

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

**Term-End Practical**

00103

**June, 2012**

**BNMI-006(P) (Set-I) F2F : 3D BASICS - II (GROUP B)**

*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 setup for "Mechanical Crane". 70  
The functionality of the rig should be as per the reference video.

**OR**

2. Animate the given character and create an animation preview at 25 - fps, with the 70  
help of the below storyboard.

