

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

**Term-End Practical**

00258

December, 2012

**BNMI-006(P) (Set-II) F2F : 3D BASICS - II**

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

*Note : Attempt any one question.*

1. Create a rig setup for "Car Model". 70

The Functionality of the rig should be as per the reference video.

OR

Animate the given character and create an animation preview at 25-fps, with the help of the below storyboard. 70

