

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

July, 2010

BNMI-007 (P) F2F : 3D Design 00546

Time : 8 Hours

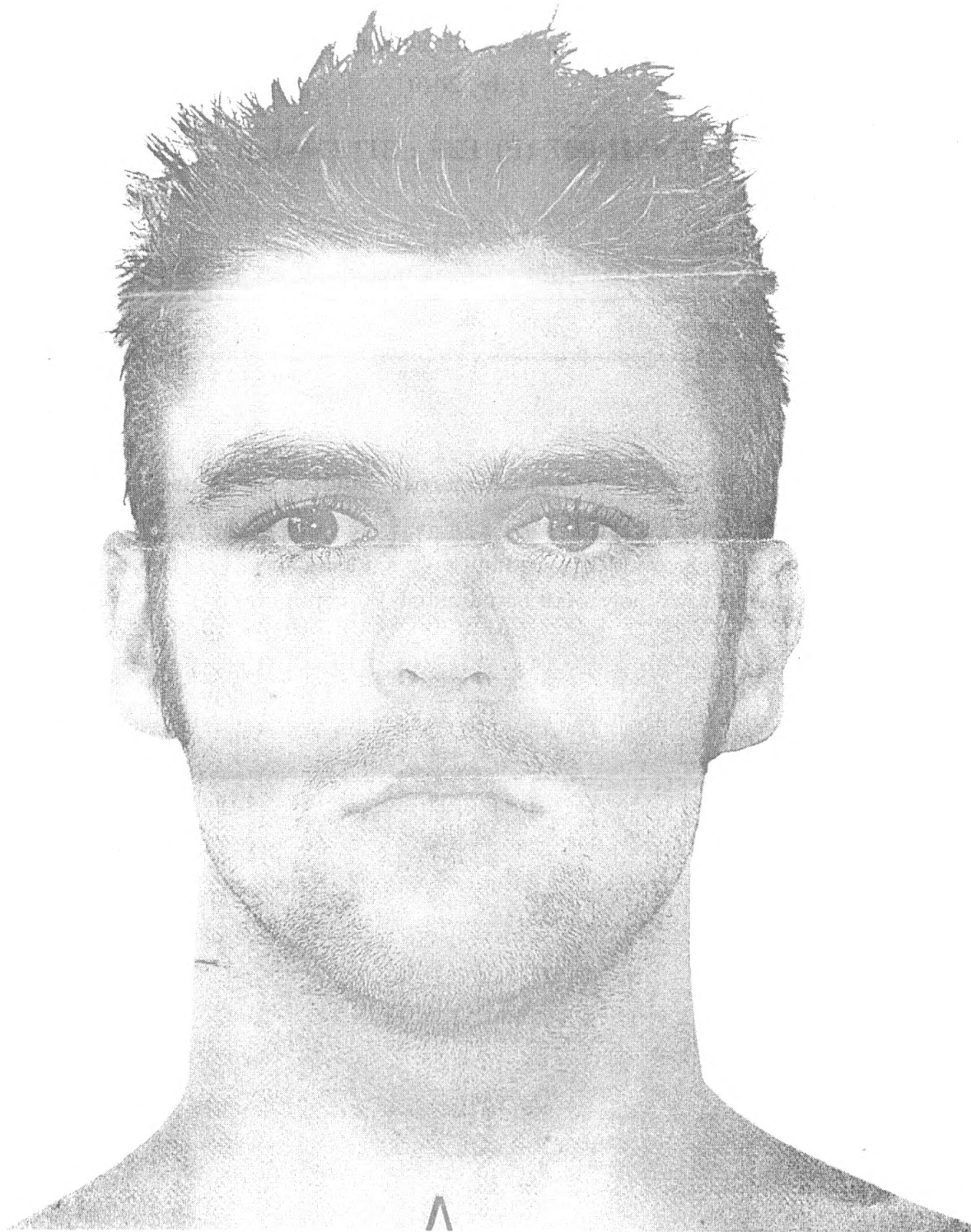
Maximum Marks : 70

Note : Attempt ALL questions.

