BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical   00705

December, 2013

BNMI-008 (P) Set-I F2F : Look Development

Time : 4 hours   *Maximum Marks : 70*

(Weightage 70%)

Note : *Attempt ALL questions.*

1.   Create a detailed "3D hammer" 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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