

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

**Term-End Practical Examination**

**June, 2018**

00473

**BNMI-008(P) : LOOK DEVELOPMENT**

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

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**Note :** Attempt the following question.

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1. Create a detailed **“Knee Guard”** in grey (non-texture). Use Mudbox for detailing.

70

Note that Normal map and Displacement map need to be generated and applied in Maya.

