

**BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS**

**Term-End Practical**

**December, 2013**

00271

**BNMI-006(P) F2F : 3D BASICS - II (Group B)**

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

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*Note : Attempt **any one** question.*

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1. Create a rig setup for "Computer Chair". 70
  
2. Animate the character and create an animation preview at 25-fps for "Sphere throwing". 70