

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00346

June, 2011

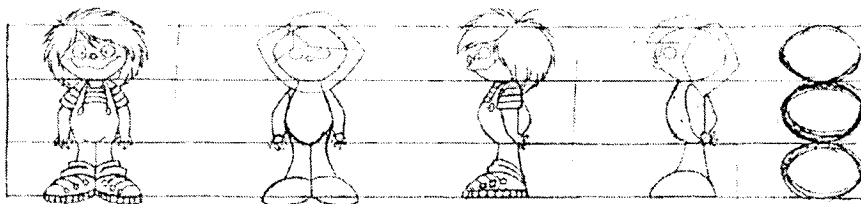
BNMI-005 (P) F2F : 3D Basics - I

Time : 8 Hours

Maximum Marks : 70
(Weightage : 70%)

Note : Attempt ALL questions.

1. Create a 3D character with Texturing, and 3 point Lighting from the given reference. 70



OR

- Create a 3D Background with Texturing and Day Lighting from the given reference. 70

