



TECHNICAL UNIVERSITY OF MOMBASA

Faculty of Business & Social Studies

DEPARTMENT OF MEDIA & GRAPHIC DESIGN

DIPLOMA IN GRAPHIC DESIGN

(DG I)

BGD 2101: INTRODUCTION TO HISTORY OF ART & DESIGN THEORY

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) Explain what is meant by the following terms.
- i) Cave painting (5marks)
 - ii) Renaissance (5marks)
 - iii) Work of art (5marks)
 - iv) Saturation (5marks)
- b) Differentiate the following types of texture
- i) Tactile texture (5marks)
 - ii) Visual texture (5marks)

SECTION B (Attempt any TWO questions)

QUESTION 2

Draw a neat diagram of a color wheel and on it indicate the following

- i) Primary color
- ii) Secondary color
- iii) Complementary colors
- iv) Tertiary colors
- v) Warm colors (20 marks)

QUESTION 3

Write a short account on 'Impressionism' and mention at least Two Impressionist who contributed immensely towards it. (20 marks)

QUESTION 4

Outline the contributions made by 'Michelangelo' towards the 16th century Renaissance art movement. (20 marks)

QUESTION 5

Write a short summary on 'Cubism' and mention at least TWO artists who are associated with its development. (20 marks)