

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

December, 2011

00714

BNMI-013(P) (Set-I) F2F : MATCH MOVING

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt any one of the following.*

1. Create a Bone and Controller setup for "*Human Arm*". 70
The Functionality of the rig should be as per the reference video.

OR

2. Using the fusion of straight ahead and pose to pose animation technique animate the 70
given character and execute the jump sequence at 30-fps, with the help of the reference
video.