



**PRESIDENCY UNIVERSITY
BENGALURU**

**SCHOOL OF DESIGN
END TERM EXAMINATION - JAN 2023**

Semester : Semester III - 2021

Course Code : DES1102

Course Name : Sem III - DES1102 - Art and Aesthetics

Program : B.Design - Game Design

Date : 17-JAN-2023

Time : 9.30AM - 12.30PM

Max Marks : 100

Weightage : 50%

Instructions:

- (i) Read all questions carefully and answer accordingly.
- (ii) Question paper consists of 3 parts.
- (iii) Scientific and non-programmable calculator are permitted.

PART-A

ANSWER ALL THE FOLLOWING QUESTIONS

3Q X 10M = 30M

1. In the context of game design, explain about the connection between aesthetics and the arts and its significance.
(CO4) [Knowledge]
2. Explain Golden ratio in Game design.
(CO2,CO5) [Knowledge]
3. Define analogous colour with illustration and example in any Game visual.
(CO4) [Knowledge]

PART-B

ANSWER ALL THE FOLLOWING QUESTIONS

2Q X 15M = 30M

4. Explain art deco movement with examples.
(CO5,CO4) [Comprehension]
5. Explain the influence of aesthetics on game design.
(CO1,CO2) [Knowledge]

PART-C

VIVA / JURY

1 X 40M = 40M

6. Create a watercolour illustration of a scene from the Game with self image.
(CO5,CO2) [Application]
