

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

00310

December, 2014

BNMI-008(P) : LOOK DEVELOPMENT

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : Attempt *all* questions.

1. Create a detailed **“Old pillar”** in grey (Non-textures). Use Mudbox for detailing. Note that Normal map and Displacement map need to be generated and applied in Maya.

70

