

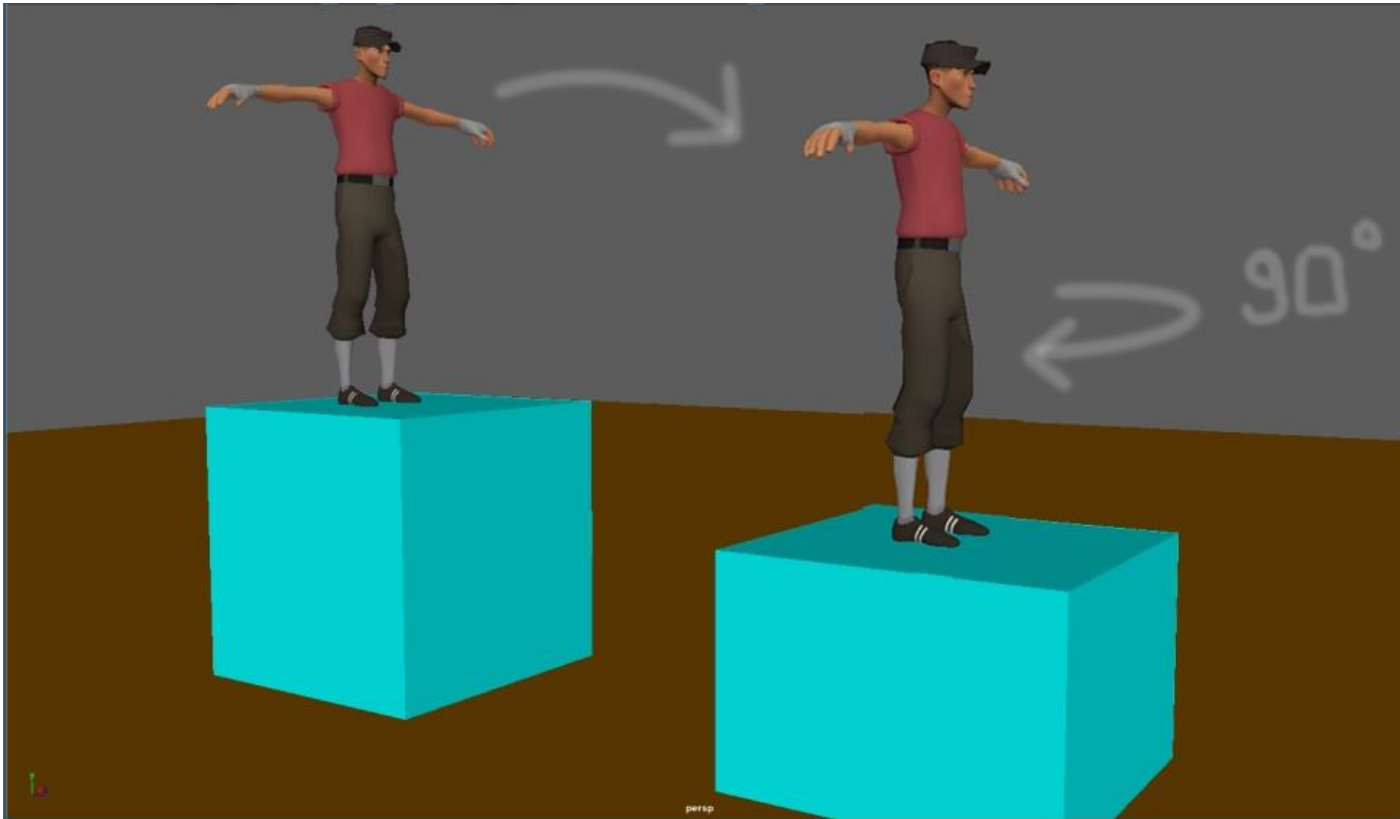
I3DA

Practical Exam

3 Hrs

Assignment

- Character jumps from point one to another and later turns 90 degree to his right side.



Notes

- Create your own camera view.
- Make sure that it has nice poses, good timing and smooth animation.
- Submit maya and avi/mov file both.