BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
Term-End Practical Examination
December, 2016

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BNMI-008(P) : LOOK DEVELOPMENT

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt the following question.*

1. Create a detailed *"3d Dagger"* in grey (non-textured). Use Mudbox for detailing. Note that Normal map and Displacement map need to be generated and applied in Maya.   *70*