BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical　　00013

December, 2012

BNMI-009 (P) (Set-I) F2F : FX (GROUP B)

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

Note : *Attempt the following question.*

1.　Create a simulation of **"Steam Engine"** using particle system based on the reference　**70**
　　video and save the final rendered video (*.mov) of 640×480 resolution.

———