

TILAK MAHARASHTRA VIDYAPEETH, PUNE
BACHELOR OF SCIENCE (B. SC.) (ANIMATION AND VFX)
BACHELOR OF SCIENCE (B. SC.) (GAME ART AND DESIGN)

EXAMINATION: DECEMBER - 2022

SECOND SEMESTER

Sub.: Art Styles (Theory) (BSVF BSGD 21-201)

Date: 22/12/2022

Total Marks: 40

Time: 10.00 am to 12.00 pm

Instructions: All questions are compulsory.

Q. 1. Multiple choice questions (Answer any 5) (10)

1. Fibonacci series is most used to create :
a. Fractal Art b. Realist Art c. Pixel Art d. Digital Painting

2. Name 2 different types of digital Art style?

3. Name 2 different mediums of traditional art?

4. In the grid below mark the points of importance in a Rule of third composition?

5. What is the value of golden ratio?

6. Name 2 different principles of design?

7. Name 2 different elements of design?

Q. 2. Write short notes on. (Any two) (10)

1. Write a short note on different properties of Pastel Colours.

2. Write a short note on different properties of Water Colours.

3. Write a short note on different properties of Charcoal.

Q. 3. Write the Answers of the following (Any 4) (20)

1. What is Gestalt's law? Explain different principles and aspects of Gestalt's law. Give examples for each of these.

2. What is the effect of Artificial intelligence and Machine learning on the Art styles of today? How is it affecting the way we create art? Please explain in detail
 3. What are the differences between digital mediums of Art and Traditional mediums of Art? Please explain using examples.
 4. Choose a game of your choice. Analyze the artwork used during the game play. How is it influencing your experience of playing that game?
 5. How is art style different for Video games and Board games? Please analyze in detail? Please use examples and explain through that.
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