

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00706

June, 2013

BNMI-010 (P) (Set-II) F2F : CHARACTER SETUP

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : Attempt the following question.

1. Open the Uvs and do a detailed texturing for the given "3d House". Save the rendered output (*.jpg) with a resolution of 1280×720. **70**