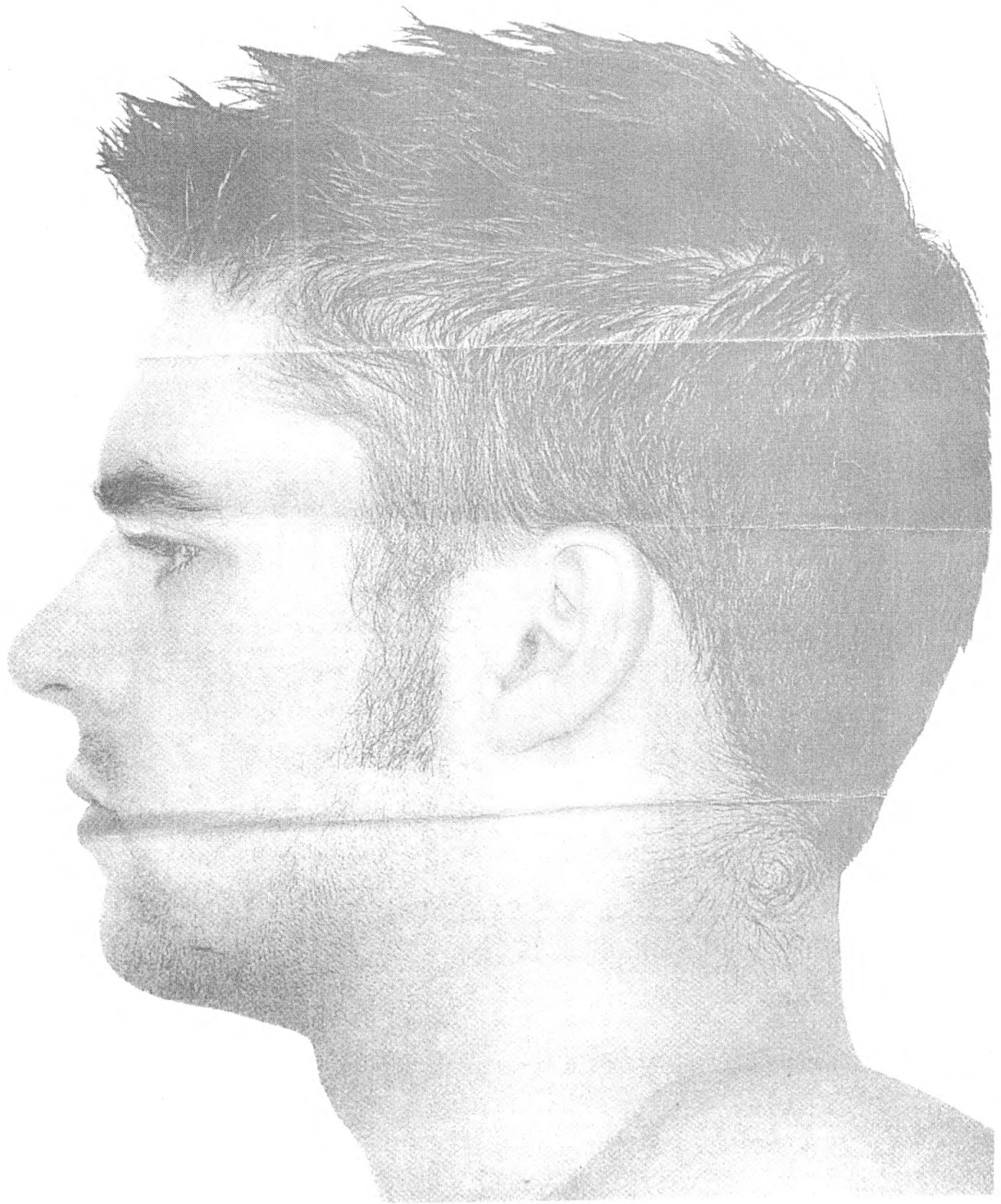
1. Create a Detailed 3D Head in grey (non-textured). Mudbox can be used for detailing.
(References Attached alongwith)
(Any limitation on polycount) Low or high poly ? Please specify as mudbox in 8 hrs
may be restricted to some polycount based on lab PC configuration)

odeling using this side of the face is recommended

V



A



BNMI-007 (P) F2F