

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

00388

June, 2016

BNMI-006(P) : 3D BASICS-II

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt any one question.*

1. Create a rig set-up for **“Old Plane”**.
The functionality of the rig should be as per the video. 70
 2. Animate the character and create an animation sequence of **“Heavy Stone Lifting”**. 70
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