

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

**Term-End Practical**

**00804**

**June, 2013**

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

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

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*Note : Attempt the following question.*

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