

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

**Term-End Practical**

**00036**

**June, 2013**

**BNMI-007(P)(Set-II) F2F : 3D DESIGN (Group A)**

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

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*Note : Attempt the following question.*

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1. Create a simulation of "*Missile Launch*" using particle system based on the reference video and save the final rendered video (\*.mov) of 640 × 480 resolution. **70**

