

**BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS**

**Term-End Practical Examination**

00318

**June, 2016**

**BNMI-013(P) : MATCHMOVING**

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

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**Note :** *Attempt any one question.*

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1. Create a Bone and Controller set-up for "**Helicopter**". 70
  
  2. Using the fusion of straight ahead and pose to pose animation technique, animate the character and execute the "**Female Walk Cycle**" sequence at 30 fps. 70
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