

NID DAT Drawing

Sample Paper – 2

Duration: 135 Minutes **Maximum Marks:** 70

Instructions

1. This is **Paper – 2** of the NID DAT Drawing section. Read all questions carefully before you begin.
2. There are **4 questions**. Attempt **all** questions.
3. The drawing space provided below each question is the only area to be used. Do not draw outside the designated box.
4. Use the medium specified in each question (pencil, pen, or colour). Mixing media beyond what is specified may lead to deduction.
5. **No negative marking**. Unattempted questions receive zero marks.
6. Suggested time allocation is mentioned against each question. Manage your time accordingly.
7. Neatness, originality, and adherence to the question brief are evaluated. Copying from reference material is not permitted.

Question 1 Doodling and Imagination

[15 Marks | Medium: Pencil | Suggested time: 25 min]

Below is a random squiggle. Starting from this given squiggle — which **must remain visible** in your final drawing — develop it into a dense, imaginative doodle filling the entire drawing space. Your doodle must incorporate: at least **3 animals** (real or imaginary), **3 everyday objects**, **2 types of patterns** (e.g., geometric tiles, organic hatching), and at least **one human figure**. The squiggle can become part of a river, a road, a snake, a vine, or anything you choose — but it must remain the visual spine of the composition.





The given squiggle — incorporate this into your doodle.

Drawing Space

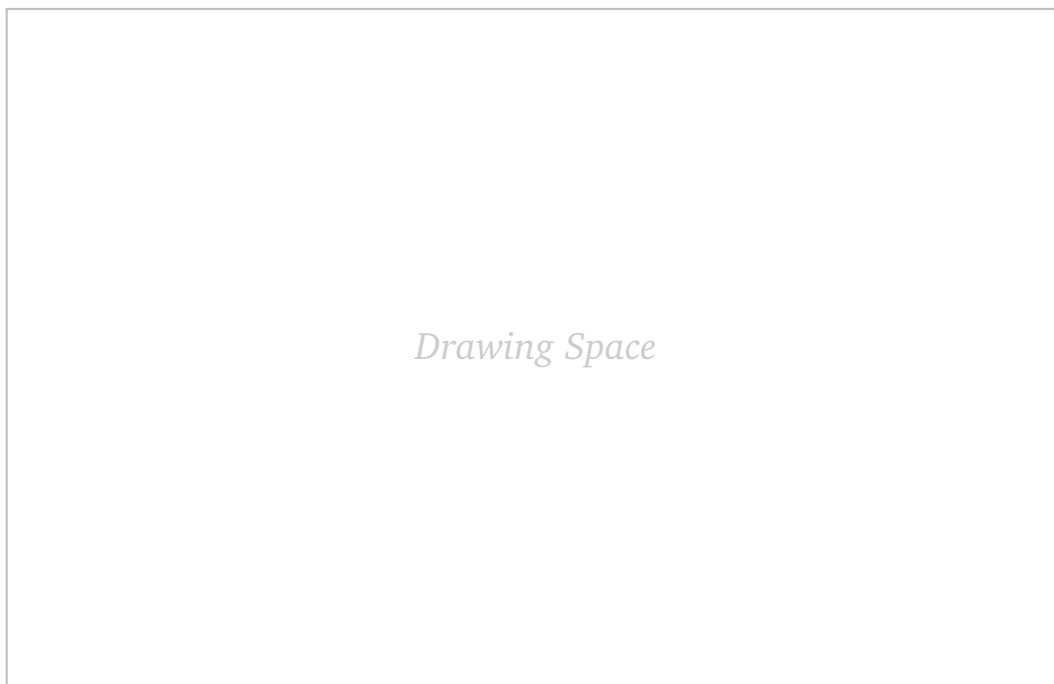
Question 2 Human and Animal Figure Drawing

[20 Marks | Medium: Pencil | Suggested time: 35 min]

A street juggler is at the peak of his performance: he is balancing on a wooden plank placed across two oil drums, his right leg raised at the knee, both arms spread wide, and 5 coloured rings are shown in the air at different heights and angles around him. Two spectators in the background react — one clapping, one pointing. Draw the complete scene, capturing:

