

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

**Term-End Practical Examination**

**December, 2017**

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

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage : 70%)*

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*Note : Attempt the following question.*

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1. Create a detailed "3D wall" in grey (non-textured) 70  
based on the given image. Use Mudbox for  
detailing.

Note that Normal map and Displacement map  
needs to be generated and applied in Maya.

