TB 142440C	Reg. No:
	Nama

B. Sc. DEGREE (C.B.C.S.S.) EXAMINATION, MARCH 2017 (Supplementary – 2014 Admission) SEMESTER II - CORE COURSE (APPAREL AND FASHION DESIGN) FT2FDC - FASHION DESIGNING CONCEPTS

Time: Three Hours Maximum Marks: 80

PART A

I. Answer all questions. Each question carries 1 mark.

- 1. Define Chroma.
- 2. List out Neutral colors.
- 3. What is Intensity?
- 4. Kinetic line is an inspiration of which art?
- 5. List out the Tertiary colors?
- 6. Which line makes a person look taller and leaner?
- 7. Give one example of Emitted Light?
- 8. What is tone?
- 9. Define Hue.
- 10. Give an example of texture found yarn?

(10x1=10)

PART B

II. Answer any eight questions. Each question carries 2 marks.

- 11. Draw an object using the scheme Analogues color scheme.
- 12. What is a Value?
- 13. Mention any two advantages of Horizontal lines?
- 14. Illustrate a design with Triad Color scheme.
- 15. Give few tips on how to choose dress for a person who is bulky.
- 16. List out the various shapes of garment?
- 17. What is the importance of Rhythm in a Garment?
- 18. What is a radial balance?
- 19. What do you mean by Kinetic lines?
- 20. Write a note on shapes within shapes.
- 21. Suggest any two interesting colors for this season for a cosmetic company and name them.
- 22. Illustrate a garment showing Emphasis

(8x2=16)

PART C

III. Answer any six questions. Each question carries 4 marks.

- 23. Differentiate between vertical line and horizontal line.
- 24. How important is Rhythm in a garment?
- 25. Write a note on Positive and Negative space.
- 26. Draw a spec showing Asymmetrical and symmetrical.

1 P.T.O

- 27. Briefly explain the different types of shapes?
- 28. Draw a color palette containing eight colors for the theme "Fairytale".
- 29. What is split complementary color scheme? Explain with suitable example.
- 30. Draw a spec showing Horizontal and Vertical balance.
- 31. What are the various types of Light?

(6x4=24)

PART D

IV. Answer any two questions. Each question carries 15 marks.

- 32. Draw and explain the Prang color wheel?
- 33. Define Texture. And explain different type's texture.
- 34. What are the Principles of Designing? Explain any three in detail.
- 35. Write in detail about the Elements of Design. Explain any three in detail.

(2x15=30)