

SAMPLE PAPER -1
UNDERGRADUATE (DESIGN)
CREATIVE ABILITY TEST----PAPER – II

Time Allowed: 3 Hours

Max. Marks: 100

This test is administered to judge the skill, power of observation, innovation and design ability of the candidate. An important aspect of the test is the candidate's use of colour and illustration.

- i) There are four questions in this paper and all the questions are compulsory.
- ii) Question No. 1 is sub-divided into 15 questions of two marks each with (a), (b) or (c) as options for answers. Candidates have to indicate the answer in the box by marking (a), (b) or (c).
- iii) Question No. 2, 3 and 4 are descriptive and are of 20, 25 and 20 marks each.
- iv) Use only dry colours/coloured drawing pencils.

QUESTION NO. 1: (Each question carries 2 marks)

Please fill the box by appropriate one right answer by marking (a), (b) or (c) out of three options.

1. Mark the odd one out.
(a) Belt (b) Wrist watch (c) Hand Kerchief
2. Mark the odd one out.
(a) Weighing scale (b) Jogger (c) Motor Cycle
3. Mark the odd one out.
(a) Bandhini (b) Kalamkari (c) Lycra
4. For apparel meant for baby girls less than 1 year of age, the most crucial point is:
(a) Colour (b) Softness (c) Durability
5. You see a blind man approaching you from far, and then do you
(a) Wait for him to come close and talk (b) Walk briskly away from him
(c) Don't care about him
6. For selecting a towel for yourself, which of the following would you consider as the most important:
(a) Soft and absorbent (b) Design matching to the bathroom (c) Bright colours
7. For a kid's dress, on the first birthday, you keep in mind the fact that it has:
(a) Lot of embroidery and lace (b) Soft comfortable finish (c) Expensive
8. The selling price of a product is determined by:
(a) Cost of material and design (b) Profit margin (c) Both
9. A branded garment gives you:
(a) Quality (b) Good colour and design (c) Both
10. You are going for a youth convention and you expect that the program should include:
(a) Fun and frolic (b) Youth awareness issues (c) Sports and games
11. For a below middle class person a curtain material can be selected from:
(a) Polyester (b) Silk (c) Viscose
12. On a visit to a new place for an interview, you would first:
(a) Look at Hotel to stay on arrival
(b) Plan the stay well in advance and go to the planned accommodation (c) Just concentrate on interview
13. For designing clothes for an International cricket player, you choose from
(a) Printed cotton shirt (b) A white T-shirt with prints on it (c) A formal shirt

14. On a visit in International craft show at London, you pack your baggage with:
 (a) A camera, notes and formals (b) A Camera, well stitched clothes & notes
 (c) A digi-cam, well stitched clothes, credit cards & notes.
15. For creating designs for a printed sari, you would first:
 (a) Collect information about the existing designs in the market
 (b) Consult the other lead designers
 (c) Start doing from your thoughts immediately

QUESTION NO. 2: (25 Marks)

Specific Instructions: A. Use one full page for each design. B. Do not use sketch pens or markers. C. Use only dry colour pencils. D. Marks will be deducted if the design work is not coloured.	The objective of this question is to evaluate the following. A. Design conceptualization and sensitivity. B. Sensitivity to colour and form. C. An aesthetic sense. D. Creativity.
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Taking inspiration from a weaver's village environment, design the following:

- (A) Invitation for a handloom exhibition (B) Calendar
 OR
 (A) Paper bag to carry fabric (B) Logo for a letter head of 6" X 6" box

QUESTION NO. 3: (25 Marks)

Specific Instructions: A. Use one page only. B. Do not use pens, markers or any type of colours. C. Use only drawing pencils. D. Marks will be deducted if the sketch is coloured.	The objective of this question is to evaluate the following. A. Design conceptualization and sensitivity. B. Sensitivity to colour and form. C. An aesthetic sense. D. Creativity.
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Draw one of the following scenes in detail.

- (A) Vegetable store
 (B) Kite festival

QUESTION NO. 4: (20 Marks)

Specific Instructions:

Use one page only.

- A. Use only coloured drawing pencils.
 B. Use one page only
 Design a laptop for a software engineer of 2010 OR A cell phone with height: width in the ratio of 3:1.

