All India Institute of Medical Sciences, Jodhpur

Indicative Syllabus for the Examination for the Post of Artist (Modellar)

(Syllabus is only indicative. The questions can assess any aspect of knowledge, aptitude, attitude and practical skills, which is expected from a trained person to work efficiently at the advertised post)

Section A

40% Questions to be based on General Aptitude from the following topics:-

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General Intelligence & Reasoning: It would include questions of non-verbal type. The test will include questions on similarities and differences, space visualization, problem solving, analysis, judgment, decision making, visual memory, discriminating observation, relationship concepts, figure classification, arithmetical number series, non-verbal series etc. The test will also include questions designed to test the candidate's abilities to deal with abstract ideas and symbols and their relationship, arithmetical computation and other analytical functions.

Quantitative Aptitude: This paper will include questions on problems relating to Number Systems, Computation of Whole Numbers, Decimals and Fractions and relationship between Numbers, Fundamental arithmetical operations, Percentages, Ratio and Proportion, Averages, Interest, Profit and Loss, Discount, use of Tables and Graphs, Mensuration, Time and Distance, Ratio and Time, Time and Work, etc.

Computer Knowledge: Candidates' understanding of the Basics of Computer Knowledge, its parts, functions, emails, MS office, etc.

Section B

60% Questions to be based on Subject/Domain knowledge from the following topics:-

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Introduction to Commercial Art and Fine Art
- What are applied art, commercial art, and fine art?
- How they are beneficial for a designer?
- Introduction of drawing tools
- Design brief and analysis
- Layouts- types and their uses
- Introduction to color schemes
- Creation of various stages in layouting – idea, rough, and finished
- Practical – abstract design with primary and secondary color scheme
- scrap file making

Still Life
- Overview of perspective
- Perspective drawing and composition
- Creating 3D objects
- Practical with colors

- Placement of objects
- Placing object in a composition
- Different types of shading
- Textures in shading
- Shading techniques and reflection
- Understanding shading – glass, steel, mud, clay, fruits, and vegetables etc.
- Objects Composition with colors

Design Elements and Principles
- Design Elements
  - Color
  - Shapes
  - Typography
  - Line
  - Form
  - Value
  - Texture
  - Space
  - Design Principles
  - Balance
  - Movement
  - Rhythm
  - Contrast
  - Pattern
  - Unity
  - Emphasis
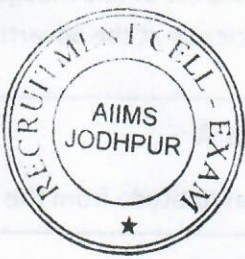
Design Essentials
- Grid Systems
- Types of Layouts

Logo Designing
  - Types of Logos and their Making

Idea Development, Concept Art, and Visualization