

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00016

June, 2011

BNMI-006 (P) F2F : 3D Basics - II

Time : 8 Hours

*Maximum Marks : 70
(Weightage : 70%)*

Note : Attempt ALL questions.

1. Create a rig setup for "*Car Model*". 35
The Functionality of the rig should be as per the reference video.

 2. Animate the given character and create an animation preview at 25-fps, with the help 35
of the reference video.
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