

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

00079

June, 2018

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

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt the following question.*

1. Create a rig set-up of a toy. The functionality of the rig should be as per the reference video. 70

OR

Animate a cartoon character and create an animation of jump @ 30 fps as per the video. 70