

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00343

June, 2012

BNMI-008 (P) (Set-I) F2F : LOOK DEVELOPMENT

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt the following question.*

1. Create a detailed "3D Sword" in grey (non-textures). Use Mudbox for detailing. 70
Note that normal map and displacement map needs to be generated and applied in Maya.

