

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

**Term-End Practical**

00320

**June, 2014**

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

*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 Trail" using particle system. Save the final rendered video (\*.mov) of 640×480 resolution. 70

