BNMI-008 (P) F2F

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical
June, 2011

00525

BNMI-008 (P) F2F : LOOK DEVELOPMENT
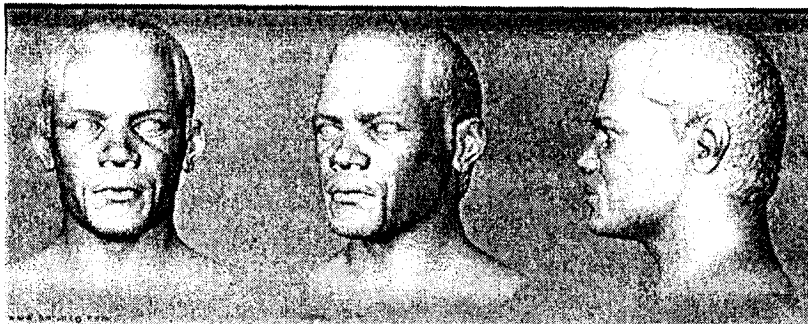
Time : 8 Hours

Maximum Marks : 70
(Weightage 70%)

Note : *Attempt ALL questions.*

1. Create a detailed 3D face in grey (non - textures). Use Mudbox for detailing. **70**

   Note that Normal map and Displacement map needs to be generated and applied in Maya

OR

Create a detailed 3D object in grey (non - textures). Use Mudbox for detailing. **70**

Note that Normal map and Displacement map needs to be generated and applied in Maya

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