

**B.Sc. (A & G) Sem. – I (Animation & Gaming) (CBCS - 2015
COURSE) : SUMMER - 2019
SUBJECT: FOUNDATION OF ARTS**

Day : Wednesday
Date : 15/05/2019
S-2019-1320
Time : 02.30 pm to 05.30 pm
Max. Marks : 60

N. B. :

- 1) All questions are **COMPULSORY**.
 - 2) Figures to the right indicate **FULL** marks.
 - 3) Draw neat and labelled diagram **WHEREVER** necessary.
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Q. 1 a) Explain any five colour schemes with example. **(10)**

OR

b) What are the historical movements in art? Explain.

Q. 2 Draw interior of a bedroom in one point perspective. Your room should have a window, a door, bed, side tables and tile floor. **(10)**

Q. 3 Explain additive and subtractive colour method. **(10)**

Q. 4 Write short notes on **ANY FOUR** of the following: **(20)**

- a) Law of proximity
- b) Colour Wheel
- c) Lines
- d) Warm and cool colours
- e) Element of design-Form

Q. 5 Fill in the blanks: **(05)**

- a) _____ colour scheme is one that is colourless using only black, whites and greys.
- b) The CYMK colour model is a _____ colour model, used to describe the printing process.
- c) Thick vertical lines suggests _____
- d) Radial balance creates a strong focal point in the _____ of the design.
- e) An area or object within the artwork that draws attention is called as _____

Q. 6 Match the following: **(05)**

- | | |
|---------------------|----------------------------|
| a) Hue | i) Lightness and darkness |
| b) Additive colours | ii) Subtractive colours |
| c) CYMK | iii) Identity of colour |
| d) Value | iv) Created with light |
| e) Intensity | v) Brightness and dullness |

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