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BNMI - 013 (P)

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

00364

Term-End Practical Examination

June, 2017

BNMI-013 (P) : MATCH MOVING

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : Attempt any one question.

1. Create a Rig setup for the given "*Cartoon car*". **70**

 2. Animate the character and create an animation preview at 25-fps of "*Sack animation*" sequence. **70**
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