BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

December, 2012   00093

BNMI-008 (P) Set-I F2F : Look Development (Group B)

Time : 4 hours   *Maximum Marks : 70*
(Weightage 70%)

Note :   *Attempt the following question.*

1.   Create a detailed "3d Hand with Glove" in grey (non-textures). Use Mudbox for   **70**
     detailing.
     **Note that Normal map and Displacement map of needs to be generated and applied
     in maya.**