

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

December, 2011

00094

BNMI-006(P) (Set-I) F2F : 3D BASICS - II

Time : 4 hours

*Maximum Marks : 70
(Weightage 70%)*

Note : *Attempt any one question.*

1. Create a rig setup for "*Tripod Model*". 70
The Functionality of the rig should be as per the reference video.

OR

1. Animate the given character and create an animation preview at 25-fps, with the help 70
of the given storyboard.