

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

December, 2016

00422

BNMI-013(P) : MATCHMOVING

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : Attempt any **one** question.

1. Create a Rig setup for the given "**Human Hand**". 70

 2. Animate the character and create an animation preview at 25-fps of "**Lifting garbage with shovel**" sequence. 70
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