

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

00688

June, 2015

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 "*Plane*". 70

 2. Animate the character and create an animation preview at 30-fps for "*Log Chopping*". 70
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