

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

**Term-End Practical**

00483

**December, 2012**

**BNMI-009 (P) (Set-II) F2F : FX (GROUP B)**

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

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*Note : Attempt the following question.*

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1. Create a simulation of "Rain drops" using particle system based on the reference video 70 and save the final rendered video (\*.mov) of 640 × 480 resolution.