- The juggler's gesture, movement, and sense of balance
- The trajectory/arc of the rings in the air
- Accurate human proportions for all three figures
- A sense of foreground/background depth





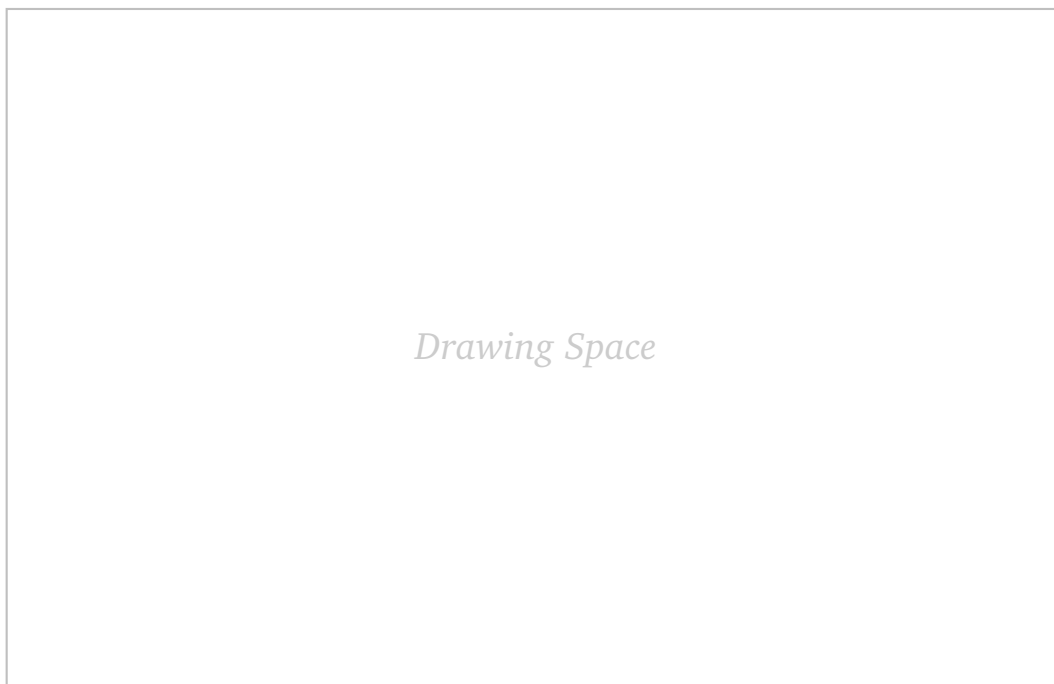
Question 3 Light, Shade and Rendering

[15 Marks | Medium: Pencil | Suggested time: 25 min]

Place the following still-life arrangement on a wooden table surface and draw it: one tall ceramic pot (cylindrical body, narrow neck, flared lip), a short fat candle to its left with a live flame, and a small glass of water to its right. The candle is the **ONLY light source**. Using pencil rendering techniques, show:

- The gradation from highlight to shadow on the curved pot surface
- The cast shadow of the pot on the table and wall behind
- The refraction/distortion visible through the glass of water
- The texture difference between ceramic, glass, and wood





