

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

July, 2010

00956

BNMI-005 (P) F2F : 3D Basics - I

Time : 8 Hours

Maximum Marks : 70

Note : Attempt ALL questions.

1. Create a 3D Head with complete Texturing and 3Point Lighting.

OR

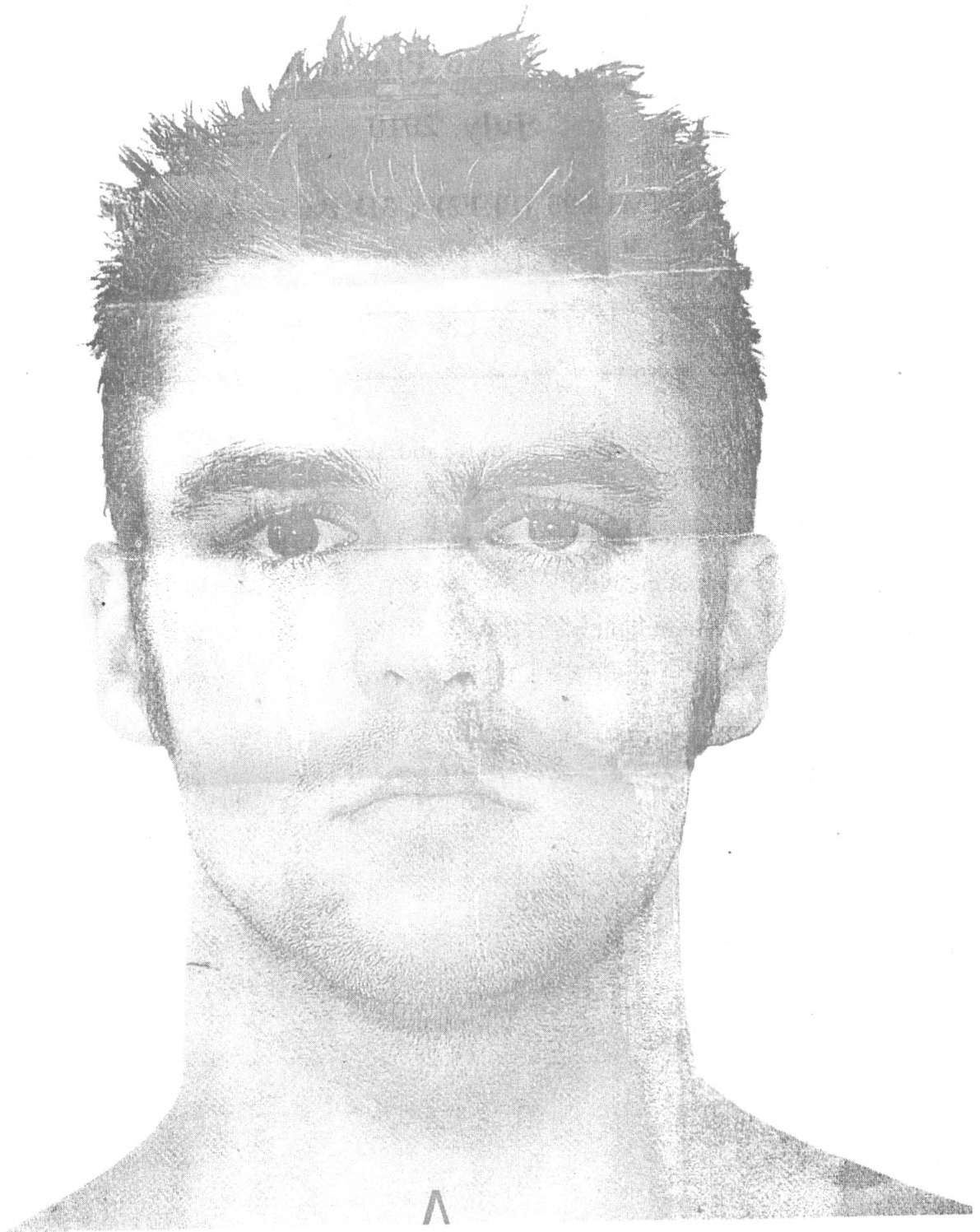
Create a 3D Room with complete Texturing and Mood Lighting.

