

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

**Term-End Practical Examination**

**June, 2015**

0033

**BNMI-010(P) : CHARACTER SETUP**

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

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**Note :** *Attempt the following question.*

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1. Unwrap the UVs and do a detailed texturing for the "SCEPTRE". Save the rendered output (\*.jpg) with a resolution of 1024 × 1024.

70