

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
Term-End Practical Examination
June, 2015

00368

BNMI-008(P) : LOOK DEVELOPMENT

Time : 4 hours

Maximum Marks : 70
(Weightage 70%)

Note : *Attempt the following question.*

1. Create a detailed "**Sword**" in grey (non-textured). Use Mudbox for detailing.
Note : Normal map and Displacement map need to be generated and applied in Maya.

70