Question 4 Storyboarding and Narrative Drawing

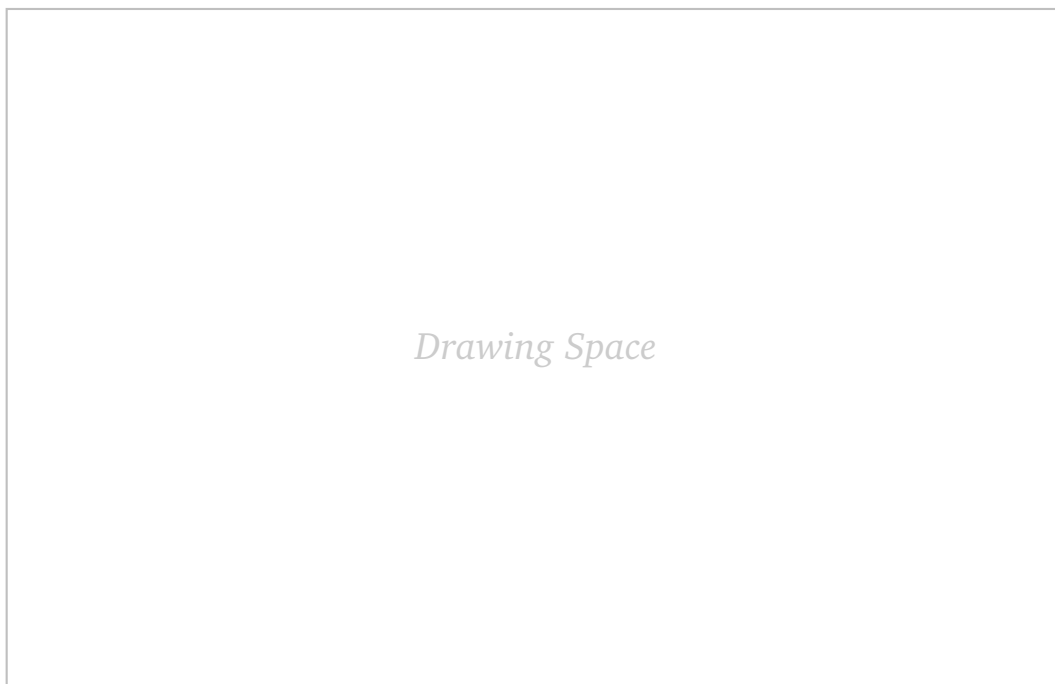
[20 Marks | Medium: Pencil | Suggested time: 35 min]

Create a **4-frame storyboard** (2×2 layout) showing a day in the life of a city ant — told with gentle humour:

- **Frame 1:** The ant wakes up inside a colony underground — show the tunnel cross-section, tunnels, stored food, sleeping ants, and our ant stretching awake.
- **Frame 2:** The ant discovers a sugar cube in a kitchen — show the enormous scale contrast between the ant and the kitchen environment (giant appliances, towering table legs).
- **Frame 3:** The ant tries to drag the sugar cube with help from 3 friends — show strain, teamwork, tiny ropes, and the ridiculous weight.
- **Frame 4:** Back home, a victory celebration — show the colony feasting, dancing, and the sugar cube displayed like a trophy in the tunnel.

Emphasise **scale contrast**, **character expression**, and **narrative clarity** in each frame.





Solutions & Evaluation Criteria

Sample Paper – 2

Solution 1 Doodling and Imagination

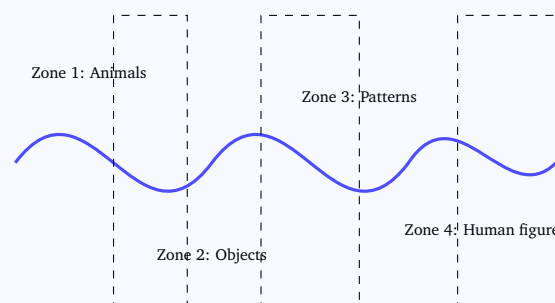
Sample Approach & Evaluation Criteria

Topic: Doodling and Imagination — Squiggle as Visual Spine

Compositional Approach:

- Begin by identifying what the squiggle naturally suggests — a river, winding road, vine, or snake body — and commit to one reading. All other elements grow from this decision.
- Divide the composition mentally into zones along the squiggle: Zone 1 (left curve) for animals, Zone 2 (mid dip) for everyday objects, Zone 3 (right rise) for pattern fields, and Zone 4 (far right) for the human figure.
- Use one pattern type (e.g., geometric tiles/brickwork) on hard surfaces such as a wall or floor, and one organic pattern (e.g., cross-hatching on foliage or fish scales) on living elements.
- Keep the squiggle clearly legible by darkening it slightly or leaving a thin border of white space around it — do not let surrounding elements completely overwrite it.
- Vary line weight: thick contours for foreground animals, medium for objects, fine for background patterns, to create depth without tonal shading.

