

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

**Term-End Practical Examination**

**June, 2015**

00098

**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 **"Army Tank"**. 70
  
  2. Animate the character and create an animation preview at 25-fps of **"pushing heavy object"** sequence. 70
-