

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00290

June, 2014

BNMI-008 (P) Set-I F2F : Look Development

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt the following question.*

1. Create a detailed "Old Steps" in grey(non-texture). Use mudbox for detailing. 70
Note that Normal map and Displacement map need to be generated and applied in maya.