Compositional Diagram:



Marks Breakdown:

- Squiggle integration (clearly visible, forms the spine): **3 marks**
- Animals and everyday objects — variety and clarity: **4 marks**



- Pattern quality (two distinct types, well-executed): **4 marks**
- Human figure (proportionate, contextually placed): **2 marks**
- Overall composition, density, and imagination: **2 marks**

Total: 15 marks

Solution 2 Human and Animal Figure Drawing

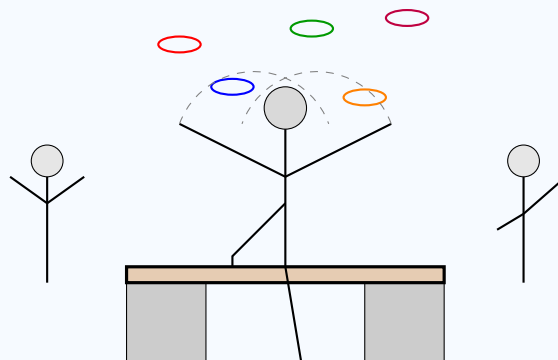
Sample Approach & Evaluation Criteria

Topic: Human Figure Drawing — Street Juggler Scene

Compositional Approach:

- Establish the ground plane first: two oil drums of equal height supporting a horizontal plank. The juggler stands on the plank — this anchors scale and perspective.
- Draw the juggler using the 7-head proportion rule. The torso tilts slightly to counter-balance the raised right knee; arms stretch to full wingspan. Suggest muscle tension with slightly curved arm lines.
- Distribute the 5 rings at genuinely different heights and lateral positions, using ellipses (not perfect circles) to suggest rotation and perspective. Add faint arc trajectories with dashed lines showing their flight paths.
- Place both spectators behind and to the sides of the drum-plank structure — smaller in scale to reinforce depth. Show distinct gestures: one with palms meeting (clap), one with index finger extended (point).
- Use heavier line weight on the juggler and lighter weight on the spectators and background to enforce the foreground/background hierarchy.

Compositional Diagram:



Marks Breakdown:



- Juggler's pose, gesture, and sense of balance: **5 marks**
- Ring trajectory arcs (5 rings, varied heights and angles): **4 marks**
- Spectator figures (posture and distinct reactions): **3 marks**
- Depth and background rendering: **4 marks**
- Line quality and overall draftsmanship: **4 marks**

Total: 20 marks

Solution 3 Light, Shade and Rendering

Sample Approach & Evaluation Criteria

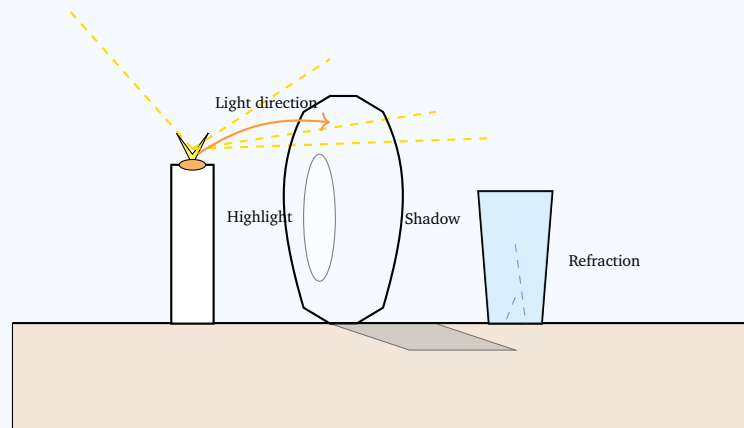
Topic: Light, Shade and Rendering — Candle-lit Still Life

Compositional Approach:

- Position the candle at left, the tall ceramic pot at centre, and the glass of water at right. All three objects sit on the same table plane — establish the horizon line of the table edge early.
- The candle flame is the sole light source: the left sides of the pot and glass receive the brightest highlight; their right sides fall into deep shadow. Use smooth, blended hatching strokes to show this gradual tonal transition on the cylindrical pot body.
- The cast shadow of the pot falls to the right and slightly back on the table surface, growing broader as it recedes. The shadow on the wall behind is softer-edged (umbra vs. penumbra effect).
- For the glass of water, show two effects: the slight magnification of the table surface seen through the base, and the bent light lines (refraction) visible through the water column. These are rendered as slightly displaced or kinked lines inside the glass outline.
- Differentiate textures explicitly: ceramic uses smooth, even tonal gradations; glass uses sharp, crisp highlight lines with a bright glint; wood uses parallel grain lines with mid-tone rendering.

