

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

**Term-End Practical Examination**

**December, 2015**

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

*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 set-up of "**Study Lamp**".  
The functionality of the rig should be as per the video. 70
  2. Animate the character and create an animation sequence of "Wood Cutting". 70
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