

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00906

June, 2013

BNMI-006(P) (Set-II) F2F : 3D BASICS - II (Group A)

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : Attempt any one question.

1. Create a rig setup for "Mechanical Arm". 70  
The Functionality of the rig should be as per the reference video.

OR

Animate the given character and create an animation preview at 25-fps, with the help of the given storyboard. 70