Compositional Diagram:





Marks Breakdown:

- Light/shade gradation on the ceramic pot (highlight to core shadow): **5 marks**
- Cast shadow accuracy (shape, direction, soft vs. hard edge): **3 marks**
- Glass refraction and water distortion rendering: **3 marks**
- Texture differentiation (ceramic, glass, wood): **2 marks**
- Overall composition and spatial clarity: **2 marks**

Total: 15 marks

Solution 4 Storyboarding and Narrative Drawing

Sample Approach & Evaluation Criteria

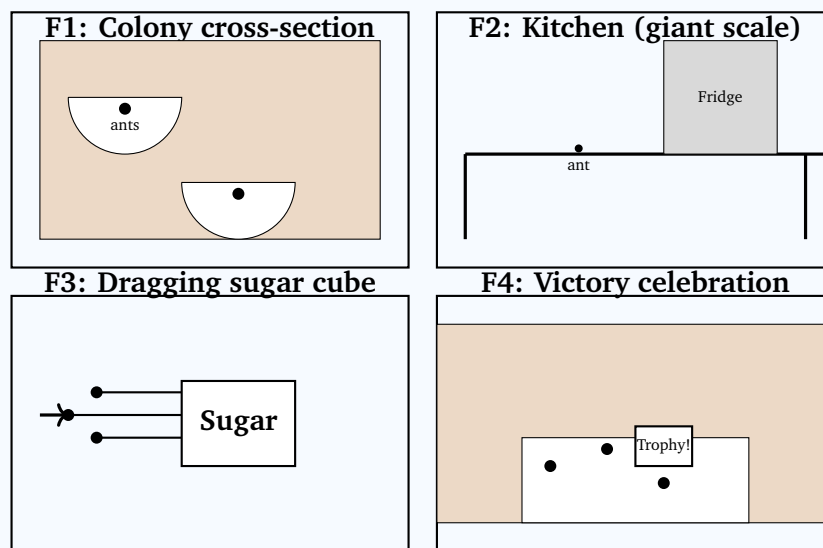
Topic: Storyboarding and Narrative Drawing — A Day in the Life of a City Ant

Compositional Approach:

- Divide the drawing space cleanly into a 2×2 grid. Label each frame (F1–F4) with a small caption below the frame border to aid narrative clarity.
- **Frame 1 (underground colony):** Draw a cross-section view. Show multiple tunnel chambers with rounded walls, stored food pellets (circles/dots), sleeping ant figures (curled), and the protagonist ant stretching — arms/antennae raised, yawning expression.
- **Frame 2 (kitchen, giant scale):** Use extreme scale contrast: the ant should be no taller than the width of a table leg. Draw enormous appliances (fridge, stove) receding into the distance. The sugar cube appears as a large white block. The ant's wide eyes and raised antennae convey awe.

- **Frame 3 (teamwork):** Show 4 ants in a horizontal pulling composition — tiny ropes tied to the sugar cube, ants leaning back with effort, legs firmly planted. Sweat drops, strain lines, and exaggerated body postures create the humour.
- **Frame 4 (celebration):** Return to the tunnel cross-section. The sugar cube sits on a raised platform (throne/plinth). Ants dance with raised limbs, food is spread out, tiny confetti marks decorate the tunnel ceiling.

Compositional Diagram:



Marks Breakdown:

- Scale contrast effectively shown in each relevant frame (F2, F3): **5 marks**
- Character expression and body language (ant emotions, spectator reactions): **4 marks**
- Narrative clarity (logical story progression across 4 frames): **5 marks**
- Background detail (tunnel cross-section, kitchen environment, colony): **4 marks**
- Line quality and frame organisation: **2 marks**

Total: 20 marks



Evaluation Criteria Summary

Question	Marks	Key Evaluation Points
Q1 — Doodling & Imagination	15	Squiggle integration, pattern variety, compositional fill
Q2 — Human & Animal Figure	20	Gesture accuracy, ring arcs, depth, character expression
Q3 — Light, Shade & Rendering	15	Tonal gradation, cast shadow, refraction, texture differentiation
Q4 — Storyboarding & Narrative	20	Scale contrast, narrative arc, character emotion, frame clarity
Total	70	

