs	Ruler																																																																
1 pc	Line test software																																																																
<p>The quantity of tools and equipment to be used for the conduct of training for this qualification shall depend on the number of students, size of the class, and/or modality of training. The most important consideration is to make sure that tools and equipment are</p>																																																																	



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 9 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments																
<p>adequately provided to all trainees when needed. The actual list of tools, equipment, machines, supplies and other materials to be used shall be identified and detailed in the Competency Based Curriculum (CBC) to be submitted by the TVET provider when registering a course or training program with TESDA.</p> <p>Due to the fast-changing nature of the Information and Communications Technology (ICT) sector, TVET providers are reminded to use and provide their trainees with the latest technology tools, equipment and materials where appropriate and applicable.</p> <p>In cases where there are specialized tools, equipment and facilities that are not generally considered standard requirements or not absolute requisites for training, the industry working group or TESDA may provide guidelines or specific advice on such matters.</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">EQUIPMENT</th> </tr> <tr> <th style="text-align: center;">QTY.</th> <th style="text-align: center;">DESCRIPTION</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">21</td> <td>Ergonomic computer tables and chairs</td> </tr> <tr> <td style="text-align: center;">21</td> <td>Pen Tablet 4" x 6"</td> </tr> <tr> <td style="text-align: center;">21</td> <td>Desktop computer (software dependent specifications) with mouse and keyboard</td> </tr> <tr> <td style="text-align: center;">1</td> <td>Colored printer</td> </tr> <tr> <td style="text-align: center;">1</td> <td>Projector</td> </tr> <tr> <td style="text-align: center;">1 pc</td> <td>Speaker</td> </tr> </tbody> </table>	EQUIPMENT		QTY.	DESCRIPTION	21	Ergonomic computer tables and chairs	21	Pen Tablet 4" x 6"	21	Desktop computer (software dependent specifications) with mouse and keyboard	1	Colored printer	1	Projector	1 pc	Speaker
	EQUIPMENT																
QTY.	DESCRIPTION																
21	Ergonomic computer tables and chairs																
21	Pen Tablet 4" x 6"																
21	Desktop computer (software dependent specifications) with mouse and keyboard																
1	Colored printer																
1	Projector																
1 pc	Speaker																
<p>Due to the fast-changing nature of the Information and Communications Technology (ICT) sector, TVET providers are reminded to use and provide their trainees with the latest technology tools, equipment and materials where appropriate and applicable.</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">MATERIALS</th> </tr> <tr> <th style="text-align: center;">QTY.</th> <th style="text-align: center;">DESCRIPTION</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">5 reams</td> <td>Animation paper</td> </tr> <tr> <td style="text-align: center;">1 pc</td> <td>Tape dispenser</td> </tr> <tr> <td style="text-align: center;">1 roll</td> <td>Adhesive tape 1" (e.g. magic tape, masking tape, etc.)</td> </tr> <tr> <td style="text-align: center;">2 sets (20 sheets per set)</td> <td>Samples of animation model packs – cartoony and realistic</td> </tr> <tr> <td style="text-align: center;">3 boxes</td> <td>Light colored pencils</td> </tr> <tr> <td style="text-align: center;">2 boxes</td> <td>Lead Pencil (2B)</td> </tr> </tbody> </table> <p><i>* Can be either educational, license and open-source software</i></p> <p>Due to the fast-changing nature of the Information and Communications Technology (ICT) sector, TVET providers are reminded to use and provide their trainees with the latest technology tools, equipment and materials where appropriate and applicable.</p>	MATERIALS		QTY.	DESCRIPTION	5 reams	Animation paper	1 pc	Tape dispenser	1 roll	Adhesive tape 1" (e.g. magic tape, masking tape, etc.)	2 sets (20 sheets per set)	Samples of animation model packs – cartoony and realistic	3 boxes	Light colored pencils	2 boxes	Lead Pencil (2B)
MATERIALS																	
QTY.	DESCRIPTION																
5 reams	Animation paper																
1 pc	Tape dispenser																
1 roll	Adhesive tape 1" (e.g. magic tape, masking tape, etc.)																
2 sets (20 sheets per set)	Samples of animation model packs – cartoony and realistic																
3 boxes	Light colored pencils																
2 boxes	Lead Pencil (2B)																



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 10 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments																																																								
3.5 Training Facilities																																																									
<p>Based on class size of 25 students/trainees the space requirements for the teaching/learning and circulation areas are as follows:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;">Teaching/ Learning Areas</th> <th style="width: 15%;">Size in Meters</th> <th style="width: 15%;">Area in Sq. Meters</th> <th style="width: 45%;">Total Area in Sq. Meters</th> </tr> </thead> <tbody> <tr> <td>Lecture Area</td> <td>5 x 8</td> <td>40</td> <td>40</td> </tr> <tr> <td>Learning Resource Area</td> <td>4 x 5</td> <td>20</td> <td>20</td> </tr> <tr> <td>Wash ,Toilet & Locker Room</td> <td>2 x 5</td> <td>10 (x2)</td> <td>20</td> </tr> <tr> <td colspan="3" style="text-align: center;">TOTAL</td> <td style="text-align: center;">80</td> </tr> <tr> <td>Facilities/ Equipment/ Circulation*</td> <td></td> <td></td> <td style="text-align: center;">30</td> </tr> <tr> <td colspan="3">TOTAL AREA</td> <td style="text-align: center;">110</td> </tr> </tbody> </table> <p>* Area requirement is equivalent to 30% of the total teaching/learning areas</p>	Teaching/ Learning Areas	Size in Meters	Area in Sq. Meters	Total Area in Sq. Meters	Lecture Area	5 x 8	40	40	Learning Resource Area	4 x 5	20	20	Wash ,Toilet & Locker Room	2 x 5	10 (x2)	20	TOTAL			80	Facilities/ Equipment/ Circulation*			30	TOTAL AREA			110	<p>Based on class size of 20 students/trainees the space requirements for the teaching/learning and circulation areas are as follows.</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;">Teaching/ Learning Areas</th> <th style="width: 15%;">Size in Meters</th> <th style="width: 15%;">Area in Sq. Meters</th> <th style="width: 45%;">Total Area in Sq. Meters</th> </tr> </thead> <tbody> <tr> <td>Lecture Area</td> <td>5 x 8</td> <td>40</td> <td>40</td> </tr> <tr> <td>Learning Resource Area</td> <td>3 x 5</td> <td>15</td> <td>15</td> </tr> <tr> <td>Wash ,Toilet & Locker Room</td> <td>2 x 2</td> <td>4 (x2)</td> <td>8</td> </tr> <tr> <td colspan="3" style="text-align: center;">Total</td> <td style="text-align: center;">63</td> </tr> <tr> <td colspan="3">A. Facilities/Equipment/ Circulation**</td> <td style="text-align: center;">20</td> </tr> <tr> <td colspan="3">TOTAL AREA</td> <td style="text-align: center;">83</td> </tr> </tbody> </table> <p>** Area requirement is equivalent to 30% of the total teaching/learning areas</p>	Teaching/ Learning Areas	Size in Meters	Area in Sq. Meters	Total Area in Sq. Meters	Lecture Area	5 x 8	40	40	Learning Resource Area	3 x 5	15	15	Wash ,Toilet & Locker Room	2 x 2	4 (x2)	8	Total			63	A. Facilities/Equipment/ Circulation**			20	TOTAL AREA			83
Teaching/ Learning Areas	Size in Meters	Area in Sq. Meters	Total Area in Sq. Meters																																																						
Lecture Area	5 x 8	40	40																																																						
Learning Resource Area	4 x 5	20	20																																																						
Wash ,Toilet & Locker Room	2 x 5	10 (x2)	20																																																						
TOTAL			80																																																						
Facilities/ Equipment/ Circulation*			30																																																						
TOTAL AREA			110																																																						
Teaching/ Learning Areas	Size in Meters	Area in Sq. Meters	Total Area in Sq. Meters																																																						
Lecture Area	5 x 8	40	40																																																						
Learning Resource Area	3 x 5	15	15																																																						
Wash ,Toilet & Locker Room	2 x 2	4 (x2)	8																																																						
Total			63																																																						
A. Facilities/Equipment/ Circulation**			20																																																						
TOTAL AREA			83																																																						



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 11 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
3.6 Trainer's Qualification	
<p>Animation NC II</p> <ul style="list-style-type: none"> • Must be a holder of TESDA Animation NC II or equivalent • Must have completed Training Methodology II (TM II) course or equivalent • * Must have at least 2-years relevant industry experience. • Must be physically & mentally fit. <p>* Optional: Only when required by the hiring institution.</p>	<p>Animation NC II</p> <ul style="list-style-type: none"> • Must be a holder of National TVET Trainer Certificate (NTTC) level I in Animation NC II and/or 2D Animation NC III • Must have at least 2-years relevant industry experience as animator/asst. animator • <i>For non-industry practitioner</i>, must have at least 2-years related teaching experience and must be a graduate of any Visual Arts/Multimedia related courses
3.7 Institutional Assessment	
<p>Institutional assessment is undertaken by trainees to determine their achievement of units of competency. A certificate of achievement is issued for each unit of competency. The institutional assessment is administered by the trainer/assessor.</p>	<p>Institutional assessment is undertaken by trainees to determine their achievement of units of competency. A certificate of achievement is issued for each unit of competency. The institutional assessment is administered by the trainer/assessor.</p> <p>The result of the institutional assessment may be considered as evidence for the assessment for national certification.</p>



