

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00998

December, 2012

BNMI-013(P) (Set-III) F2F : MATCH MOVING (GROUP B)

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : Attempt *any one* of the question.

1. Create a Rig setup for the given "Umbrella". 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 of "Wood Chopping" sequence with the help of the reference video.
