

[This question paper contains 2 printed pages.]

Your Roll No.....

Sr. No. of Question Paper : 3655

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Unique Paper Code : 6333493002

Name of the Paper : Graphic Design

Name of the Course : **B.VOC (WEB DESIGNING)**

Semester : VI

Duration : 3 Hours

Maximum Marks : 90

Instructions for Candidates

1. Write your Roll No. on the top immediately on receipt of this question paper.
2. **All** Questions in **Section-A** are compulsory.
3. Attempt any **four** questions from **Section-B**.
4. Parts of a question should be attempted together.

Section A

1. a) Outline the primary differences between raster and vector software, and provide one scenario where each is best used on a digital platform. (5)
b) Describe the process of customizing the workspace, along with setting up basic tools and brush options in Photoshop. (5)
c) What is the purpose of the Layers Panel in Photoshop, and how do different Layer Types function? (5)
d) Briefly explain the significance of color correction in images and how it contributes to creating final effects. (5)
e) Explain how you would use Photoshop's 3D tools to add lights and cast shadows on a 3D text design. (5)
f) Describe how Corel Draw enables users to create professional illustrations specifically for newsletters, brochures, and web graphics. (5)

Section B

2. a) Discuss the introduction of software user interfaces and their importance for graphic artists and visual communicators. 8
b) Compare raster and vector software, explaining how they are utilized in different scenarios on digital platforms. 7
3. a) Explain the image manipulation process pipeline in Photoshop, focusing on making sketches and creating projects. 8
b) Describe the use of selection tools and cropping images, and explain how to apply color theory to light painting. 7

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| 4 | a) | Define "Layer Dexterity" and explain how to use blending modes and fast alignments to manipulate layers in Photoshop. | 8 |
| | b) | Compare Photoshop and Illustrator in the context of making digital paintings, and discuss how creating and resizing artboards can help in the process. | 7 |
| 5 | a) | Elaborate on the digital painting concepts and the different ways to paint within graphic design. | 8 |
| | b) | Detail the matte painting process and explain how to set up backgrounds and final effects. | 7 |
| 6 | a) | Describe the process of making a simple UI app web design mock-up using Photoshop | 8 |
| | b) | Explain how to create 3D text and logos, and discuss how to make a reusable mock-up in Photoshop using smart objects. | 7 |
| 7 | a) | Discuss the objective of graphic design in combining shapes, forms, words, and images to reproduce them in a flat medium, such as video, projection screens, or billboards. | 8 |
| | b) | Explain how an illustration program offers the tools needed to produce professional results for print, multimedia, and online graphics, even for a beginner. | 7 |