

The Open University of Sri Lanka
Faculty of Engineering Technology
Department of Textile and Apparel Technology

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Study Programme	: Bachelor of Industrial Studies Honours
Examination	: Final Examination
Course Code & Title	: TAI 4472 Concepts of Fashion Design
Academic Year	: 2022/2023
Date	: 07 th February 2024
Time	: 9:30-12:30 Hours
Duration	: 3 hours

General Instructions

1. Read all instructions carefully before answering the questions.
2. This is a Closed Book Test (CBT).
3. Write down your **Index Number** in all the pages of answer scripts.
4. This question paper has eight (08) questions in three (03) pages. Answer the **question one (01)**, which is **compulsory** and **four (04)** more questions. All questions carry equal marks 20 marks per each.
5. Answer for each question should commence from a new page. If a question has many parts, all the parts should be answered in the chronological order under the same question.
6. Write down the answered question numbers in the answer book.
7. Do not write answers to the additional questions. Marks will not be given to the last question answered.
8. Answers should be in clear handwriting.
9. Do not use red colour pens to write the answers.

Compulsory Question

01 .

- a. What are the three (03) components of an artwork? (03 Marks)
- b. What is the difference between primary and secondary colours? (02 Marks)
- c. Name the four (04) basic fashion silhouette shapes. (04 Marks)
- d. State four (04) ways to achieve unity in composition. (04 Marks)
- e. Name three (03) basic colour types for the seasons. (03 Marks)
- f. Explain Matt and shiny textures. (04 Marks)

Select four (04) questions out of seven (07)

02

- a. Briefly explain the conservative fashion category using the below-mentioned design elements. (04 Marks)
 - Colour • Needs • Textures • Effects
- b. Briefly describe nine (09) phases and three (03) stages of the Design process in a correct order. (12 Marks)
- c. What are the visual elements that support making creative decisions? (02 Marks)
- d. What are the essential critical factors at the creation level? (02 Marks)

03

- a. Discuss the difference between Harmony and Unity with visual examples. (06 Marks)
- b. Explain the below-stated topics. (09 Marks)
 - 1.Organic shapes
 - 2. Monochromatic colors
 - 3. Converging lines
- c. As a designer, you are requested to design uniforms for Firefighters. Explain how you will enhance the uniform's appearance and functionality using five (05) design elements. (05 Marks)

04

- a. Explain three (03) types of optical illusions created by lines in a garment. Include sketches in your explanations. (09 Marks)

- b. What is "Visual Literacy"? (06 Marks)
- c. Name five (05) basic visual elements with a brief introduction. (05 Marks)

05.

- a. What basic qualities do the colours possess? (03 Marks)
- b. Explain the difference between Tactile texture and Visual Texture with examples. (05 Marks)
- c. Describe the fabric properties of six (06) different fabrics under the Natural and synthetic fabric types (three-03 fabrics types for EACH). (12 Marks)

Natural Fabric Textures-

Synthetic Fabric Textures-

06.

- a. What techniques help draw attention to the most important element or uniqueness in the design? (03 Marks)
- b. Give a brief explanation of selected four (04) design principles. (12 marks)
- c. Discuss how the "Golden ratio" can be used as a designer. (05 Marks)

Question 07

- a. What are the unique features of the Victorian Fashion Era? (05 Marks)
- b. Describe the cross-culturally influenced clothing below. (04 Marks)
 - i. Banyans:
 - ii. Kashmir Shawl:
- c. Explain the musical and cinematic influence on fashion trends in the 1950's. Explain with examples. (03 Marks)
- d. What are the unique fashion trends introduced in the 1990s? (02 Marks)
- e. Discuss three (03) of your favourite silhouette changes in history. (06 Marks)

08. Write short notes on any five (05) of the following. (20 Marks)

- a. Decorative Design
- b. Motion
- c. Additive Colours
- d. Two-thirds rule
- e. 1910's Fashion
- f. Biaxial Symmetry
- g. Distorting Illusion
- h. Intensity