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 12 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
Section 4. National Assessment and Certification Arrangements	
<p>4.1 To attain the National Qualification of Animation NC II, the candidate must demonstrate competency in all the units listed in Section 1. Successful candidates shall be awarded a National Certificate II signed by the TESDA Director General.</p> <p>4.2 The qualification Animation NC II can be attained through demonstration of competence through a single comprehensive project-type assessment covering all required units of competency of this qualification.</p> <p>4.3 Assessment shall focus on the core units of competency. The basic and common units shall be integrated or assessed concurrently with the core units.</p> <p>4.4 The following are qualified to apply for assessment and certification:</p> <ul style="list-style-type: none"> • Graduate of formal, non-formal and informal including enterprise-based education/training programs/courses. • Experienced workers (wage employed or self-employed) <p>4.5 The guidelines on assessment and certification are discussed in detail in the "Procedures Manual on Assessment and Certification" and "Guidelines on the Implementation of the Philippine TVET Qualification and Certification System (PTQCS)".</p> <p style="text-align: center;">○</p>	<p>4.1 To attain the National Qualification of Animation NC II, the candidate must demonstrate competency in all the units listed in Section 1. Successful candidates shall be awarded a National Certificate II signed by the TESDA Director General.</p> <p>4.2 The qualification of Animation NC II can be attained through:</p> <p>4.2.1 Accumulation of Certificates of Competency (COCs) in all the following units of competencies:</p> <p>COC 1: Produce traditional cleaned-up key drawings</p> <ul style="list-style-type: none"> • Apply traditional drawing techniques for animation • Produce traditional cleaned-up key drawings <p>COC 2: Produce traditional in-between drawings</p> <ul style="list-style-type: none"> • Apply traditional drawing techniques for animation • Produce traditional in-between drawings <p>COC 3: Produce digital cleaned-up key drawings and in-between drawings</p> <ul style="list-style-type: none"> • Produce digital cleaned-up key drawings • Produce digital in-between drawings <p>4.2.2 Demonstration of competence through a single comprehensive project-type assessment covering all required units of competency of this qualification.</p>



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
27 February 2018, Monday, 1:00p.m.
7/F TESDA Board Room, Office of the Chair
TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04

Page 13 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
	<p>4.3 Upon accumulation and submission of all COCs acquired for all the relevant units of competency comprising this qualification, an individual shall be issued the corresponding National Certificate.</p> <p>4.4 Assessment shall cover all competencies, with basic and common integrated or assessed concurrently with the core units of competency.</p> <p>4.5 Any of the following are qualified to apply for assessment and certification:</p> <ul style="list-style-type: none">1.5.1 Graduate of formal or non-formal and informal, including enterprise-based training programs;1.5.2 Experienced workers (wage employed or self-employed) <p>4.6 Existing National Certificate (NC) of individuals in Animation NCII will still be in effect until such time that such NC will have expired. Individuals are advised to take the assessment/s for this amended TR on or before the expiration of such certificates.</p> <p>4.7 The guidelines on assessment and certification are discussed in detail in the "Procedures Manual on Assessment and Certification" and "Guidelines on the Implementation of the Philippine TVET Competency Assessment and Certification System (PTCACS)".</p>



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 14 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
Qualification Title	
2D Animation NC III	2D Animation NC III
Job Title	
<p>A person who has achieved this Qualification is competent to be:</p> <ul style="list-style-type: none"> • Clean-Up Artist • In-between Artist/In-betweenner • Clean-Up Art Checker • In-between Checker • Animation Checker • Web Designer • Multimedia Artist • Library builder • Layout artist • 2D digital animator 	<p>A person who has achieved this Qualification is competent to be:</p> <ul style="list-style-type: none"> • Traditional animator • Clean-up checker • In-between checker • Animation checker • Digital library builder • 2D digital animator • Motion graphics animator • Web animator • Commercial animator • AVP animator • Animated e-learning animator
Section 1 - Definition of the Qualification	
<p>The 2D ANIMATION NC III Qualification consists of competencies that a person must achieve to produce 2D animation, multimedia and special effects for film and television/video in both production and post-production stages.</p>	<p>The 2D ANIMATION NC III Qualification consists of competencies that a person must achieve to produce key poses/drawings for animation both in the traditional & digital output that can be used for TV series or film, commercials, audiovisual presentations, motion graphics & animated e-learning materials..</p>

Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 15 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
Section 1- Units of Competency	
<u>Basic Competencies</u> (Prescribed competencies for NC III)	<u>Basic Competencies</u> Same as prescribed competencies for NC III with additional 21 st century skills basic units, as follows: <ul style="list-style-type: none"> • Apply critical thinking and problem solving techniques in the workplace • Use information creatively and critically • Work in a diverse environment
<u>Common Competencies</u> (Prescribed competencies for NC III)	<u>Common Competencies</u> Same as prescribed Common competencies for NC III
<u>Core Competencies</u> <ol style="list-style-type: none"> 1. Produce key drawings for animation 2. Produce cleaned-up & in-betweened drawings 3. Create 2D digital animation 4. Use an authoring tool to create an interactive sequence 	<u>Core Competencies</u> <ol style="list-style-type: none"> 1. Produce traditional key poses/drawings for animation 2. Create tradigital animation 3. Create 2D digital cut-out animation 4. Export animation to video file format
Section 2 - Competency Standards	
Updates/Changes were made consistent with the proposed amendments on Basic, Common and Core Competencies.	
Section 3 - Training Standards	
3.1 Curriculum Design	
Nominal Training Duration	
64 hours – Basic Competencies 16 hours – Common Competencies 760 hours – Core Competencies 840 hours - Total	68 hours – Basic Competencies 28 hours – Common Competencies 872 hours – Core Competencies 968 hours - Total

Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 16 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
3.2 Training Delivery	<i>The training delivery contents are the same as in Animation NC II level</i>
3.3 Trainee Entry Requirements	
<p>The trainees who wish to enter the course should possess the following requirements:</p> <ul style="list-style-type: none"> • At least high school graduate • 18-45 years old • Able to communicate both oral and written • With drawing skills • Must know how to operate computer • Good moral character • Must be physically and mentally fit <p>This list does not include specific institutional requirements such as educational attainment, appropriate work experience, and others that may be required of the trainees by the school or training center delivering the TVET program.</p>	<p>The trainees who wish to enter the course should possess the following requirements:</p> <ul style="list-style-type: none"> • Must have Animation NCII certificate or have industry-based Asst. Animator/ Clean-Up and In-Between experience • Must pass creative/drawing test given by institution • Able to communicate both oral and written <p>This list does not include specific institutional requirements such as educational attainment, appropriate work experience, and others that may be required of the trainees by the school or training center delivering the TVET program.</p>



