## BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

### **Term-End Practical Examination**

# 00310

December, 2014

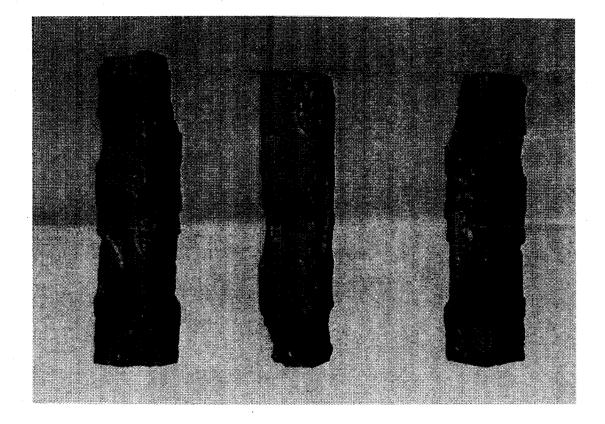
### **BNMI-008(P) : LOOK DEVELOPMENT**

Time : 4 hours

Maximum Marks : 70 (Weightage 70%)

### Note: Attempt all questions.

 Create a detailed "Old pillar" in grey (Non-textures). Use Mudbox for detailing. Note that Normal map and Displacement map need to be generated and applied in Maya.



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