

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00203

June, 2012

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

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt any one questions.*

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

OR

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