

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

00095

December, 2014

BNMI-006(P) : 3D BASICS-II

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt any one question.*

1. Create a rig setup for the "**Table lamp**". 70
2. Animate the character and create an animation sequence of "**Ball throwing**". 70