



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

DEPARTMENT OF MEDIA & GRAPHIC DESIGN

DIPLOMA IN GRAPHIC DESIGN

(DGD V)

**BGD 2306: PHOTOGRAPHY, TV AND VIDEO TECHNIQUES III**

END OF SEMESTER EXAMINATIONS

**SERIES:** APRIL 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 Two printed pages.***

## SECTION A (Compulsory)

### QUESTION 1

a) Explain the meaning of the following:

i) Head room (5 marks)

ii) Storyboard/storyline (5 marks)

iii) Digital photography (5 marks)

iv) Analogue photography (5 marks)

b) What are the following video editing tools used for:

i) Transitions (5 marks)

ii) Cuts (5 marks)

## SECTION B (Answer any TWO questions)

### QUESTION 2

Most of international media houses use virtual designs for their continuity announcers' stage. State the main difference between an actual stage and a virtual stage. (20 marks)

### QUESTION 3

Highlight examples of work performed by graphic designers in television stations. (20 marks)

### QUESTION 4

Explain **FOUR** main determinants of "depth of field". (20 marks)

### QUESTION 5

Use diagrams to differentiate TLR from SLR photographic camera designs. (20 marks)