



**Department of Technical Education & Training  
(DTET)**



Department of Technical  
Education & Training  
(DTET)

**College of Technology Jaffna**

**National Vocational Qualification Level 5  
Information and Communication Technology**

**Past Paper 2021**

**Graphic design**

Module Code: K72C001M03

Name of the Students

**A.Aaaaaaa**

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College of Technology Jaffna

ICT Part Time

## (ii) Briefly describe 2D and 3D graphics.

- 3D graphics provide realistic depth that allows the viewer to see into spaces, notice the movement of light and shadows, and gain a fuller understanding of what's being shown.
- 2D graphics are widely used in animation and video games, providing a realistic, but flat, view of movement on the screen.

**(04 Marks)**



**(iii) Define the following terms related to graphic design:**

- a) Pixel** - A pixel is the smallest unit of a digital image or graphic that can be displayed and represented on a digital display device.
- b) Resolution** - The resolution is a measure used to describe the sharpness & clarity of an image or picture.

**(04 Marks)**