BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

June, 2011

BNMI-009 (P) F2F : FX
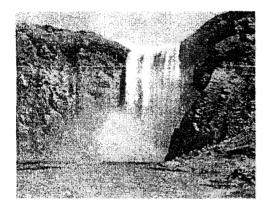
00283

Time : 8 Hours

Maximum Marks : 70
(Weightage 70%)

Note : Attempt ALL questions.

1. Create a simulation of *"Waterfall"* using particle system based on the reference video and save the final rendered video (*.mov) of 640x480 resolution. **50**

2. Create a simulation of a *"Basket ball net"* using Cloth based on the reference video and save the preview file (*.mov) of 640x480 Resolution. **20**

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1