



ROBERT MUGABE SCHOOL OF EDUCATION AND CULTURE

DEPARTMENT OF SCIENCE AND TECHNICAL EDUCATION

MASTER OF TECHNICAL EDUCATION ART AND DESIGN DEGREE

LEVEL 1 SEMESTER 1

EXAMINATION QUESTION PAPER

MODULE CODE	TEAD 512
MODULE NARRATION	TEXTILES AND PRINTMAKING DESIGN
DATE	2024
DURATION	24 HOURS

INSTRUCTIONS

PRACTICAL PAPER

- a. THIS PAPER IS ISSUED TO CANDIDATES ONE WEEK BEFORE THE EXAMINATION DATE.
- b. ALL QUESTIONS CARRY **EQUAL MARKS** [100]
- c. ANSWER **TWO** QUESTIONS ONE FROM EACH OF THE TWO SECTIONS GIVEN BELOW.
- d. CANDIDATES ARE ALLOWED TO BRING INTO THE EXAMINATION ROOM ROOM PRELIMINARY WORKS AND SUBMIT THEM TOGETHER WITH THE FINISHED WORKS.
- e. WRITE YOUR REGISTRATION NUMBER AND QUESTION NUMBER ON THE TOP RIGHT HAND CORNER OF THE BACK OF EACH CLEARLY SUBMITTED WORK.

QUESTIONS

SECTION A TEXTILES DESIGN

1. Using African wildlife spoors inspired motif(s), design and make an all over design for an interior décor.
2. Design an apparel to be used at a business conference with the theme, “BUSINESS ENTREPRENEURSHIP WEALTH”. Use at least **two** modern printing techniques.
3. Using Central African ethnics designs as a source of inspiration design and make a pair of curtains. The curtains should measure 150cm x 200 cm each. Use a maximum of three colours.

SECTION B

PRINTMAKING

4. Design Problem:

Develop a visual identity for a new environmental organization focused on sustainability and conservation.

Design Brief.

Create a series of prints that showcase the organization's mission and values, using imagery and typography to convey a sense of urgency and hope. Consider the use of natural materials and textures to reinforce the organization's commitment to the environment.

5. Design Problem

Design a public art installation that explores the theme of community and social connection.

Design Brief

Create a series of prints that celebrate the diversity and individuality of community members, using imagery and color to create a vibrant and engaging visual representation. Consider the use of scale and composition to create an immersive experience.

6. Design Problem

Create a visual representation of a personal memory or experience.

Design Brief

Design a print series that captures the essence of the memory, using imagery and symbolism to convey the emotions and sensations associated with the experience. Consider the use of colour, texture, and composition to create a cohesive and impactful visual representation.