

**BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS**

**Term-End Practical**

00011

**December, 2013**

**BNMI-010 (P) (Set-I) F2F : CHARACTER SETUP**

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

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*Note : Attempt ALL questions.*

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1. Unwrap the UVs and do a detailed texturing for the "*cartoon face*". Save the rendered output (\*.jpg) with a resolution of 1024x1024. **70**