



KENYATTA UNIVERSITY
EXAMINATION FOR THE DEGREE OF BACHELOR OF THEATRE ARTS AND
FILM TECHNOLOGY

CFT 331: COMPUTER GRAPHICS IN FILM

2ND SEMESTER 2024/2025

TIME: 2 HOURS

INSTRUCTIONS:

ANSWER QUESTION ONE AND ANY OTHER TWO

1. a) Explain the difference between raster and vector graphics, and provide an examples of when each is used in film production (5 marks)
b) With the aid of diagrams, discuss any 3 techniques of the pen tool in adobe illustrator and how they help in achieving raster graphics. Consider the x and y axis principle of 2d graphic design (5 marks)
2. a) Explain any 5 principles of design and how you applied them during your class project (5 marks)
b) Outline the 4 different ways of rearranging layers in Adobe illustrator (5 marks)
3. a) Explain the two colour modes in computer graphics and when they can be used when exporting and disseminating graphics (4 marks)
b) Different between vector and raster graphics (6 marks)
4. Explain the following terms as used in motion graphics design for film (10 marks)
 - i. Motion Tracking
 - ii. Chroma Key
 - iii. Expressions
 - iv. Key frames
 - v. Anchor points
5. a) Discuss any 5 components of the pathfinder, considering pathfinders and shape modes options in vector designs (5 marks)
b) Explain the importance of typography in compute graphics (5 marks)