

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00673

December, 2012

BNMI-008 (P) (Set-II) F2F : LOOK DEVELOPMENT (GROUP B)

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : Attempt the following question.

1. Create a detailed "3d Boots" in grey (non - textures). Use Mudbox for detailing. Note that Normal map and Displacement map needs to be generated and applied in Maya. 70

