

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

00042

December, 2016

BNMI-010(P) : CHARACTER SETUP

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt the following question.*

1. Open the UV's and do a detailed texturing for the "**3d shield**". Save the rendered output with a resolution of 1280×720 .

70