



**TECHNICAL UNIVERSITY OF MOMBASA**  
***Faculty of Business & Social Studies***

DEPARTMENT OF MEDIA & GRAPHIC DESIGN

DIPLOMA IN GRAPHIC DESIGN

(DGD V)

**BGD 2303: THEORY & TECHNIQUES OF ILLUSTRATION & MODEL MAKING IV**

SPECIAL/SUPPLEMENTARY EXAMINATIONS

**SERIES: FEBRUARY 2015**

**TIME: 2 HOURS**

**INSTRUCTIONS:**

- This paper consists of **TWO** Sections A & B.
- Section A is **Compulsory**.
- Answer any other **TWO** questions in Section B.

***This paper consists of Three printed pages.***

## SECTION A (Compulsory)

### QUESTION 1

- a) Demonstrate 2D illustration using:
- i) Geometrical shapes (3 marks)
  - ii) Texture (3 marks)
  - iii) Colour (3 marks)
  - iv) Lines (3 marks)
  - v) Positive-negative (3 marks)
  - vi) Freehand drawing (3 marks)
  - vii) Mathematical symbols (3 marks)
  - viii) Dots (3 marks)
- b) Provide 3D illustrations using:
- i) Geometrical shapes and form (2 marks)
  - ii) Line drawing (2 marks)
- c) Using simple drawing, provide an example of implied line. (2 marks)

## SECTION B (Answer any TWO questions)

### QUESTION 2

Using the object provided, provided drawings showing the item viewed from the front, side, top and bottom. At least **FOUR** drawing will be required. (20 marks)

### QUESTION 3

Demonstrate 3-point perspective using **THREE** geometric shapes and form on the same projection lines. Indicate all the vanishing points. (20 marks)

### QUESTION 4

Explain how illustration is used in the following:

- a) Industrial application (4 marks)
- b) Advertising (4 marks)
- c) Education (4 marks)
- d) Publishing (4 marks)
- e) Entertainment (4 marks)

### QUESTION 5

- a) Demonstrate isometric drawing. (10 marks)
- b) Explain **TWO** application of isometric drawing. (10 marks)