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 17 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments																																																
3.4 List of Tools, Equipment and Materials																																																	
Recommended list of tools, equipment and materials for the training of 20 trainees for 2D Animation NC III:																																																	
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">TOOLS</th> </tr> <tr> <th style="width: 15%;">QTY.</th> <th>DESCRIPTION</th> </tr> </thead> <tbody> <tr><td></td><td>Animation Disc</td></tr> <tr><td></td><td>Digitizing pen and tablet</td></tr> <tr><td></td><td>Pencil</td></tr> <tr><td></td><td>Peg bar</td></tr> <tr><td></td><td>Eraser</td></tr> <tr><td></td><td>Feather duster</td></tr> <tr><td></td><td>Software e.g. - Director - Flash - Toon Boom</td></tr> <tr><td></td><td>Graphics software</td></tr> <tr><td></td><td>FTP client and server software</td></tr> </tbody> </table>	TOOLS		QTY.	DESCRIPTION		Animation Disc		Digitizing pen and tablet		Pencil		Peg bar		Eraser		Feather duster		Software e.g. - Director - Flash - Toon Boom		Graphics software		FTP client and server software	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">TOOLS</th> </tr> <tr> <th style="width: 15%;">QTY.</th> <th>DESCRIPTION</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">21</td> <td>Any of the following: - Lightbox (with animation disc/peg bar) - Animation table with disc</td> </tr> <tr> <td style="text-align: center;">21</td> <td>Must have any of the following 2D software*: - Toonboom - Flash - Retas Pro - After effects</td> </tr> <tr> <td style="text-align: center;">1</td> <td>Must have any of the following 2D software* for line test purpose only: - Flip book - CTP Pro</td> </tr> <tr><td style="text-align: center;">21 pcs</td><td>Peg bar</td></tr> <tr><td style="text-align: center;">16</td><td>Operating system</td></tr> <tr><td style="text-align: center;">1 pc</td><td>1 TB External hard drive</td></tr> <tr><td style="text-align: center;">6 pairs</td><td>Earphones</td></tr> <tr><td style="text-align: center;">1 box</td><td>Eraser</td></tr> <tr><td style="text-align: center;">1 box</td><td>Rubber/ kneaded eraser</td></tr> <tr><td style="text-align: center;">4 pcs</td><td>Pencil sharpener</td></tr> <tr><td style="text-align: center;">3 pcs</td><td>Ruler</td></tr> </tbody> </table> <p style="font-size: small;">* Can be either educational, license and open-source software</p>	TOOLS		QTY.	DESCRIPTION	21	Any of the following: - Lightbox (with animation disc/peg bar) - Animation table with disc	21	Must have any of the following 2D software*: - Toonboom - Flash - Retas Pro - After effects	1	Must have any of the following 2D software* for line test purpose only: - Flip book - CTP Pro	21 pcs	Peg bar	16	Operating system	1 pc	1 TB External hard drive	6 pairs	Earphones	1 box	Eraser	1 box	Rubber/ kneaded eraser	4 pcs	Pencil sharpener	3 pcs	Ruler
TOOLS																																																	
QTY.	DESCRIPTION																																																
	Animation Disc																																																
	Digitizing pen and tablet																																																
	Pencil																																																
	Peg bar																																																
	Eraser																																																
	Feather duster																																																
	Software e.g. - Director - Flash - Toon Boom																																																
	Graphics software																																																
	FTP client and server software																																																
TOOLS																																																	
QTY.	DESCRIPTION																																																
21	Any of the following: - Lightbox (with animation disc/peg bar) - Animation table with disc																																																
21	Must have any of the following 2D software*: - Toonboom - Flash - Retas Pro - After effects																																																
1	Must have any of the following 2D software* for line test purpose only: - Flip book - CTP Pro																																																
21 pcs	Peg bar																																																
16	Operating system																																																
1 pc	1 TB External hard drive																																																
6 pairs	Earphones																																																
1 box	Eraser																																																
1 box	Rubber/ kneaded eraser																																																
4 pcs	Pencil sharpener																																																
3 pcs	Ruler																																																



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 18 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments																																																																												
<table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <thead> <tr> <th colspan="2" style="text-align: center;">EQUIPMENT</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th style="width: 90%;">DISCRIPTION</th> </tr> </thead> <tbody> <tr><td></td><td>Computer with peripherals</td></tr> <tr><td></td><td>Ergonomic computer tables and chairs</td></tr> <tr><td></td><td>Light box</td></tr> <tr><td></td><td>LCD Projector</td></tr> <tr><td></td><td>Printer</td></tr> <tr><td></td><td>OHP</td></tr> </tbody> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">MATERIALS</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th style="width: 90%;">DISCRIPTION</th> </tr> </thead> <tbody> <tr><td></td><td>Animation paper</td></tr> <tr><td></td><td>Learning materials/ guide</td></tr> <tr><td></td><td>Bull clip</td></tr> <tr><td></td><td>Learning elements</td></tr> <tr><td></td><td>Hand-outs</td></tr> <tr><td></td><td>Practice materials</td></tr> <tr><td></td><td>Printable storyboard</td></tr> <tr><td></td><td>Interactive Flash movies</td></tr> <tr><td></td><td>Adobe PDF documents</td></tr> </tbody> </table>	EQUIPMENT		QTY.	DISCRIPTION		Computer with peripherals		Ergonomic computer tables and chairs		Light box		LCD Projector		Printer		OHP	MATERIALS		QTY.	DISCRIPTION		Animation paper		Learning materials/ guide		Bull clip		Learning elements		Hand-outs		Practice materials		Printable storyboard		Interactive Flash movies		Adobe PDF documents	<table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <thead> <tr> <th colspan="2" style="text-align: center;">EQUIPMENT</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th style="width: 90%;">DESCRIPTION</th> </tr> </thead> <tbody> <tr><td>21 pcs.</td><td>Ergonomic computer tables and chairs</td></tr> <tr><td>21 units</td><td>Desktop computer with mouse and keyboard <i>(Software dependent specifications)</i></td></tr> <tr><td>1 unit</td><td>Desktop computer with mouse and keyboard – for line test <i>(Software dependent specifications)</i></td></tr> <tr><td>21 units</td><td>Pen Tablet 4" x 6"</td></tr> <tr><td>1 unit</td><td>Colored printer</td></tr> <tr><td>1 unit</td><td>whiteboard</td></tr> <tr><td>1 unit</td><td>Web camera</td></tr> </tbody> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">MATERIALS</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th style="width: 90%;">DISCRIPTION</th> </tr> </thead> <tbody> <tr><td>2 sets (20 sheets per set)</td><td>Samples of animation model packs – cartoony and realistic</td></tr> <tr><td>2 pcs.</td><td>Whiteboard markers</td></tr> <tr><td>1 pc.</td><td>Whiteboard eraser</td></tr> <tr><td>3 boxes</td><td>Light colored pencils</td></tr> <tr><td>5 reams</td><td>Animation paper</td></tr> <tr><td>1 roll</td><td>Masking tape 1"</td></tr> <tr><td>1 roll</td><td>magic tape 1"</td></tr> <tr><td>2 boxes</td><td>Lead Pencil</td></tr> </tbody> </table>	EQUIPMENT		QTY.	DESCRIPTION	21 pcs.	Ergonomic computer tables and chairs	21 units	Desktop computer with mouse and keyboard <i>(Software dependent specifications)</i>	1 unit	Desktop computer with mouse and keyboard – for line test <i>(Software dependent specifications)</i>	21 units	Pen Tablet 4" x 6"	1 unit	Colored printer	1 unit	whiteboard	1 unit	Web camera	MATERIALS		QTY.	DISCRIPTION	2 sets (20 sheets per set)	Samples of animation model packs – cartoony and realistic	2 pcs.	Whiteboard markers	1 pc.	Whiteboard eraser	3 boxes	Light colored pencils	5 reams	Animation paper	1 roll	Masking tape 1"	1 roll	magic tape 1"	2 boxes	Lead Pencil
EQUIPMENT																																																																													
QTY.	DISCRIPTION																																																																												
	Computer with peripherals																																																																												
	Ergonomic computer tables and chairs																																																																												
	Light box																																																																												
	LCD Projector																																																																												
	Printer																																																																												
	OHP																																																																												
MATERIALS																																																																													
QTY.	DISCRIPTION																																																																												
	Animation paper																																																																												
	Learning materials/ guide																																																																												
	Bull clip																																																																												
	Learning elements																																																																												
	Hand-outs																																																																												
	Practice materials																																																																												
	Printable storyboard																																																																												
	Interactive Flash movies																																																																												
	Adobe PDF documents																																																																												
EQUIPMENT																																																																													
QTY.	DESCRIPTION																																																																												
21 pcs.	Ergonomic computer tables and chairs																																																																												
21 units	Desktop computer with mouse and keyboard <i>(Software dependent specifications)</i>																																																																												
1 unit	Desktop computer with mouse and keyboard – for line test <i>(Software dependent specifications)</i>																																																																												
21 units	Pen Tablet 4" x 6"																																																																												
1 unit	Colored printer																																																																												
1 unit	whiteboard																																																																												
1 unit	Web camera																																																																												
MATERIALS																																																																													
QTY.	DISCRIPTION																																																																												
2 sets (20 sheets per set)	Samples of animation model packs – cartoony and realistic																																																																												
2 pcs.	Whiteboard markers																																																																												
1 pc.	Whiteboard eraser																																																																												
3 boxes	Light colored pencils																																																																												
5 reams	Animation paper																																																																												
1 roll	Masking tape 1"																																																																												
1 roll	magic tape 1"																																																																												
2 boxes	Lead Pencil																																																																												



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 19 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
3.5 Training Facilities	<i>The Training Facilities requirements are the same as in Animation NC II level</i>
3.6 Trainer's Qualification	
2D Animation NC III <ul style="list-style-type: none"> • Must be a holder of TESDA Animation NC III or equivalent • Must have completed Training Methodology III (TM III) course or equivalent • * Must have at least 2-years relevant industry experience. • Must be physically & mentally fit. <p>* Optional: Only when required by the hiring institution.</p>	2D Animation NC III <ul style="list-style-type: none"> • Must be a holder of National TVET Trainer Certificate (NTTC) level I in 2D Animation NC III • Must have at least five (5)-years animation artist industry experience • <i>For non-industry practitioner</i>, must have at least 3-years related teaching experience and must be a graduate of any Visual Arts/Multimedia related courses
3.7 Institutional Assessment	<i>The Institutional Assessment requirement is the same as in Animation NC II level</i>
Section 4. National Assessment and Certification Arrangements	
<p>4.1 To attain the National Qualification of 2D Animation NC III, the candidate must demonstrate competency in all the units listed in Section 1. Successful candidates shall be awarded a National Certificate III signed by the TESDA Director General.</p> <p>4.2 The qualification of 2D Animation NC III may be attained through:</p> <p>4.2.1 Accumulation of Certificates of Competency (COCs) in all the following units of competency:</p>	<p>4.1 To attain the National Qualification of 2D Animation NC III, the candidate must demonstrate competency in all the units listed in Section 1. Successful candidates shall be awarded a National Certificate III signed by the TESDA Director General.</p> <p>4.2 The qualification of 2D Animation NC III may be attained through:</p> <p>4.2.1 Accumulation of Certificates of Competency (COCs) in all the following units of competency:</p>

Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 20 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
Section 4. National Assessment and Certification Arrangements	
<p>4.2.1.1 Produce key drawings for animation 4.2.1.2 Produce cleaned-up and in-betweened drawings 4.2.1.3 Create 2D digital animation 4.2.1.4 Use an authoring tool to create an interactive sequence</p> <p>Successful candidates shall be awarded a Certificate of Competency (COC) in each of the core units</p> <p>4.2.2 Demonstration of competence through a single comprehensive project-type assessment covering all required units of competency of this qualification.</p> <p>4.3 Upon accumulation and submission of all COCs acquired for all the relevant units of competency comprising this qualification, an individual shall be issued the corresponding National Certificate.</p> <p>4.4 Assessment shall focus on the core units of competency. The basic and common units shall be integrated or assessed concurrently with the core units.</p> <p>4.5 The following are qualified to apply for assessment and certification:</p> <p>4.5.1 Graduate of formal, non-formal, and informal, including enterprise-based, training programs. 4.5.2 Experienced workers (wage employed or self-employed)</p>	<p>COC 1: Produce traditional key poses/ drawings for animation</p> <ul style="list-style-type: none"> • Produce Traditional key poses/ drawings for animation • Export animation to video file format <p>COC 2: Create Tradigital animation</p> <ul style="list-style-type: none"> • Create tradigital animation • Export animation to video file format <p>COC 3: Create 2D digital cut-out animation</p> <ul style="list-style-type: none"> • Create 2D digital cut-out animation • Export animation to video file format <p>Successful candidates shall be awarded a Certificate of Competency (COC) in each of the core units</p> <p>4.2.2 Demonstration of competence through a single comprehensive project-type assessment covering all required units of competency of this qualification.</p> <p>4.3 Upon accumulation and submission of all COCs acquired for all the relevant units of competency comprising this qualification, an individual shall be issued the corresponding National Certificate.</p> <p>4.4 Assessment shall cover all competencies, with basic and common integrated or assessed concurrently with the core units of competency.</p>



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 21 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
<p>4.6 The guidelines on assessment and certification are discussed in detail in the "Procedures Manual on Assessment and Certification" and "Guidelines on the Implementation of the Philippine TVET Qualification and Certification System (PTQCS)".</p>	<p>4.5 The following are qualified to apply for assessment and certification:</p> <p>4.5.1 Graduate of formal, non-formal, and informal, including enterprise-based, training programs.</p> <p>4.5.2 Experienced workers (wage employed or self-employed)</p> <p>4.6 Existing National Certificates (NCs) and Certificates of Competency (COCs) of individuals in 2D Animation NCIII shall continue to be in effect until the said NCs and COCs will have expired. The NCs or COCs in this qualification maybe renewed under this amended/updated TR provided that the:</p> <p>4.6.1 NC holders present evidence that they are currently or have been employed in animation job for the past three (3) years; and</p> <p>4.6.2 Said NC holders pass the performance assessment of the new COC#1 (Produce Traditional key poses/drawings for animation) under this amended/updated TR;</p> <p>4.6.3 COC holders for "Create 2D digital animation" present evidence that they are currently or have been employed in 2D animation job for the past three (3) years.</p> <p>4.7 The guidelines on assessment and certification are discussed in detail in the "Procedures Manual on Assessment and Certification" and "Guidelines on the Implementation of the Philippine TVET Competency Assessment and Certification System (PTCACS)".</p>



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 22 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
Qualification Title	
3D Animation NC III	3D Animation NC III
Job Title	
<p>A person who has achieved this Qualification is competent to be:</p> <ul style="list-style-type: none"> • Animation Checker • 3D Animator • Animation Designer • Multimedia Artist 	<p>A person who has achieved this Qualification is competent to be:</p> <ul style="list-style-type: none"> • 3D Modeler • 3D Texture Artists • 3D Lighting Artist • 3D Layout and Animatic Artist • 3D Animator • 3D Rigger • 3D Render Artist • 3D Asset Creator • 3D Visualizer • 3D Generalist
Section 1 - Definition of the Qualification	
<p>The 3D ANIMATION NC III Qualification consists of competencies that a person must achieve to produce 3D digital animation, multimedia and special effects for film and television/video in both production and post-production stages.</p>	<p>The 3D ANIMATION NC III Qualification consists of competencies that a person must achieve to produce 3D animation. This include competencies in creating 3D models for animation, applying shader and texture on 3D models, setting of character rigging, animating character and lighting and rendering animation scene.</p>

Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 23 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
Section 2- Units of Competency	
<u>Basic Competencies</u> (Prescribed competencies for NC III) 1. Lead workplace communication 2. Lead small teams 3. Develop and practice negotiation skills 4. Solve problems related to work activities 5. Use mathematical concepts and techniques 6. Use relevant technologies	<u>Basic Competencies</u> Same as prescribed competencies for NC III with additional 21 st century skills basic units, as follows: <ul style="list-style-type: none"> • Apply critical thinking and problem solving techniques in the workplace • Use information creatively and critically • Work in a diverse environment
<u>Common Competencies</u> (Prescribed Common competencies)	<u>Common Competencies</u> <ul style="list-style-type: none"> • No changes in the Common competencies
<u>Core Competencies</u> 1. Produce key drawings for animation 2. Create 3D digital animation 3. Use an authoring tool to create an interactive sequence	<u>Core Competencies</u> 1. Create 3D models for animation 2. Apply shader and texture on 3D models 3. Set character rigging 4. Animate character 5. Light and render animation scene
Section 2 - Competency Standards	
Updates/Changes were made consistent with the proposed amendments on Basic, Common and Core Competencies.	
Section 3 - Training Standards	
3.1 Curriculum Design	
Nominal Training Duration	
64 hours – Basic Competencies 16 hours – Common Competencies 960 hours – Core Competencies <hr/> 1,040 hours - Total	68 hours – Basic Competencies 28 hours – Common Competencies 1,004 hours – Core Competencies <hr/> 1,100 hours - Total

Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 24 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments																		
<p>3.2 Training Delivery</p>	<p><i>The training delivery contents are the same as in Animation NC II and 2D Animation NC III</i></p>																		
3.3 Trainee Entry Requirements																			
<p>The trainees who wish to enter the course should possess the following requirements:</p> <ul style="list-style-type: none"> • At least high school graduate • 18-45 years old • Able to communicate both oral and written • With drawing skills • Must know how to operate computer • Good moral character • Must be physically and mentally fit <p>This list does not include specific institutional requirements such as educational attainment, appropriate work experience, and others that may be required of the trainees by the school or training center delivering the TVET program.</p>	<p>The trainees who wish to enter the course should possess the following requirements:</p> <ul style="list-style-type: none"> • Must have certificate of employment and/ or endorsement from studio/employer, <u>for industry practitioner</u> • Must have NC or either COC-1 or COC-2 of Animation NCII, <u>for non-industry practitioner</u> • Must pass creative skills qualifying test given by institution • Must be knowledgeable of at least one (1) graphic software <p>This list does not include specific institutional requirements such as educational attainment, appropriate work experience, and others that may be required of the trainees by the school or training center delivering the TVET program.</p>																		
3.4 List of Tools, Equipment and Materials																			
<p>Recommended list of tools, equipment and materials for the training of 20 trainees 3D Animation NC III:</p>																			
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">TOOLS</th> </tr> <tr> <th style="width: 15%;">QTY.</th> <th style="width: 85%;">DESCRIPTION</th> </tr> </thead> <tbody> <tr> <td></td> <td>Operating system</td> </tr> <tr> <td></td> <td>Internet Browsers (Netscape Navigator, Internet Explorer, Mozilla, Opera)</td> </tr> <tr> <td></td> <td>Mark-up Languages (HTML, DHTML, XML, XHTML, SGML, VRM,)</td> </tr> </tbody> </table>	TOOLS		QTY.	DESCRIPTION		Operating system		Internet Browsers (Netscape Navigator, Internet Explorer, Mozilla, Opera)		Mark-up Languages (HTML, DHTML, XML, XHTML, SGML, VRM,)	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">TOOLS</th> </tr> <tr> <th style="width: 15%;">QTY.</th> <th style="width: 85%;">DESCRIPTION</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">21</td> <td>Operating system - minimum required version recommended in the 3D software</td> </tr> <tr> <td style="text-align: center;">1</td> <td>Internet Access</td> </tr> </tbody> </table>	TOOLS		QTY.	DESCRIPTION	21	Operating system - minimum required version recommended in the 3D software	1	Internet Access
TOOLS																			
QTY.	DESCRIPTION																		
	Operating system																		
	Internet Browsers (Netscape Navigator, Internet Explorer, Mozilla, Opera)																		
	Mark-up Languages (HTML, DHTML, XML, XHTML, SGML, VRM,)																		
TOOLS																			
QTY.	DESCRIPTION																		
21	Operating system - minimum required version recommended in the 3D software																		
1	Internet Access																		



