



# **TECHNICAL UNIVERSITY OF MOMBASA**

*Faculty of Business & Social Studies*

DEPARTMENT OF MEDIA & GRAPHIC DESIGN

DIPLOMA IN GRAPHIC DESIGN

(DG I)

## **BGD 2103: INTRODUCTION TO ILLUSTRATION & PAINTING TECHNIQUES**

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 Two printed pages.***

**SECTION A (Compulsory)**

**QUESTION 1**

- a) Using still life object given to you illustrate using pencil shading technique. **(20 marks)**
- b) Using drawing by observation illustrate the diagram given to you using wash out technique. **(10 marks)**

**SECTION B (Attempt any TWO questions)**

**QUESTION 2**

Describe the following painting techniques: **(20 marks)**

- a) Etching technique
- b) Dot work technique
- c) Computer technique
- d) Pencil shading technique

**QUESTION 3**

Describe how perspective can be achieved in illustration. **(20 marks)**

**QUESTION 4**

Explain in details how enlargement can be achieved in an illustration. **(20 marks)**

**QUESTION 5**

Illustrate using etching technique an imaginative composition of either of the following size (A<sub>4</sub>).

- a) Aids victim
- b) ORUMA Herding
- c) Riot **(20 marks)**