

NID DAT Drawing

Sample Paper – 9

Duration: 135 Minutes

Maximum Marks: 70

Instructions

- This paper contains **4 Drawing Tasks** (subjective), modelled on Part B of the **NID DAT** (Design Aptitude Test) Prelims.
- Marks for each task are indicated at the start of the question. **Total: 70 marks.**
- There is **no negative marking**. Attempt all questions.
- Use the drawing space provided. You may use rough space on the reverse for thumbnails.
- Preferred medium is **pencil**; use of colour is permitted where specified. Neatness, proportion, and idea clarity are evaluated — not artistic finish.
- Evaluation criteria: **Idea clarity & relevance to prompt | Composition & proportion | Originality & visual communication | Execution quality.**
- Mobile phones, reference books, and electronic devices are strictly prohibited.

Q1. [15 Marks | Medium: Pencil | Suggested time: 25 min]

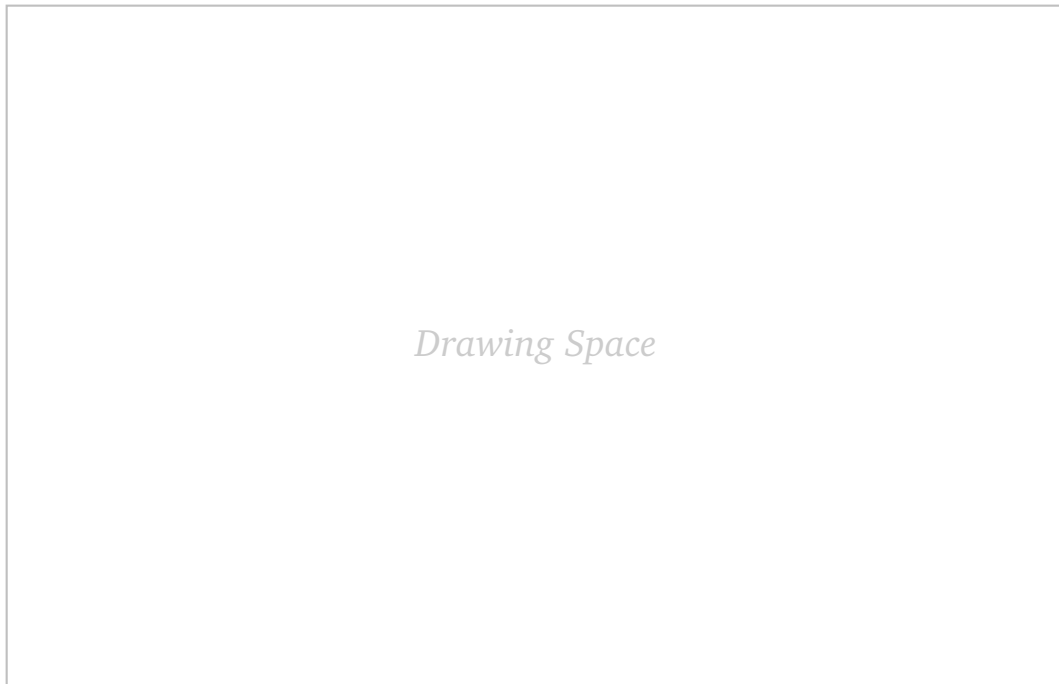
Study the scene described below carefully, then reproduce it from memory. You may **NOT** refer back to the description once you begin drawing.

Scene: A busy railway platform at rush hour. Platform No. 2 is packed with travellers. A steam locomotive stands at the far end, its funnel emitting a wisp of white smoke. Two red-uniformed porters balance large tin trunks on their heads and walk single-file toward the exit. A chai vendor moves between passengers, balancing a tray of small clay cups. A family of four — parents and two young children — cluster near a pillar labelled “EXIT”, surrounded



by three suitcases of different sizes. An overhead station clock on the pillar reads **7:45**. A stray cat sits curled atop an unattended luggage trolley in the foreground.

Draw the complete scene showing **at least 6 specific details**. Focus on relative scale of figures and objects, and the sense of crowded depth on the platform.



Q2. [20 Marks | Medium: Pencil | Suggested time: 35 min]