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 25 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)		Amendments	
TOOLS		TOOLS	
QTY.	DESCRIPTION	QTY.	DESCRIPTION
	Softwares, e.g.: - Maya - 3Dmax - Studio max - Softimage - Lightwave - Animation master - Maxxon - Electric image - Blender	21	Any of the following 3D Software*: - Maya - 3D Studio max - Softimage - Lightwave - Maxxon Cinema 4D - Blender
	Graphics software	21	Any of the following graphics software*: - Adobe Photoshop - PaintTool SAI - Manga Studio - Corel Draw - Paint Shop
	FTP client and server software	21	Pen Tablet
	Animation disc	21	Earphones
		1	Digital Camera
		1	Whiteboard 4' X 8'
			EQUIPMENT
		21 units	Computer desktop (with keyboard and 3-button mouse) - minimum hardware specification as recommended in the 3D software and AVR
		21 units	Ergonomic computer tables
		21 units	Chairs
		1 unit	LCD Projector
		1 unit	Printer
		1 unit	Scanner
		1 unit	Speakers
	EQUIPMENT		
	Computer with peripherals		
	Ergonomic computer tables and chairs		
	LCD Projector		
	Printer		
	OHP		



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 26 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments																												
<table border="1" style="width: 100%;"> <thead> <tr> <th colspan="2" style="text-align: center;">MATERIALS</th> </tr> </thead> <tbody> <tr><td>Reference Book</td></tr> <tr><td>Learning materials/ guide</td></tr> <tr><td>Modules</td></tr> <tr><td>Learning elements</td></tr> <tr><td>Hand-outs</td></tr> <tr><td>Printable storyboard</td></tr> <tr><td>Interactive Flash movies</td></tr> <tr><td>Practice materials</td></tr> <tr><td>Adobe PDF documents</td></tr> <tr><td>CD's</td></tr> </tbody> </table>	MATERIALS		Reference Book	Learning materials/ guide	Modules	Learning elements	Hand-outs	Printable storyboard	Interactive Flash movies	Practice materials	Adobe PDF documents	CD's	<table border="1" style="width: 100%;"> <thead> <tr> <th colspan="2" style="text-align: center;">MATERIALS</th> </tr> <tr> <th style="text-align: center;">QTY.</th> <th style="text-align: center;">DESCRIPTION</th> </tr> </thead> <tbody> <tr><td style="text-align: center;">2 reams</td><td>Typewriting paper</td></tr> <tr><td style="text-align: center;">1 dozen</td><td>Whiteboard marker (assorted colors)</td></tr> <tr><td style="text-align: center;">2 pcs</td><td>Whiteboard eraser</td></tr> <tr><td style="text-align: center;">2 boxes</td><td>Lead pencil</td></tr> <tr><td style="text-align: center;">1 box</td><td>eraser</td></tr> <tr><td style="text-align: center;">1 pc</td><td>sharpener</td></tr> </tbody> </table>	MATERIALS		QTY.	DESCRIPTION	2 reams	Typewriting paper	1 dozen	Whiteboard marker (assorted colors)	2 pcs	Whiteboard eraser	2 boxes	Lead pencil	1 box	eraser	1 pc	sharpener
MATERIALS																													
Reference Book																													
Learning materials/ guide																													
Modules																													
Learning elements																													
Hand-outs																													
Printable storyboard																													
Interactive Flash movies																													
Practice materials																													
Adobe PDF documents																													
CD's																													
MATERIALS																													
QTY.	DESCRIPTION																												
2 reams	Typewriting paper																												
1 dozen	Whiteboard marker (assorted colors)																												
2 pcs	Whiteboard eraser																												
2 boxes	Lead pencil																												
1 box	eraser																												
1 pc	sharpener																												
3.5 Training Facilities	<i>The Training Facilities requirements are the same as in Animation NC II and 2D Animation NC III</i>																												
3.6 Trainer's Qualification																													
3D Animation NC III <ul style="list-style-type: none"> • Must be a holder of TESDA Animation NC III or equivalent • Must have completed Training Methodology III (TM III) course or equivalent • * Must have at least 2-years relevant industry experience. • Must be physically & mentally fit. <p>* Optional: Only when required by the hiring institution.</p>	3D Animation NC III <ul style="list-style-type: none"> • Must be a holder of National TVET Trainer Certificate (NTTC) level I in 3D Animation NC III • Must have at least five (5)-years animation production industry experience • <i>For non-industry practitioner</i>, must have at least 3-years related teaching experience; must be a graduate of any Visual Arts/ Multimedia related courses; and has knowledge of at least one (1) 3D Animation software. 																												
3.7 Institutional Assessment	<i>The Institutional Assessment requirement is the same as in Animation NC II and 2D Animation NC III</i>																												



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 27 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
Section 4. National Assessment and Certification Arrangements	
<p>4.1 To attain the National Qualification of 3D Animation NC III, the candidate must demonstrate competency in all the units listed in Section 1. Successful candidates shall be awarded a National Certificate III signed by the TESDA Director General.</p> <p>4.2 The qualification of 3D Animation NC III may be attained through:</p> <p>4.2.1 Accumulation of Certificates of Competency (COCs) in all the following units of competency:</p> <p>4.2.1.1 Produce key drawings for animation</p> <p>4.2.1.2 Produce 3D digital animation</p> <p>4.2.1.3 Use an authoring tool to create an interactive sequence</p> <p>Successful candidates shall be awarded a Certificate of Competency (COC) in each of the core units</p> <p>4.3 Upon accumulation and submission of all COCs acquired for all the relevant units of competency comprising this qualification, an individual shall be issued the corresponding National Certificate.</p> <p>4.4 Assessment shall focus on the core units of competency. The basic and common units shall be integrated or assessed concurrently with the core units.</p> <p>4.5 The following are qualified to apply for assessment and certification:</p> <p>4.5.1 Graduates of formal, non-formal and informal including enterprise-based training programs.</p> <p>4.5.2 Experiences workers (wage employed or self-employed)</p>	<p>4.1 To attain the National Qualification of 3D Animation NC III, the candidate must demonstrate competency in all the units listed in Section 1. Successful candidates shall be awarded a National Certificate III signed by the TESDA Director General.</p> <p>4.2 The qualification of 3D Animation NC III may be attained through:</p> <p>4.2.1 Accumulation of Certificates of Competency (COCs) in all the following units of competency:</p> <p>COC 1: Create 3D Models for Animation</p> <p>COC 2: Apply 3D Texture and Lighting on 3D Models</p> <p>COC 3: Set Character Rigging</p> <p>COC 4: Animate Character</p> <p>COC 5: Composite and Render Animation Scene</p> <p>Successful candidates shall be awarded a Certificate of Competency (COC) in each of the core units</p> <p>4.3 Upon accumulation and submission of all COCs acquired for all the relevant units of competency comprising this qualification, an individual shall be issued the corresponding National Certificate.</p> <p>4.4 Assessment shall focus on the core units of competency. The basic and common units shall be integrated or assessed concurrently with the core units</p> <p>4.5 The following are qualified to apply for assessment and certification:</p> <p>4.5.1 Graduates of formal, non-formal and informal including enterprise-</p>



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 28 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-22)	Amendments
Section 4. National Assessment and Certification Arrangements	
<p>4.6 The guidelines on assessment and certification are discussed in detail in the "Procedures Manual on Assessment and Certification" and "Guidelines on the Implementation of the Philippine TVET Qualification and Certification System (PTQCS)".</p>	<p style="text-align: center;">based training programs</p> <p>4.5.2 Experiences workers (wage employed or self-employed)</p> <p>4.6 Existing National Certificates (NCs) and Certificates of Competency (COCs) of individuals in 3D Animation NCIII shall continue to be in effect until the said NCs and COCs will have expired. Individuals are advised to take the assessment for this amended/updated TR on or before the expiration of such certificates</p> <p>4.7 The guidelines on assessment and certification are discussed in detail in the "Procedures Manual on Assessment and Certification" and "Guidelines on the Implementation of the Philippine TVET Competency Assessment and Certification System (PTCACS)"</p>



