#### SAMPLE QUESTION PAPER

#### 2018-19

## **Design & Innovation (772)-XII**

## Time: 3 Hrs.

Marks: 60

## Instructions

- All Questions are compulsory
- Illustrations were required.

# **1.** Define the following Terms. (Do any 10 questions)

- (i) 2 Dimensional
- (ii) Color Theory
- (iii) Asymmetrical Balance
- (iv) 3 Dimensional
- (v) Emphasis
- (vi) Color and Value
- (vii) Repetition
- (viii) Movement
- (ix) Unity
- (x) A tool that helps designers choosing color harmony is\_\_\_\_\_\_.
- (xi) A plane is \_\_\_\_\_
- (xii) A cube is a set of \_\_\_\_\_\_.

# Very short Answer (Do any five)

2.	Define the terms "Design" and "Innovation"	2
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3. What are the tools used in designing?

2

4.	Which technique used for development of digital image?	2
5.	Explain the fundamental of 3D design?	2
6.	What is design Maquette construction and it use in design.	2
7.	What are Primary, Secondary and Territory Colours? Define them.	2
8.	Explain the difference between Flash and Corel software.	2
Write	e short answer (Do any five)	
9.	Explain Design process to develop 3D forms	3
10.	What is Spatial Design and techniques for the same	3
11.	Differentiate between symmetric & asymmetric form	3
12.	Write a short note on the following:- (a) Photoshop (b) AutoCAD	3
13.	Explain why a package design is required for a product and its effect on the consumer?	3
14.	Explain the Design Process?	3
15.	What is the use of design in today's scenario?	3

# Write Long Answer (Do any five)

16.	Design a poster in a $4"\times 6"$	on the any of the following topic:	5
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a.	World	design	day
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b. Child Labour

17.	What is Colour harmony and why it is essential for a good design?		
18.	Create any of the following theme by applying colour on a grid of 4 x 4 inch		
	I. Spring		
	II. Winer		
	III. Summer		
	IV. Vegetable & Fruit Market		
19.	Differenciate between 2 diamentional & 3 diamentional forms and draw an image of a Alarm Clock or a Mobile Phone in a 2d and 3d form.	5	
20.	Explain the methods of developing 3-D designs		
21.	Explain the basic elements and principles of design		
22.	Define shop Refit and the importance of it in designing		