

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00673

June, 2012

BNMI-007(P)(Set-II) F2F : 3D DESIGN (GROUP B)

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt the following question.*

1. Create a simulation of "Object to Dust" using particle system based on the reference video and save the final rendered video (*.mov) of 640 x 480 resolution. 70

