

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

Term-End Practical Examination

June, 2017

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

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt any one question.*

1. Create a rig setup for a "MECHANICAL-ARM". 70

OR

Animate the given character and Create 70
animation of JUMP @ 24 fps.
