

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

**Term-End Practical Examination**

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**December, 2014**

**BNMI-013(P) : MATCH MOVING**

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

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**Note : Attempt any *one* question.**

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1. Create a Rig setup for the "***Giant Wheel***". 70
  
  2. Animate the character and create an animation preview at 25-fps of "***Lifting Sand with Shovel***" sequence. 70
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