

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

**Term-End Practical**

**June, 2011**

**BNMI-010 (P) F2F : CHARACTER SETUP**

**00119**

*Time : 8 Hours*

*Maximum Marks : 70  
(Weightage 70%)*

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*Note : Attempt ALL questions.*

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1. Open the UVs and do a detailed texturing for the given 3D *background*. 70  
Save the rendered output (\*.jpg) with a resolution of 1280 x 720.