

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

00338

June, 2016

BNMI-008(P) : LOOK DEVELOPMENT

Time : 4 hours

*Maximum Marks : 70
(Weightage 70%)*

Note : *Attempt the following question.*

1. Create a detailed **“3d knife”** in grey (non-textured). Use Mudbox for detailing. 70
Note that Normal map and Displacement map need to be generated and applied in Maya.

