



TECHNICAL UNIVERSITY OF MOMBASA

Faculty of Business & Social Studies

DEPARTMENT OF MEDIA & GRAPHIC DESIGN

DIPLOMA IN GRAPHIC DESIGN

(DG III)

BGD 2203: ILLUSTRATION AND PAINTING TECHNIQUES II

END OF SEMESTER EXAMINATIONS

SERIES: APRIL 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

- a) Explain the following terms as used in Art:
- i) Tints
 - ii) Shades
 - iii) Wash
 - iv) Opaque
 - v) Tertiary colours
- (10 marks)**
- b) i) Define the term medium as used in art. **(2 marks)**
ii) List and explain the characteristics of any **FOUR** medium. **(8 marks)**
- c) Explain the following terms as used in art:
- i) Viewfinder
 - ii) Background
 - iii) Middle ground
 - iv) Foreground
 - v) Texture.
- (10 marks)**

SECTION B (Attempt any TWO questions)

QUESTION 2

Discuss how an artist can create the following:

- a) Visual rhythm
 - b) Random rhythm
 - c) Tactile texture
 - d) Visual texture
 - e) Contrast in shape
- (20 marks)**

QUESTION 3

Discuss how an artist can use dry or wet brush to express texture in painting. **(20 marks)**

QUESTION 4

- a) State and explain **FIVE** tools and instruments an artist need to have in his/her studio. **(10 marks)**
- b) Explain how to maintain the above (6 (i) tools and instruments. **(10 marks)**

QUESTION 5

Discuss the following styles in texture and tone:

- a) Stippling

- b) Frottage
- c) Smudging
- d) Scratch back
- e) Indentations

(10 marks)