

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00693

December, 2012

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

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : Attempt the following question.

1. Open the Uvs and do a detailed texturing for the given *3d House*. Save the rendered output (*.jpg) with a resolution of 1280×720 . 70