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 29 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-58)	Amendments
Qualification Title	
Visual Graphics Design NC III	Visual Graphics Design NC III
Job Title	
<p>A person who has achieved this Qualification is competent to be:</p> <ul style="list-style-type: none"> • Visual graphic artist • Creative/Art director • Layout artist • Graphic designer • Web designer • Visual graphic multimedia artist • Booth and product/window display designer 	<p>A person who has achieved this Qualification is competent to be:</p> <ul style="list-style-type: none"> • Visual graphic artist/designer • Creative/Art director • Visual graphic multimedia artist • User interface (UI) designer • User experience (UX) designer • Package designer • Booth and product/window display designer
Section 1 - Definition of the Qualification	
<p>The VISUAL GRAPHIC DESIGN NC III Qualification consists of competencies that a person must achieve to design and develop visual graphic designs for (i) print media; (ii) electronic media; (iii) product packaging; and (iv) booth and product/window display.</p>	<p>The VISUAL GRAPHIC DESIGN NC III Qualification consists of competencies that a person must achieve to design and develop visual graphic designs for (i) logo; (ii) print media; (iii) user experience; (iv) user interface; (v) product packaging; and (iv) booth and product/window display.</p>



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 30 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-58)	Amendments
Section 1- Units of Competency	
<u>Basic Competencies</u> (Prescribed competencies for NC III)	<u>Basic Competencies</u> Same as prescribed competencies for NC III with additional 21 st century skills basic units, as follows: <ul style="list-style-type: none"> • Apply critical thinking and problem solving techniques in the workplace • Use information creatively and critically • Work in a diverse environment
<u>Common Competencies</u> (Prescribed competencies for NC III)	<u>Common Competencies</u> Same as prescribed Common competencies for NC III
<u>Core Competencies</u> <ol style="list-style-type: none"> 1. Develop design studies 2. Create vector graphics using a graphics application 3. Create raster graphics using a graphics application 4. Develop designs for print media 5. Develop designs for electronic media 6. Develop designs for product packaging 7. Develop booth and product/windows display 	<u>Core Competencies</u> <ol style="list-style-type: none"> 1. Develop designs for a logo 2. Develop designs for print media 3. Develop designs for user experience (UX) 4. Develop designs for user interface (UI) 5. Develop designs for product packaging 6. Develop booth and product/windows display
Section 2 - Competency Standards	
Updates/Changes were made consistent with the proposed amendments on Basic, Common and Core Competencies.	



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 31 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-58)	Amendments
Section 3 - Training Standards	
3.1 Curriculum Design	
Nominal Training Duration	
64 hours – Basic Competencies 18 hours – Common Competencies 405 hours – Core Competencies <hr/> 487 hours - Total	68 hours – Basic Competencies 28 hours – Common Competencies 405 hours – Core Competencies <hr/> 501 hours - Total
3.2 Training Delivery	<i>The training delivery contents are the same as in Animation NC II, 2D Animation and 3D Animation NC III</i>
3.3 Trainee Entry Requirements	
The trainees who wish to enter the course should possess the following requirements: <ul style="list-style-type: none"> • can communicate either oral or written; • must be physically and mentally fit to undergo training • high school graduate or equivalent • with basic computer skills; and • must pass the aptitude and artistic/talent determination test <p>This list does not include specific institutional requirements such as educational attainment, appropriate work experience, and others that may be required of the trainees by the school or training center delivering the TVET program.</p>	The trainees who wish to enter the course should possess the following requirements: <ul style="list-style-type: none"> • Must have completed at least 10 yrs. basic education or an alternative learning systems (ALS) certificate of achievement with grade 10 equivalent holder • Must have drawing and drafting skills • can communicate either oral and written; • Must have computer operation skills and at least 1 graphic software knowledge and skills • must pass the aptitude and artistic/talent determination test given by the institution <p>This list does not include specific institutional requirements such as educational attainment, appropriate work experience, and others that may be required of the trainees by the school or training center delivering the TVET program.</p>

Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 32 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-58)	Amendments																				
<p>3.4 List of Tools, Equipment and Materials</p> <p>Recommended list of tools, equipment and materials for the training of 20 trainees for Visual Graphics Design NC III:</p>																					
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">TOOLS</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th style="width: 90%;">DESCRIPTION</th> </tr> </thead> <tbody> <tr> <td></td> <td>Operating system</td> </tr> <tr> <td></td> <td>Internet Browsers (Netscape Navigator, Internet Explorer, Mozilla, Opera)</td> </tr> <tr> <td></td> <td>Relevant or equivalent graphic software applications such as: - Adobe Photoshop - Adobe Illustrator - Adobe In-design - Adobe Premier - Adobe After Effects - Adobe PageMaker - Adobe FrameMaker - Adobe Image Ready - Adobe Acrobat - CorelDraw - Gimp - QuarkXpress - Microsoft PowerPoint - Corel Ventura - Macromedia Flash / Flashlite - Macromedia Director - Macromedia Dreamweaver - Macromedia FrontPage - 3D software application - Auto CAD</td> </tr> </tbody> </table>	TOOLS		QTY.	DESCRIPTION		Operating system		Internet Browsers (Netscape Navigator, Internet Explorer, Mozilla, Opera)		Relevant or equivalent graphic software applications such as: - Adobe Photoshop - Adobe Illustrator - Adobe In-design - Adobe Premier - Adobe After Effects - Adobe PageMaker - Adobe FrameMaker - Adobe Image Ready - Adobe Acrobat - CorelDraw - Gimp - QuarkXpress - Microsoft PowerPoint - Corel Ventura - Macromedia Flash / Flashlite - Macromedia Director - Macromedia Dreamweaver - Macromedia FrontPage - 3D software application - Auto CAD	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">TOOLS</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th style="width: 90%;">DESCRIPTION</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">21</td> <td>May include any of the following OS: - Windows - Mac - Linux - ubuntu</td> </tr> <tr> <td style="text-align: center;">21</td> <td>Internet Browsers (Google Chrome, Internet Explorer, Mozilla Firefox)</td> </tr> <tr> <td style="text-align: center;">21</td> <td>Must have any of the following graphic software applications* such as: - Adobe Photoshop - Adobe Illustrator - Adobe In-design - Adobe Premiere - Adobe After Effects - Adobe Acrobat - CorelDraw - Gimp - Microsoft PowerPoint - Microsoft Publisher - Adobe Flash/Animate - Adobe Dreamweaver - 3D software application - Sketch Up</td> </tr> </tbody> </table> <p style="text-align: center;"><i>Can be either educational, license and open-source software</i></p>	TOOLS		QTY.	DESCRIPTION	21	May include any of the following OS: - Windows - Mac - Linux - ubuntu	21	Internet Browsers (Google Chrome, Internet Explorer, Mozilla Firefox)	21	Must have any of the following graphic software applications* such as: - Adobe Photoshop - Adobe Illustrator - Adobe In-design - Adobe Premiere - Adobe After Effects - Adobe Acrobat - CorelDraw - Gimp - Microsoft PowerPoint - Microsoft Publisher - Adobe Flash/Animate - Adobe Dreamweaver - 3D software application - Sketch Up
TOOLS																					
QTY.	DESCRIPTION																				
	Operating system																				
	Internet Browsers (Netscape Navigator, Internet Explorer, Mozilla, Opera)																				
	Relevant or equivalent graphic software applications such as: - Adobe Photoshop - Adobe Illustrator - Adobe In-design - Adobe Premier - Adobe After Effects - Adobe PageMaker - Adobe FrameMaker - Adobe Image Ready - Adobe Acrobat - CorelDraw - Gimp - QuarkXpress - Microsoft PowerPoint - Corel Ventura - Macromedia Flash / Flashlite - Macromedia Director - Macromedia Dreamweaver - Macromedia FrontPage - 3D software application - Auto CAD																				
TOOLS																					
QTY.	DESCRIPTION																				
21	May include any of the following OS: - Windows - Mac - Linux - ubuntu																				
21	Internet Browsers (Google Chrome, Internet Explorer, Mozilla Firefox)																				
21	Must have any of the following graphic software applications* such as: - Adobe Photoshop - Adobe Illustrator - Adobe In-design - Adobe Premiere - Adobe After Effects - Adobe Acrobat - CorelDraw - Gimp - Microsoft PowerPoint - Microsoft Publisher - Adobe Flash/Animate - Adobe Dreamweaver - 3D software application - Sketch Up																				



