

Q.22 Describe Rhythm as a principle of design. Make sketches to support your answer.

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SECTION-D

Note: Long answer type questions. Attempt any two questions out of three questions. (2x8=16)

Q.23 While designing a building how are balance, Unity and Harmony related to each other? Explain in detail. Make sketches to support your answer.

Q.24 Show furniture layout in a bus shelter.

Q.25 Explain in detail the relationship of aesthetics and utility while designing a building.

2nd Sem. / Branch: Architectural Assistantship
Subject : Theory of Design

Time : 3 Hrs.

M.M. : 60

SECTION-A

Note: Multiple choice questions. All questions are compulsory (6x1=6)

Q.1 White is a _____ colour

- a) Neutral
- b) Primary
- c) Secondary
- d) Complementary

Q.2 A cube is a _____

- a) Shape
- b) Form
- c) Both a and b
- d) None of these

Q.3 Symmetrical balance is a _____ of design

- a) Element
- b) Principle
- c) Both a and b
- d) None of these

Q.4 Taj Mahal is perfect example of _____

a) Scale & Proportion

b) Balance

c) Harmony

d) All of these

Q.5 Secondary colors are formed by adding _____ colors.

a) Cool b) Warm

c) Primary d) Tertiary

Q.6 Point is a _____ of design

a) Primary element b) Principle

c) Both of these d) None of these

Q.11 Define Unity.

Q.12 Harmony is a _____ of design

SECTION-C

Note: Short answer type questions. Attempt any eight questions out of ten questions. (8x4=32)

Q.13 Discuss warm colors giving examples.

Q.14 Discuss in brief “ mass and void” as an element of design.

Q.15 Describe briefly Scale and proportion in design.

Q.16 Discuss in short role of Contrast in design.

Q.17 What are various types of Balance used in design? Discuss with the help of sketches.

Q.18 Name various principles of Design? Discuss briefly any one.

Q.19 What are the elements of Design? Discuss briefly any one.

Q.20 Define Texture. What are various types of textures used in design?

Q.21 What is the importance of Unity in a design? Discuss.

SECTION-B

Note: Objective/ Completion type questions. All questions are compulsory. (6x1=6)

Q.7 Define Contrast.

Q.8 Define Texture.

Q.9 What is Hue?

Q.10 Define Scale.

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