



TECHNICAL UNIVERSITY OF MOMBASA

Faculty of Business & Social Studies

DEPARTMENT OF MEDIA & GRAPHIC DESIGN

DIPLOMA IN GRAPHIC DESIGN

(DG II)

BGD 2111: ILLUSTRATION, PAINTING AND MODEL MAKING TECHNIQUES I

SUPPLEMENTARY/SPECIAL EXAMINATIONS

SERIES: JULY 2014

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) Explain the following painting techniques:
 - i) Mosaic **(3 marks)**
 - ii) Batik **(3 marks)**
 - iii) Water colour painting **(3 marks)**
 - iv) Spray painting **(3 marks)**
- b) Define the term painting. **(3 marks)**
- c) Using line drawing, produce a colour wheel and name: (drawing 3 marks)
 - i) Three primary colours **(4 marks)**
 - ii) Three secondary colours **(4 marks)**
 - iii) Six tertiary colours **(4 marks)**

SECTION B (Answer any TWO questions)

QUESTION 2

- a) Explain the following principles of design with the help of drawings:
 - i) Balance **(5 marks)**
 - ii) Proportion **(5 marks)**
 - iii) Movement **(5 marks)**
- b) i) Define **LINE** as an element of design. **(2 marks)**
ii) Using drawing, give **THREE** examples of different types of lines. **(3 marks)**

QUESTION 3

- a) Explain linear perspective with the help of a drawing. **(10 marks)**
- b) What is aerial perspective? **(5 marks)**
- c) What is aerial view or bird's eye view? **(5 marks)**

QUESTION 4

Explain the use of illustration in the following:

- a) Advertising (2 marks)
- b) Architecture (2 marks)
- c) Fashion (2 marks)
- d) Industrial purposes (2 marks)
- e) Education (2 marks)
- f) Publishing (2 marks)
- g) Social interaction (2 marks)
- h) Entertainment (2 marks)
- i) Fine art (2 marks)
- j) Product design. (2 marks)