**IT-254**

**Multimedia Applications**

**Practical File**

**GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY**

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**SUBMITTED TO: SUBMITTED BY:**

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USICT, GGSIPU B.Tech C.S.E (4th Semester)

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| **S.No.** | **Practical Name** | **Date** | **Signature** |
| 1) | To understand the essentials of Maya |  |  |
| 2) | To understand basics of NURBS modelling and editing nurbs. |  |  |
| 3) | To make a model of a 3D apple using NURBS modelling in Maya |  |  |
| 4a) | To understand basics of ep curves and cv curves |  |  |
| 4b) | How to generate surfaces using curve |  |  |
| 5) | To understand concept of Polygon Modelling |  |  |
| 6a) | To make a jet plane using polygon primitives |  |  |
| 6b) | To make a jet plane using nurbs primitives |  |  |
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