

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

December, 2011

00824

BNMI-010 (P) (Set-I) F2F : CHARACTER SETUP (GROUP A)

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt the following question.*

1. Unwrap the UVs and do a detailed texturing for the given human face. Save the rendered output (*.jpg) with a resolution of 1024×1024 . **70**