



MURANG'A UNIVERSITY OF TECHNOLOGY
SCHOOL OF COMPUTING AND INFORMATION TECHNOLOGY

DEPARTMENT OF INFORMATION TECHNOLOGY

UNIVERSITY ORDINARY EXAMINATION

2017/2018 ACADEMIC YEAR

**FIRST YEAR SECOND SEMESTER EXAMINATION FOR THE DEGREE OF
BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY AND
BACHELOR OF SCIENCE IN SOFTWARE ENGINEERING**

SIT 105 – COMPUTER AIDED DESIGN

DURATION: 2 HOURS

DATE: 17TH APRIL, 2018

TIME: 9.00 – 11.00 A.M.

Instructions to Candidates:

1. Answer **All** questions.
2. Mobile phones are not allowed in the examination room.
3. You are not allowed to write on this examination question paper.

ANSWER ALL QUESTIONS IN THIS SECTION

INSTRUCTION:

- i. You are provided with a separate paper with a sample design
 - ii. A standard computer system loaded with CorelDraw X3 version 13 or CorelDraw suite 2017.
 - iii. Create a folder name with your registration number
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1. Create a new page in CorelDraw and specify the page layout settings for the page (5 marks)
 - i. Design the university logo as shown in the sample paper (15 marks)
 - ii. Set layers proportionality (5 marks)
 - iii. Use banner shapes to add text on basic shapes (5 marks)
 - iv. Use contrasting colours to show different layers (3 marks)
 - v. Create border frames for the design project and save it as university logo (2 marks)
 - vi. Copy the object to the folder with your registration number
 - vii. Save project as Logo
 2.
 - i. Create a new page in CorelDraw and specify the page layout settings for the page
 - ii. Design the football as presented on the sample paper (20 marks)
 - iii. Using interactive blending tool – illuminate transparency to indicate the direction of the light (5 marks)
 - iv. Spray the base with artistic media to give an impression of grass (5 marks)
 - v. Design the shadow for the object to drop from the object and blend with transparency (5 marks)

Save your project as football

Copy the object to the folder.