

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

**Term-End Practical**

**June, 2011**

**00760**

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

*Time : 8 Hours*

*Maximum Marks : 70  
(Weightage : 70%)*

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*Note : Attempt ALL questions.*

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1. Create a simulation of "*Object Blast*" using particle system based on the reference video and save the final rendered video (\*.mov) of 640×480 resolution. 50
  2. Create a simulation of a "*Fluttering Cape*" using Cloth Modifier based on the reference video and save the preview file (\*.mov) of 640×480 resolution. 20
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