

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

**Term-End Practical**

**June, 2012**

00863

**BNMI-013(P) (Set-I) F2F : MATCH MOVING (Group A)**

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

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**Note :** *Attempt any one question.*

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1. Create a Bone and Controller setup for "Alien Arm". The Functionality of the rig should be as per the reference video. **70**

**OR**

2. Using the fusion of straight ahead and pose to pose animation technique animate the given character and execute the "Sphere throwing" sequence at 30-fps, with the help of the reference video. **70**
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