



# TECHNICAL UNIVERSITY OF MOMBASA

*Faculty of Business & Social Studies*

DEPARTMENT OF MEDIA & GRAPHIC DESIGN

DIPLOMA IN GRAPHIC DESIGN

(DG 5)

**BGD 2303: ILLUSTRATION AND PAINTING**

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 Two printed pages.***

## SECTION A (Compulsory)

### QUESTION 1

- a) List six disadvantages of Quick sketching to a designer. (6 marks)
- b) Advantages of Quick sketching. (6marks)
- c) Explain the term ‘Texture’ as applied in drawing. (2marks)
  - ii) Outline the two types of textures. (4marks)
  - iii) Discuss the uses of Two Textures (1(c) ii) above. (2marks)
  - iv) List Two uses of line in drawing. (2marks)

## SECTION B (Attempt any TWO questions)

### QUESTION 2

- Define perspective. (2marks)
- ii) List two types of perspective. (2marks)
- iii) Describe any four uses of color in design (8marks)
- iv) Define balance in drawing. (4marks)
- v) Name two types of Balance. (4marks)

### QUESTION 3

Diagrammatize two types of perspective (size A4) (20 marks)

### QUESTION 4

Illustrate using Dot work method using the diagram given to you size (A4) (20 marks)