

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

00351

December, 2015

BNMI-013(P) : MATCH MOVING

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : Attempt any *one* question.

1. Create a Bone and Controller set-up for "*Alien Hand*". 70
 2. Using the fusion of straight ahead and pose to pose animation technique, animate the character and execute the "*Heavy weight lifting*" sequence at 30 fps. 70
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