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 33 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-58)	Amendments																																																																																
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">EQUIPMENT</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th style="width: 90%;">DISCRIPTION</th> </tr> </thead> <tbody> <tr><td></td><td>Computer with at least 17" monitor</td></tr> <tr><td></td><td>Ergonomic computer tables and chairs</td></tr> <tr><td></td><td>LCD Projector</td></tr> <tr><td></td><td>Printer, color (DeskJet or laser)</td></tr> <tr><td></td><td>Scanner</td></tr> <tr><td></td><td>Digital Camera</td></tr> <tr><td></td><td>Monitor calibrator (optional)</td></tr> <tr><td></td><td>Electronic media <ul style="list-style-type: none"> • Web/online • CD- or DVD-based • Mobile or hand-held <ul style="list-style-type: none"> ◊ Cellular phones ◊ MP4 / iPod ◊ PDA ◊ Game consoles • TV (traditional and IP-based) • Electronic billboards </td></tr> </tbody> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">MATERIALS</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th style="width: 90%;">DISCRIPTION</th> </tr> </thead> <tbody> <tr><td></td><td>Reference Book</td></tr> <tr><td></td><td>Adobe PDF documents</td></tr> <tr><td></td><td>Hand-outs</td></tr> <tr><td></td><td>CD's / CD ROMs</td></tr> <tr><td></td><td>Practice materials</td></tr> <tr><td></td><td>Various printing media (e.g. photo-paper, tarpaulin, etc.)</td></tr> <tr><td></td><td>Print media</td></tr> <tr><td></td><td>Internet</td></tr> </tbody> </table>	EQUIPMENT		QTY.	DISCRIPTION		Computer with at least 17" monitor		Ergonomic computer tables and chairs		LCD Projector		Printer, color (DeskJet or laser)		Scanner		Digital Camera		Monitor calibrator (optional)		Electronic media <ul style="list-style-type: none"> • Web/online • CD- or DVD-based • Mobile or hand-held <ul style="list-style-type: none"> ◊ Cellular phones ◊ MP4 / iPod ◊ PDA ◊ Game consoles • TV (traditional and IP-based) • Electronic billboards 	MATERIALS		QTY.	DISCRIPTION		Reference Book		Adobe PDF documents		Hand-outs		CD's / CD ROMs		Practice materials		Various printing media (e.g. photo-paper, tarpaulin, etc.)		Print media		Internet	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">EQUIPMENT</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th style="width: 90%;">DESCRIPTION</th> </tr> </thead> <tbody> <tr><td>21</td><td>Computer (software dependent specifications) with at least 18" monitor</td></tr> <tr><td>21</td><td>Ergonomic computer tables and chairs</td></tr> <tr><td>1</td><td>LCD Projector</td></tr> <tr><td>1</td><td>Printer, color (DeskJet or laser)</td></tr> <tr><td>1</td><td>Scanner</td></tr> <tr><td>1</td><td>Digital Camera</td></tr> <tr><td>1</td><td>Monitor calibrator (optional)</td></tr> <tr><td>1</td><td>Electronic media <ul style="list-style-type: none"> • Web/online • CD- or DVD-based • Mobile or hand-held Apps • Smart phones • Tablets • Smart TV </td></tr> </tbody> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">MATERIALS</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th style="width: 90%;">DISCRIPTION</th> </tr> </thead> <tbody> <tr><td>10</td><td>Reference Book</td></tr> <tr><td>21</td><td>Adobe PDF documents</td></tr> <tr><td>21</td><td>Hand-outs</td></tr> <tr><td>50</td><td>CD's / CD ROMs DVDs</td></tr> <tr><td>10</td><td>Practice materials</td></tr> <tr><td>10</td><td>Print media</td></tr> <tr><td>1</td><td>Internet</td></tr> <tr><td>10</td><td>Various printing media (e.g. photo-paper, tarpaulin, etc.)</td></tr> </tbody> </table>	EQUIPMENT		QTY.	DESCRIPTION	21	Computer (software dependent specifications) with at least 18" monitor	21	Ergonomic computer tables and chairs	1	LCD Projector	1	Printer, color (DeskJet or laser)	1	Scanner	1	Digital Camera	1	Monitor calibrator (optional)	1	Electronic media <ul style="list-style-type: none"> • Web/online • CD- or DVD-based • Mobile or hand-held Apps • Smart phones • Tablets • Smart TV 	MATERIALS		QTY.	DISCRIPTION	10	Reference Book	21	Adobe PDF documents	21	Hand-outs	50	CD's / CD ROMs DVDs	10	Practice materials	10	Print media	1	Internet	10	Various printing media (e.g. photo-paper, tarpaulin, etc.)
EQUIPMENT																																																																																	
QTY.	DISCRIPTION																																																																																
	Computer with at least 17" monitor																																																																																
	Ergonomic computer tables and chairs																																																																																
	LCD Projector																																																																																
	Printer, color (DeskJet or laser)																																																																																
	Scanner																																																																																
	Digital Camera																																																																																
	Monitor calibrator (optional)																																																																																
	Electronic media <ul style="list-style-type: none"> • Web/online • CD- or DVD-based • Mobile or hand-held <ul style="list-style-type: none"> ◊ Cellular phones ◊ MP4 / iPod ◊ PDA ◊ Game consoles • TV (traditional and IP-based) • Electronic billboards 																																																																																
MATERIALS																																																																																	
QTY.	DISCRIPTION																																																																																
	Reference Book																																																																																
	Adobe PDF documents																																																																																
	Hand-outs																																																																																
	CD's / CD ROMs																																																																																
	Practice materials																																																																																
	Various printing media (e.g. photo-paper, tarpaulin, etc.)																																																																																
	Print media																																																																																
	Internet																																																																																
EQUIPMENT																																																																																	
QTY.	DESCRIPTION																																																																																
21	Computer (software dependent specifications) with at least 18" monitor																																																																																
21	Ergonomic computer tables and chairs																																																																																
1	LCD Projector																																																																																
1	Printer, color (DeskJet or laser)																																																																																
1	Scanner																																																																																
1	Digital Camera																																																																																
1	Monitor calibrator (optional)																																																																																
1	Electronic media <ul style="list-style-type: none"> • Web/online • CD- or DVD-based • Mobile or hand-held Apps • Smart phones • Tablets • Smart TV 																																																																																
MATERIALS																																																																																	
QTY.	DISCRIPTION																																																																																
10	Reference Book																																																																																
21	Adobe PDF documents																																																																																
21	Hand-outs																																																																																
50	CD's / CD ROMs DVDs																																																																																
10	Practice materials																																																																																
10	Print media																																																																																
1	Internet																																																																																
10	Various printing media (e.g. photo-paper, tarpaulin, etc.)																																																																																



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 34 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-58)	Amendments																																																																				
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">MATERIALS</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th style="width: 90%;">DISCRIPTION</th> </tr> </thead> <tbody> <tr><td> </td><td>Printed materials</td></tr> <tr><td> </td><td>Adobe PDF documents</td></tr> <tr><td> </td><td>Hand-outs</td></tr> <tr><td> </td><td>CD's / CD ROMs</td></tr> <tr><td> </td><td>Practice materials</td></tr> <tr><td> </td><td>Various printing media (e.g. photo-paper, tarpaulin, etc.)</td></tr> <tr><td> </td><td>Print media</td></tr> <tr><td> </td><td>Internet</td></tr> </tbody> </table>	MATERIALS		QTY.	DISCRIPTION		Printed materials		Adobe PDF documents		Hand-outs		CD's / CD ROMs		Practice materials		Various printing media (e.g. photo-paper, tarpaulin, etc.)		Print media		Internet	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">MATERIALS</th> </tr> <tr> <th style="width: 10%;">QTY.</th> <th style="width: 90%;">DISCRIPTION</th> </tr> </thead> <tbody> <tr> <td style="vertical-align: top;">As req'd qty.</td> <td>Printed materials</td> </tr> <tr> <td> </td> <td>Books and magazines</td> </tr> <tr> <td> </td> <td>Newspapers</td> </tr> <tr> <td> </td> <td>Brochures and flyers</td> </tr> <tr> <td> </td> <td>Billboards and tarpaulins</td> </tr> <tr> <td> </td> <td>- Prototype materials</td> </tr> <tr> <td> </td> <td>papers/cardboards</td> </tr> <tr> <td> </td> <td>- plastic</td> </tr> <tr> <td> </td> <td>- textiles</td> </tr> <tr> <td> </td> <td>- styrofoam</td> </tr> <tr> <td> </td> <td>- actual product being sold</td> </tr> <tr> <td> </td> <td>- corrugated boxes</td> </tr> <tr> <td> </td> <td>- wood</td> </tr> <tr> <td> </td> <td>- ceramics</td> </tr> <tr> <td> </td> <td>- tarpaulin</td> </tr> <tr> <td> </td> <td>- electrical gadgets</td> </tr> <tr> <td> </td> <td>- neon lights</td> </tr> <tr> <td> </td> <td>- digital displays</td> </tr> <tr> <td> </td> <td>- metallic materials</td> </tr> <tr> <td> </td> <td>- actual product being displayed</td> </tr> <tr> <td> </td> <td>- mannequins</td> </tr> <tr> <td> </td> <td>- organic materials</td> </tr> </tbody> </table> <p style="margin-left: 20px;">* Can be either educational, license and open-source software</p>	MATERIALS		QTY.	DISCRIPTION	As req'd qty.	Printed materials		Books and magazines		Newspapers		Brochures and flyers		Billboards and tarpaulins		- Prototype materials		papers/cardboards		- plastic		- textiles		- styrofoam		- actual product being sold		- corrugated boxes		- wood		- ceramics		- tarpaulin		- electrical gadgets		- neon lights		- digital displays		- metallic materials		- actual product being displayed		- mannequins		- organic materials
MATERIALS																																																																					
QTY.	DISCRIPTION																																																																				
	Printed materials																																																																				
	Adobe PDF documents																																																																				
	Hand-outs																																																																				
	CD's / CD ROMs																																																																				
	Practice materials																																																																				
	Various printing media (e.g. photo-paper, tarpaulin, etc.)																																																																				
	Print media																																																																				
	Internet																																																																				
MATERIALS																																																																					
QTY.	DISCRIPTION																																																																				
As req'd qty.	Printed materials																																																																				
	Books and magazines																																																																				
	Newspapers																																																																				
	Brochures and flyers																																																																				
	Billboards and tarpaulins																																																																				
	- Prototype materials																																																																				
	papers/cardboards																																																																				
	- plastic																																																																				
	- textiles																																																																				
	- styrofoam																																																																				
	- actual product being sold																																																																				
	- corrugated boxes																																																																				
	- wood																																																																				
	- ceramics																																																																				
	- tarpaulin																																																																				
	- electrical gadgets																																																																				
	- neon lights																																																																				
	- digital displays																																																																				
	- metallic materials																																																																				
	- actual product being displayed																																																																				
	- mannequins																																																																				
	- organic materials																																																																				
3.5 Training Facilities	<p>The Training Facilities requirements are the same as in Animation NC II, 2D Animation NC III, and 3D Animation NC III</p>																																																																				



