



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 & 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 four or categories of illustration that are commonly used by designers. (8marks)
- b) Explain and provide three examples of the following;
 - i) Primary colors (5 marks)
 - ii) Secondary color (5marks)
 - iii) Tertiary color (5marks)
 - iv) Warm color (5marks)
- c) Define the term painting. (2marks)

SECTION B (Attempt any TWO questions)

QUESTION 2

Define the following with the help of drawings;

- a) Line (4marks)
- b) Shape (4marks)
- c) Form (4marks)
- d) 2- D drawing (4marks)
- e) 3- D drawing (4marks)

QUESTION 3

- a) Explain the following examples of 2-D illustration;
 - i) Sketch (4marks)
 - ii) Painting (4marks)
 - iii) Photography (4marks)
 - iv) Technical drawing (4marks)
- b) Explain and provide two examples of 3-D illustration. (4marks)

QUESTION 4

List and explain four key considerations in evaluating sources of illustration. (20 marks)

QUESTION 5

Discuss the following styles in texture and tone:

- a) Stippling
- b) Frottage
- c) Smudging

- d) Scratch back
- e) Indentations

(10 marks)