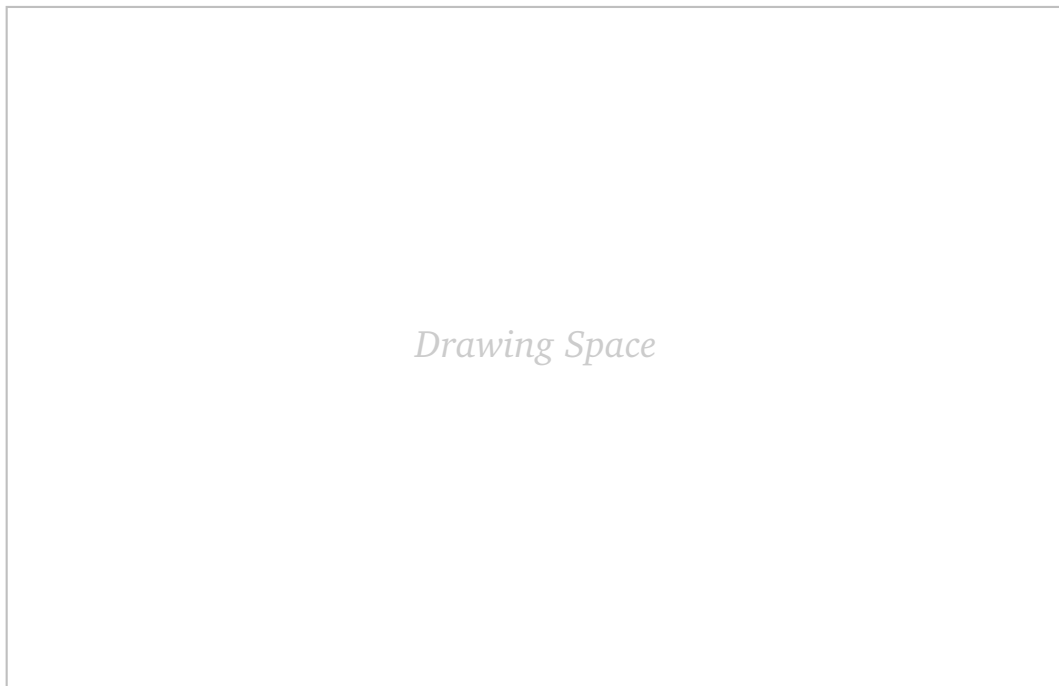
Create a **4-frame storyboard** (arranged as a **2×2 grid**) titled **“From Seed to Forest”**:

- **Frame 1 (Planting):** A small child kneels in a barren, cracked field under a bright sun, carefully pressing a single seed into the earth with both thumbs. A tin watering can lies nearby.
- **Frame 2 (Growth):** The same child — now taller, wearing a school bag — waters a knee-high sapling growing in the same spot. The field around shows patches of new green.
- **Frame 3 (Maturity):** A teenager sits beneath a large spreading tree, reading. Two birds have built a nest in the branches; a squirrel watches from a bough.



- **Frame 4 (Forest):** Decades later — the original tree is now a forest giant at the centre of a dense woodland. The now-adult person stands beside it, hand on the trunk. A small child nearby kneels to plant a new seed, completing the cycle.

Each frame must show clear action, a generational time-lapse, and an emotional arc. **Label each frame briefly (1–3 words).**



Q3. [15 Marks | Medium: Pencil | Suggested time: 25 min]

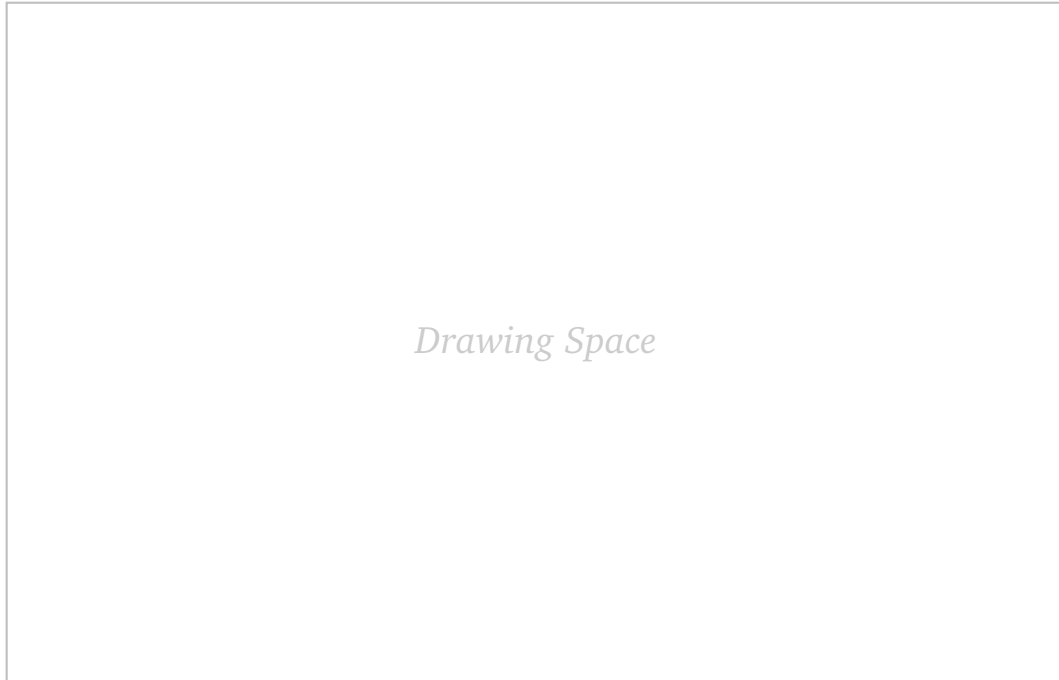
Draw a **worm's-eye view** (three-point perspective) of a tall multi-storey building corner. The scene must include:

- Two visible facades of the building converging upward toward a **third vanishing point (VP3) high above the picture plane**
- A regular grid of windows on both facades, foreshortened according to the perspective
- Ground level: a pavement edge, one pedestrian figure for scale, a parked vehicle partially visible
- The building tapering strongly toward VP3; a communications antenna or flagpole at the apex



- Two shorter background buildings also converging to the shared VP3

Establish all three vanishing points and mark them clearly. The building should feel dramatically tall.