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 35 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-58)	Amendments
3.6 Trainer's Qualification	
<p>Visual Graphics Design NC III</p> <ul style="list-style-type: none"> • Must be a holder of Visual Graphic Design NC III or equivalent qualification • Must have undergone training on Training Methodology III (TM III) or equivalent in training/experience • Must be computer literate • Must be physically and mentally fit • *Must have at least 2 years job/industry experience. <p>* Optional: Only when required by the hiring institution.</p>	<p>Visual Graphics Design NC III</p> <ul style="list-style-type: none"> • Must be a holder of National TVET Trainer Certificate (NTTC) level I in Visual Graphic Design NC III • Must be computer literate and proficient user of graphic software • Must have at least five (5)-years visual graphics/design industry experience • <i>For non-industry practitioner, must have at least 3-years related teaching experience and must be a graduate of any Visual Arts/Multimedia related courses</i>
3.7 Institutional Assessment	<i>The Institutional Assessment requirement is the same as in Animation NC II, 2D Animation NC III, and 3D Animation NC III</i>
Section 4. National Assessment and Certification Arrangements	
<p>4.1 To attain the National Qualification of Visual Graphics Design NC III, the candidate must demonstrate competency in all the units listed in Section 1. Successful candidates shall be awarded a National Certificate III signed by the TESDA Director General.</p> <p>4.2 The qualification of Visual Graphics Design NC III may be attained through:</p> <p>4.2.1 Accumulation of Certificates of Competency (COCs) in all the following units of competency:</p>	<p>4.1 To attain the National Qualification of Visual Graphics Design NC III, the candidate must demonstrate competency in all the units listed in Section 1. Successful candidates shall be awarded a National Certificate III signed by the TESDA Director General.</p> <p>4.2 The qualification of Visual Graphics Design NC III may be attained through:</p> <p>4.2.1 Accumulation of Certificates of Competency (COCs) in all the following units of competency:</p>



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
 East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
 27 February 2018, Monday, 1:00p.m.
 7/F TESDA Board Room, Office of the Chair
 TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
 Page 36 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
 ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
 AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-58)	Amendments
Section 4. National Assessment and Certification Arrangements	
<p>4.2.1.1 Developing graphic designs for a print media</p> <p>4.2.1.2 Developing designs for an electronic media</p> <p>4.2.1.3 Developing designs for a product packaging</p> <p>4.2.1.4 Designing a booth and product/window display</p> <p>Successful candidates shall be awarded a Certificate of Competency (COC) in each of the core units</p> <p>Upon accumulation and submission of all COCs acquired for all the relevant units of competency comprising this qualification, an individual shall be issued the corresponding National Certificate.</p> <p>4.3 Assessment shall focus on the core units of competency. The basic and common units shall be integrated or assessed concurrently with the core units.</p> <p>4.4 The following are qualified to apply for assessment and certification:</p> <p>4.4.1 Graduate of formal, non-formal, and informal, including enterprise-based, training programs.</p> <p>4.4.2 Experienced workers (wage employed or self-employed)</p>	<p>COC 1: Develop designs for logo and print media</p> <ul style="list-style-type: none"> • Develop designs for a logo • Develop designs for print media <p>COC 2: Develop designs for user experience and user interface</p> <ul style="list-style-type: none"> • Develop designs for user experience • Develop designs for user interface <p>COC 3: Develop designs for product packaging</p> <p>COC 4 – Develop booth and product/window display</p> <p>Successful candidates shall be awarded a Certificate of Competency (COC) in each of the core units</p> <p>4.2.2 Demonstration of competence through a single comprehensive project-type assessment covering all required units of competency of this qualification.</p> <p>4.3 Upon accumulation and submission of all COCs acquired for all the relevant units of competency comprising this qualification, an individual shall be issued the corresponding National Certificate.</p> <p>4.4 Assessment shall cover all competencies, with basic and common integrated or assessed concurrently with the core units of competency.</p>

Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
27 February 2018, Monday, 1:00p.m.
7/F TESDA Board Room, Office of the Chair
TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
Page 37 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
AND VISUAL GRAPHICS DESIGN NC III**

Existing Promulgated Training Regulations (Board Resolution No. 2007-58)	Amendments
4.5 The guidelines on assessment and certification are discussed in detail in the "Procedures Manual on Assessment and Certification" and "Guidelines on the Implementation of the Philippine TVET Qualification and Certification System (PTQCS)".	4.5 The following are qualified to apply for assessment and certification: 4.5.1 Graduate of formal, non-formal, and informal, including enterprise-based, training programs. 4.5.2 Experienced workers (wage employed or self-employed) 4.6 Existing National Certificates (NCs) and Certificates of Competency (COCs) of individuals in Visual Graphics Design NCIII shall continue to be in effect until the said NCs and COCs will have expired. Individuals are advised to take the assessment for this amended TR on or before the expiration of such certificates. 4.7 The guidelines on assessment and certification are discussed in detail in the "Procedures Manual on Assessment and Certification" and "Guidelines on the Implementation of the Philippine TVET Competency Assessment and Certification System (PTCACS)".

WHEREAS, during the 101st TESDA BOARD Meeting on 27 February 2018 at 1:00 p.m., the TESDA Board considered the amendments and approved the promulgation of the amended Training Regulations for Animation NC II, 2D Animation NC III, 3D Animation NC III and Visual Graphics Design NC III;

WHEREAS, the aforesaid Training Regulations is hereto annexed and made an integral part of this resolution;



Republic of the Philippines
TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY
East Service Road, South Superhighway, Taguig City

101st TESDA BOARD MEETING
27 February 2018, Monday, 1:00p.m.
7/F TESDA Board Room, Office of the Chair
TESDA Complex, South Superhighway, Taguig City

Resolution No. 2018-04
Page 38 of 38 pages

**APPROVING THE AMENDMENT OF THE TRAINING REGULATIONS FOR
ANIMATION NC II, 2D ANIMATION NC III, 3D ANIMATION NC III
AND VISUAL GRAPHICS DESIGN NC III**


NOW, THEREFORE, BE IT RESOLVED, AS IT IS HEREBY RESOLVED, that the TESDA Board in its meeting today, 27 February 2018 at 1:00 pm, approves the aforementioned amendments to the Training Regulations for Animation NC II, 2D Animation NC III, 3D Animation NC III and Visual Graphics Design NC III;

BE IT RESOLVED FINALLY that copy of this Resolution and accompanying Training Regulations be published and disseminated to all concerned, and the same shall be effective fifteen (15) days upon publication.

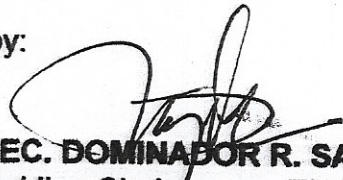
All programs registered under the current Animation NC II, 2D Animation NC III, 3D Animation NC III and Visual Graphics Design NC III Training Regulations must comply with requirements of the aforementioned training regulations as amended. The one-year period of registration under this new Training Regulations shall commence on the date of effectivity of the Implementing Guidelines/TESDA Circular for the deployment of the Training Regulations to be issued by the TESDA Secretariat.

Graduates of TVET courses covered by the aforementioned training regulation shall be required to undergo mandatory assessment under the national assessment and certification program.

Adopted this 27th day of February 2018.


ATTY. MAMARICO L. SANSARONA, JR.
Board Secretary VI

Attested by:


USEC. DOMINADOR R. SAY
Presiding Chairperson, TESDA Board
Undersecretary, Department of Labor and Employment