SAMPLE PAPER -2
UNDERGRADUATE (DESIGN)
CREATIVE ABILITY TEST----PAPER – II

Time Allowed: 3 Hours

Max. Marks: 100

This test is administered to judge the skill, power of observation, innovation and design ability of the candidate. An important aspect of the test is the candidate's use of colour and illustration.

- v) There are four questions in this paper and all the questions are compulsory.
- vi) Question No. 1 is sub-divided into 15 questions of two marks each with (a), (b) or (c) as options for answers. Candidates have to indicate the answer in the box by marking (a), (b) or (c).
- vii) Question No. 2, 3 and 4 are descriptive and are of 20, 25 and 20 marks each.
- viii) Use only dry colours/coloured drawing pencils.

QUESTION NO. 1: (Each question carries 2 marks)

Please fill the box by appropriate one right answer by marking (a), (b) or (c) out of three options.

1. Mark the odd one out.
(a) Bed sheet (b) Curtain (c) Saree
2. Mark the odd one out.
(a) Towel (b) Blouse (c) Trouser
3. Mark the odd one out.
(a) Satin (b) Nylon (c) Chiffon
4. For swimmer the garment should be:
(a) Closely fitted to the body (b) Should be in bright colours (c) Should be 100% cotton
5. Your college club announces a recycling day. Do you:
(a) Collect the things that can be recycled (b) Ignore it thinking it as the usual day

(c) Find out a way to make the day successful
6. For curtains, the fabric used should be:
(a) Very heavy (b) Very bright (c) Drape well
7. For selecting clothes for an interview, you choose:
(a) Most expensive outfit (b) Most extravagant attire (c) Well stitched formals
8. The 'sale tag' on any product entitles you for a:
(a) Discount (b) Special gift (c) Money back
9. Branded garments are always:
(a) Expensive (b) Price for quality (c) Heavily discounted
10. You have to go on a mission to spread awareness about your school/college you will:
(a) Meet teachers to collect the information and brochures (b) Refuse to go for the campaign

(c) Will guide your friends to do the campaign
11. The preferred colour for the baby girl is;
(a) Green (b) Black (c) Pink

12. Mark the odd one out.
(a) Comb (b) Hat (c) Razor
13. Mark the odd one out.
a) Shoes (b) Socks (c) Slippers
14. If you go for shopping to buy kids wear, you will first check
(a) Size (b) Shape (c) Colours
15. One of the following is not a manufactured product:
(a) Nail polish (b) Nail cutter (c) nail bite

QUESTION NO. 2: (25 Marks)

Specific Instructions: A. Use one full page for each design. B. Do not use sketch pens or markers. C. Use only dry colour pencils. D. Marks will be deducted if the design work is not coloured.	The objective of this question is to evaluate the following. A. Design conceptualization and sensitivity. B. Sensitivity to colour and form. C. An aesthetic sense. D. Creativity.
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Taking inspiration from a crafts village environment, design the following:

- (A) A ladies bag (B) Cover of a brochure
OR
(A) Banner for advertisement (B) Wall hanging

QUESTION NO. 3: (25 Marks)

Specific Instructions: A. Use one page only. B. Do not use pens, markers or any type of colours. C. Use only drawing pencils. D. Marks will be deducted if the sketch is coloured.	The objective of this question is to evaluate the following. A. Design conceptualization and sensitivity. B. Sensitivity to colour and form. C. An aesthetic sense. D. Creativity.
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Draw one of the following scenes in detail.

- (A) Computer fair
(B) Bag exhibition

QUESTION NO. 4: (20 Marks)

Specific Instructions:

- A. Use one page only.
B. Use only coloured drawing pencils.

Draw a sofa set in a 5 star hotel OR An air-conditioner for a room.

**ANSWERS FOR UNDERGRADUATE PROGRAMME IN FASHION DESIGN
PAPER –II: CREATIVE ABILITY TEST
SAMPLE PAPER - 1**

1. [c] 2. [c] 3.[c] 4.[b] 5. [a] 6. [a] 7. [b] 8. [c] 9. [c] 10. [b]
11. [a] 12. [b] 13. [b] 14. [c] 15. [a]

SAMPLE PAPER - 2

1. [c] 2. [a] 3. [b] 4. [a] 5. [a] 6. [c] 7. [c] 8. [a] 9. [b] 10. [a]
11. [c] 12. [b] 13. [c] 14. [a] 15. [c]