

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

December, 2016

00032

BNMI-009(P) : FX

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt the following question.*

1. Create a simulation of missile using particle system and save the final render with 640 × 480 resolution.

70