SEED

Symbiosis Entrance Exam for Design

What is being Tested?

- Creative Aptitude

- Observations

- Visualizations

- Subject related Knowledge

- Critical Thinking

Syllabus for SEED

- **Visualization** - Understanding and visualization of simple and complex 2D & 3D geometric shapes, their manipulations and spatial relationships through representations in pictorial and geometric forms.

- **Observational, Perceptual and Reasoning abilities** - Ability to read and see objects and information beyond obvious details, make connections, make comparisons, form opinions, draw meanings & conclusions. Analyze your observations, express your point of view and present in a systematic and structured manner.

- **Creative and Problem-Solving abilities** - Ability to visualize and relate images around us. Ability to identify a problem and attempt to provide solutions.

- **Application of Basic knowledge of Science and Mathematics** - Observing applications of basic principles of science and mathematics learned up to standard 10th in the day-to-day activities & objects and finding the interesting relevance.

- **Art, Craft, Culture, Design and Environment** - General awareness of Art, Craft, Culture, Design and Environment in Indian as well as in Global context - Various topics and sub-

topics, people, material, tools, techniques, issues & concerns, influences, period, and contemporary trends.

Topics and Sub-topics

1. Principles of Design: Unity, Proportion, Emphasis, Rhythm, Balance, Gestalt, Golden Ratios, etc.

2. Elements of Design: Point, Line, Shape, Form, Color, Texture, Space, Basic Geometry, Optical illusion, etc.

3. Visualization / Observations, Symbolic meanings (Semantics, Semiotics)

4. Images from Sports, Culture, Performing Arts, etc – silhouettes and profession

5. Creativity Thought Process, Brain Storming, Synectics, Reasoning, Problem solving

6. Sensitivity to environment, Cultures, Customs, Social issues & concerns

7. History / Evolution of Art & Design

8. Basic Science & Mathematics

9. Knowledge of Materials (Craft & Craft Skills)

10. Technology Awareness