



TECHNICAL UNIVERSITY OF MOMBASA

Faculty of Business & Social Studies

DEPARTMENT OF MEDIA & GRAPHIC DESIGN

DIPLOMA IN GRAPHIC DESIGN

(DG IV)

BGD 2203: ILLUSTRATION, PAINTING & MODEL MAKING TECHNIQUES II

END OF SEMESTER EXAMINATIONS

SERIES: DECEMBER 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) List and explain four main considerations when evaluating sources of illustration. (12marks)
- b) List three rendering methods for;
 - i) 2-D effects (6marks)
 - ii) 3-D effects (6marks)
- c) Explain the following with the help of drawings;
 - i) Texture (2marks)
 - ii) Form (2marks)
 - iii) Line (2marks)

SECTION B (Attempt any TWO questions)

QUESTION 2

- a) Explain the following terms as used in the design process;
 - i) Brief
 - ii) Sketch
 - iii) Outwork
 - iv) Model
 - v) Prototype
 - vi) Sample (18 marks)
- b) Explain the term 'Technical drawing' (2marks)

QUESTION 3

- a) Explain the purpose of illustration in
 - i) Advertising (4 marks)
 - ii) Publishing (4marks)
 - iii) Industrial use (4marks)
 - iv) Education (4marks)
 - v) Entertainment (4marks)

QUESTION 4

- a) Without using a scale drawing, demonstrate the following
 - i) Isometric drawing of a cube measuring 10cm. (8marks)
 - ii) Two point perspective (6marks)

iii) Three point perspective

(6marks)