



BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

December, 2015

BNMI-008(P) : LOOK DEVELOPMENT

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : Attempt the following question.

1. Create a detailed “**Scepter**” (on Page 2) in grey (non-texture). Use Mudbox for detailing. 70

Note : Normal map and Displacement map need to be generated and applied in Maya.