

00492

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

**Term-End Practical Examination
December, 2017**

BNMI-013 (P) : MATCHMOVING

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt any one question.*

1. Create a bone and controller set up for computer chair. 70

OR

Using straight ahead animation technique create animation of ball throwing @ 30 fps. 70