(References attached alongwith)

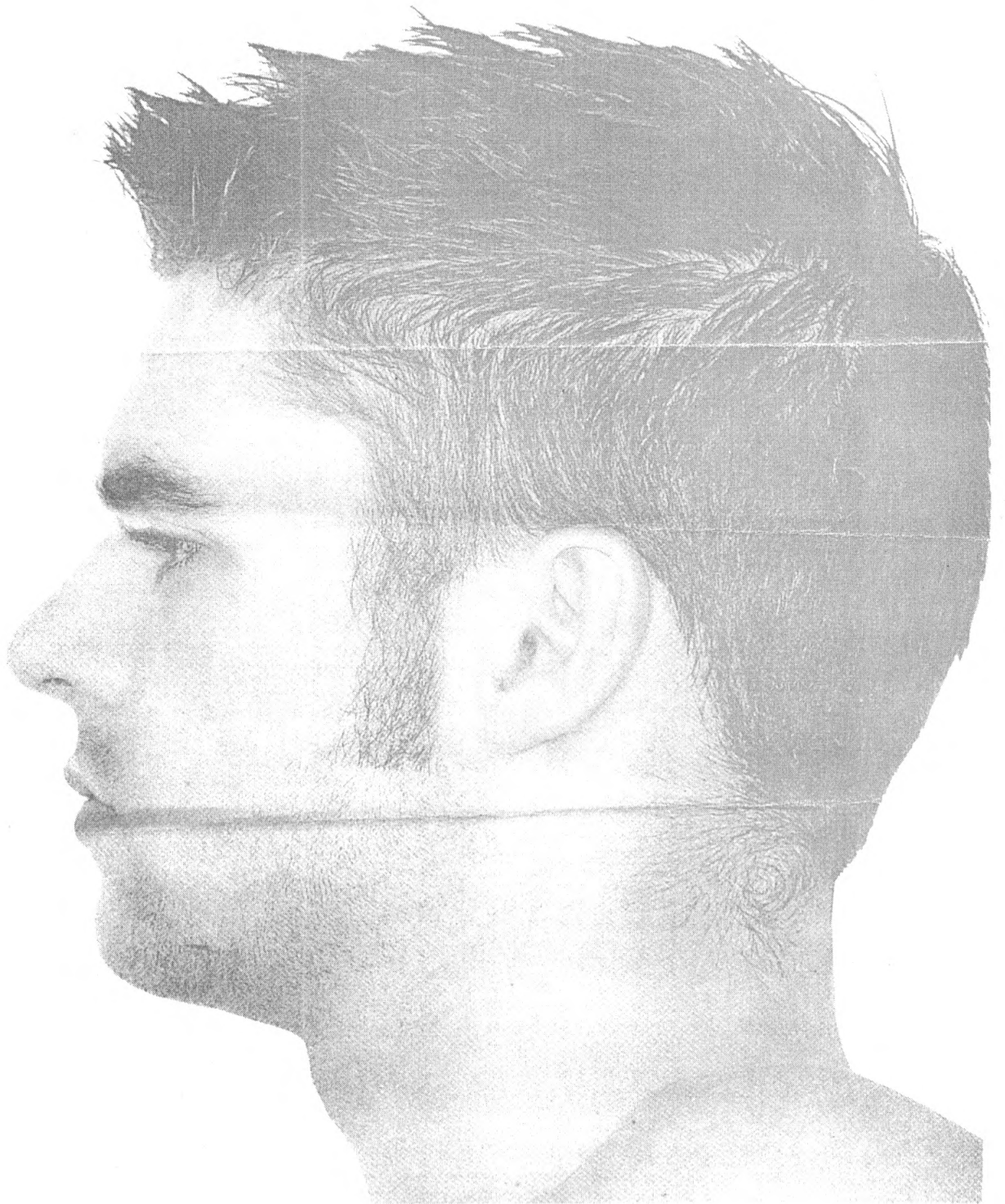
Please suggest polycount limit.

odeling using this side of the face is recommended

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