

**DIPLOMA EXAMINATION IN ENGINEERING/TECHNOLOGY/ MANAGEMENT/
COMMERCIAL PRACTICE, NOVEMBER-2020**

PRINCIPLES OF DESIGN

[Maximum marks: 100]

(Time: 3 Hours)

PART – A

[Maximum marks: 10]

I. (Answer all questions in one or two sentences. Each question carries 2 marks)

- (1). Name any four architectural features related to Gothic period.
- (2). What is tangible material?
- (3). Draw a neat sketch to exemplify the ordering principle of hierarchy.
- (4). Write a short note on concept
- (5). What is Muller-Lyer illusion? (5 x 2 = 10)

PART – B

[Maximum marks: 30]

II.(Answer any **five** of the following questions. Each question carries 6 marks)

- (1). Explain the phases through which architecture went during its course of development.
- (2). Explain with the help of sketches the design element 'LINE'.
- (3). Briefly describe the importance of scale in the functional use of Architectural space.
- (4). Differentiate between visual scale and human scale.
- (5). Explain color vision.
- (6). With the help of sketches explain perspective illusion.
- (7). Write short note on binocular vision. (5 x 6= 30)

PART – C

[Maximum marks: 60]

(Answer one full question from each unit. Each question carries 15 marks)

UNIT –I

III.(a).Explain the importance of plan in the evolution of three dimensional form of a building. (10)

(b). How do perspective view help in visualizing a building? (5)

OR

IV. Explain the characteristics of architecture during various historic period. (15)

UNIT-II

V. (a). What do you mean by balance? Explain. (12)

(b). Define UNITY. (3)

OR

VI. (a). Define character. (3)

(b). Explain the different types of character. (12)

UNIT-III

VII. Explain Gestalt laws of grouping. (15)

OR

VIII. With the help of sketches explain figure background relationship. (15)

UNIT-IV

IX. What are the points to be considered while preparing a presentation drawing? (15)

OR

X. Explain the process of design in architecture. (15)
