

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

June, 2011

00337

BNMI-013 (P) F2F : MatchMoving

Time : 8 Hours

*Maximum Marks : 70
(Weightage 70%)*

Note : Attempt ALL questions.

1. Create a rig setup for "*Car Model.*" 35
The Functionality of the rig should be as per the reference video.

 2. Using the fusion of straight a head and pose to pose animation technique animate the 35
given character and execute the jump sequence at 30-fps. With the help of the reference
video.
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