

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00495

December, 2013

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

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt ALL questions.*

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

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


