



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)