BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical   00752

June, 2012

BNMI-006(P) (Set-II) F2F : 3D BASICS - II (Group B)

Time : 4 hours   *Maximum Marks : 70*
                                                                    (Weightage 70%)

Note :   Attempt *any one* question.

1.   Create a rig setup for *"Cuckoo Clock"*.   **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 help   **70**
      of the below storyboard.