

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

December, 2011

00994

BNMI-008 (P) (Set-II) F2F : LOOK DEVELOPMENT (GROUP A)

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt the following question.*

1. Create a detailed "3d Hand" in grey (non-textures). Use Mudbox for detailing.
Note the Normal map and Displacement map needs to be generated and applied in Maya 70
Maya

