Total No. of printed pages = 6

AMT-503/GDC/5th Sem/2017/N

GRAPHIC DESIGN AND COMMUNICATION

Full Marks - 70

Pass Marks - 28

Time - Three hours

The figures in the margin indicate full marks for the questions.

PART - A

1. Multiple choice questions : 1×15=15

- —— is a false visual perception seeing (a) something other than what is really there.
 - (i) Proportion (ii) Illusion
 - (iii) Graphic design (iv) Optical illusion
- ----- is a process of organizing and (b) composing words and images to create a message. . . .
 - (i) Expression (ii) Illusion
 - (iii) Graphic design (iv) Proportion

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(c)	that indicates area between, around, above, below or within something.			
	(i)	Space	(ii) Hue	
	(iii)	Value	(iv) Balance	
(d)	is the area of a picture or design that appears to be closest to the viewer.			
-	(i)	Form	(ii) Foreground	
	(iii)	Background	(iv) Proportion	
(e)	(e) is closed 2 dimensional area.			
	(i)	Value	(ii) · Shape	
	(iii)	Space	(iv) Shade	
	is a colour scheme that uses colours that sit side by side on the colour wheel and have a common hue.			
(f)		urs that sit side	by side on the colour	
(f)	whe	urs that sit side el and have a com	by side on the colour	
(f)	whe (i)	urs that sit side el and have a com	by side on the colour mon hue. (ii) Triad scheme	
(f) (g)	whe (i) (iii)	urs that sit side el and have a com Colour scheme Monochromatic	by side on the colour mon hue. (ii) Triad scheme (iv) Analogous es that are used to help	
	whe (i) (iii) orga	urs that sit side el and have a com Colour scheme Monochromatic are the rul	by side on the colour mon hue. (ii) Triad scheme (iv) Analogous es that are used to help s of art.	
	whe (i) (iii) orga (i)	urs that sit side el and have a com Colour scheme Monochromatic are the rul nize the elements	by side on the colour mon hue. (ii) Triad scheme (iv) Analogous es that are used to help s of art.	
	whe (i) (iii) orga (i) (ii)	urs that sit side el and have a com Colour scheme Monochromatic are the rul nize the elements Principles of des	by side on the colour mon hue. (ii) Triad scheme (iv) Analogous es that are used to help s of art.	
	whe (i) (iii) orga (i) (ii) (iii)	urs that sit side el and have a com Colour scheme Monochromatic are the rul nize the elements Principles of des Elements of art	by side on the colour mon hue. (ii) Triad scheme (iv) Analogous es that are used to help s of art.	

(h)	is the act of organizing the elements of an artwork into harmoniously unified whole.			
	(i) Expression	(ii) Composition		
	(iii) Motif	(iv) Proportion		
(i)	we see.	e believe about something		
	(i) Closure	(ii) Value		
	(iii) Illusion	(iv) Line		
(j)	is the roof a colour.	elative lightness or darkness		
	(i) Value	(ii) Balance		
	(iii) Space	(iv) Variety		
(k)	is a basic element repeated to create a pattern.			
	(i) Shape	(ii) Form		
	(iii) Motif	(iv) Hue		
(1)	is the characterization of a colour as either warm or cool.			
	(i) Template	(ii) Temperature		
	(iii) Trademark	(iv) Texture		
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- (m) _____ creates a very casual or natural effect.
 - (i) Asymmetry balance
 - (ii) Balance
 - (iii) After image
 - (iv) Colour
- (n) _____ is the practice of establishing a memorable reputation for a product or a company.
 - (i) Tint (ii) Balance
 - (iii) Branding (iv) Expression
- (o) _____ is emotional, cultural, or social content of a design.
 - (i) Engravings (ii) Branding
 - (iii) Intensity (iv) Expression.
- 2. Answer the following questions in short : $5 \times 2=10$
 - (a) List out the elements of graphic design.
 - (b) What are additive and subtractive colours ?
 - (c) Define kerning in typography.

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- (d) What are raster and vector graphics ?
- (e) What is CMYK in print media?

PART – B

- 3. Answer any *three* of the following questions : $10 \times 3 = 30$
 - (a) Define the following with appropriate illustrations. Choose any five. $5 \times 2=10$
 - (i) Pattern
 (ii) Balance
 (iii) Contrast
 (iv) Unity
 (v) Rhythm
 (vi) Harmony
 - (vii) Proportion.
 - (b) (i) Explain the different types of colour schemes.
 - (ii) Draw the colour wheel demonstrating the primary, secondary and tertiary colours.
 - (c) While designing an advertisement for print media, what are the important things we need to keep in mind and why ? 10

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100(B)

(5)

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- (d) Differentiate between product campaign and campaign on social issues with proper example or illustration.
- (e) What are the key factors to follow while designing a banner for digital media ? List out at least five factors.
- 4. Answer any one of the following questions : $15 \times 1=15$
 - (a) Using the following technique create beautiful logo with proper explanation. 8+7=15
 - (i) Figure and ground
 - (ii) Law of continuity.
 - (b) Define the anatomical characteristics of the following letters A, x, T, g, F using illustration to show X-height, Ascender, Descended, Baseline, Cap-height wherever applicable.

5×3=15

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