

00600

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

Term-End Practical

July, 2010

BNMI-006 (P) F2F : 3D Basics - II

Time : 8 hours

Maximum Marks : 70

Note : Attempt ALL questions.

1. Create a complete Biped Rig (With bones and IK) and create a 100 frame walk cycle.
(Please mention about required to complete details such as fingetes and naming conversion)
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