BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical   00686

June, 2013

BNMI-008 (P) Set-II 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.