TECHNICAL UNIVERSITY OF MOMBASA
Faculty of Business & Social Studies

DEPARTMENT OF MEDIA & GRAPHIC DESIGN

DIPLOMA IN GRAPHIC DESIGN

(DGD IV)

BGD 2218: COMPUTER AIDED DESIGN III

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 Two printed pages.

SECTION A (Compulsory)

QUESTION 1

a) Explain the following concepts:
   i)   Animating objects position **(3 marks)**
   ii) Animating objects rotation. **(3 marks)**
   iii) Animating objects scale **(3 marks)**

b) Explain the following terms as used in coordinating animated moves
   i) Parenting **(3marks)**
   ii) Nesting **(3 marks)**

c) Differentiate between fame-by-fame animation and animation by interpolation. **(6 marks)**

d) Briefly explain the following types of visual interpolation
   i) Interpolating form. **(3 marks)**
   ii) Interpolating surface **(3 marks)**

e) Define the following simulated camera moves
   i)   Panning **(2 marks)**
   ii) Tilting **(2 marks)**
   iii) Tracking **(2 marks)**

SECTION B (Answer any TWO questions)

QUESTION 2

Discuss **FOUR** qualities of motion graphics with respect to spatial consideration. **(20 marks)**

QUESTION 3

Briefly discuss **FIVE** basic animation principles from Frank Thomas and Olie Johnston's "The illusion of life". **(20 marks)**

QUESTION 4

Briefly discuss the following animation technique:
a) Classical animation
b) Cell animation
c) Stop motion animation
d) Rotoscoping animation

(20 marks)

QUESTION 5

Briefly discuss **FIVE** applications of 3D animation in our society. **(20 marks)**