

Roll No

AR-111 (CoA Scheme)
B.Arch. I Semester (CoA Scheme)

Examination, November 2019

Architectural Design -I

Time : Six Hours

Maximum Marks : 100

- Note:** i) All sections are compulsory.
ii) Draw neat sketches wherever needed.

Section - A

Answer any three of the following

1. Explain in detail with proper sketches basic principles of design.
2. Elaborate in detail the basic elements of design give examples and sketches where ever needed.
3. Draw a colour wheel explaining the position of each colour.
4. Explain the following :
 - Tone and shades
 - Complementary colours
 - Unity, dominance and emphasis
 - Importance of lines in making of design.

Section - B
Sketch any one of the following

- Note :** i) Cleanliness and innovation to be judge by this exercise.
ii) Rendering medium is left to students to select as per their skill.
1. Design a side table for Drawing room, assuming material as wood (height of pot is 1.5 M.) Render your design in any suitable medium.
 2. Draw a vehicle parked on a road side having grass, bushes or trees. (Render your drawing with pencil).

Section - C

1. Fill in the blanks. (any three)
 - a) When components of a design are different then there will be ____ balance.
 - b) Relationship of an object to other parts of the whole is called ____.
 - c) All shapes and forms are defined by ____.
 - d) Texture is quality of a ____
 - e) Tone of a colour is obtained by mixing ____ colour to it.
2. Write True or False : (any three)
 - a) 'Blue' is not a primary colour. (T/F)
 - b) Pyramid is the most stable form. (T/F)
 - c) 'ART' is an expression of emotions. (T/F)
 - d) Yellow colour is cool by its nature. (T/F)
 - e) 'Tints' are lighter value of a colour. (T/F)
