

No. of Printed Page : 1

**BNMI - 013 (P) Set-II F2F**

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

**Term-End Practical**

**June, 2014**

00207

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

*Time : 4 hours*

*Maximum Marks : 70  
(Weightage 70%)*

*Note : Attempt any one question.*

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1. Create a Bone and Controller setup for "Cuckoo Clock". 70
  2. Using the fusion of straight ahead and pose to pose animation technique animate the character and execute the "Male Walk Cycle" sequence at 30-fps. 70
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