

TECHNICAL UNIVERSITY OF MOMBASA Faculty of Business & Social Studies

DEPARTMENT OF MEDIA & GRAPHIC DESIGN

DIPLOMA IN GRAPHIC DESIGN (DG I)

BGD 2104: INTRODUCTION TO VISUAL COMMUNICATION & PUBLICATION DESIGN

SUPPLEMENTARY/SPECIAL EXAMINATIONS SERIES: FEBRUARY 2013 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

b) c) d)	Define the term texture as used in art. Explain the two types of texture. Explain how you can use lives to express texture. Explain any FOUR types of lines in art. Define the term visual communication as used by artist. Discuss the categories of visual communication.	(2 marks) (4 marks) (5 marks) (8 marks) (2 marks) (8 marks)
SECTION B (Attempt any TWO questions) QUESTION 2		
	List FIVE complimentary colours. Discuss the use of complimentary colurs.	(5 marks) (5 marks)
QI	JESTION 3	
b)	List FIVE principle of art. Outline the term gesture drawing. Explain difference between gesture and contour drawing.	(5 marks) (2 marks) (10 marks)
QI	JESTION 4	
	 Explain how artist use: i) One point perspective ii) Two point perspective iii) Three point perspective iv) Vanishing point 	(2 marks) (2 marks) (2 marks) (2 marks)
c) d) e)	 Explain the difference between tone and value as used in art. Explain the term medium as used in art. Discuss the TWO categories of medium. Explain the following terms: Line Colour Texture Value 	(4 marks) (2 marks) (8 marks)
	v) Shape	(10 marks)
QUESTION 5		
a)	Describe pointing of colour.	(5 marks)
b)	Discuss the THREE parts of part.	(15 marks)