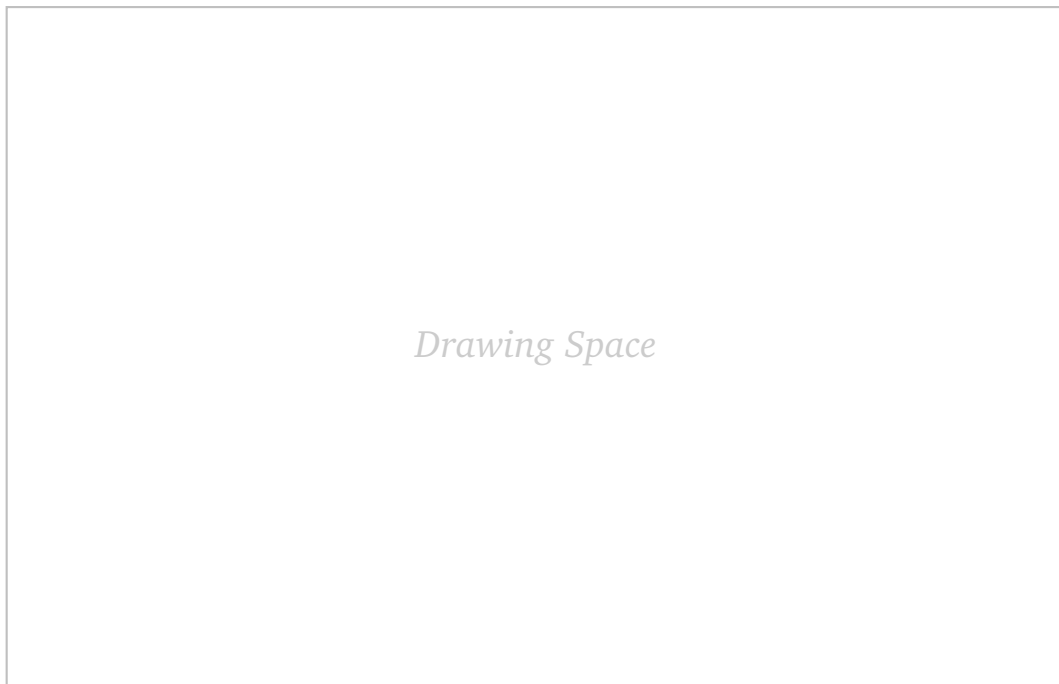
Q4. [20 Marks | Medium: Pencil + Colour optional | Suggested time: 35 min]

Take a simple **open umbrella** as your starting point. Design a **4-stage visual metamorphosis** in a single horizontal strip:

- **Stage 1 — Umbrella:** A realistic open umbrella — show the curved canopy, radiating ribs, ferrule tip, and hooked handle clearly.
- **Stage 2 — Mushroom:** The canopy becomes a mushroom cap; the ribs become gills radiating under the cap; the shaft becomes a stalk; the base widens into a volva ring.
- **Stage 3 — Jellyfish:** The mushroom cap becomes a translucent jellyfish bell; the gills lengthen into trailing tentacles; the stalk dissolves; a bioluminescent glow halos the bell margin.
- **Stage 4 — Parachute:** The jellyfish bell firms into a dome-shaped parachute canopy; the tentacles shorten into taut suspension lines converging below; a small cargo box hangs at the confluence.



Connect all 4 stages with flowing morphing lines. Add a brief label below each stage.



Sample Approaches & Evaluation Guide

Q1 — Observation and Memory Drawing (Railway Platform) 15 Marks

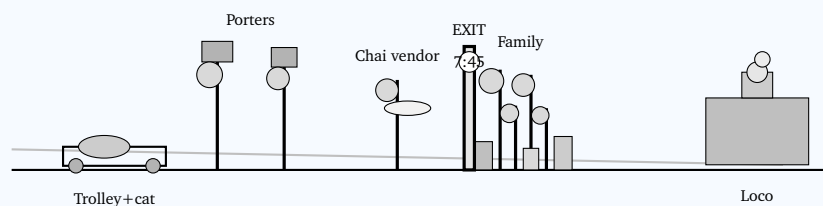
Sample Approach & Evaluation Criteria

Topic: Crowded railway platform — multi-figure scene with depth, scale hierarchy, and environmental detail.

Compositional Approach:

- Platform as a strong horizontal ground plane receding diagonally; locomotive at far right as a small dark silhouette with smoke wisp.
- Two porters in single file, each with a rectangular trunk balanced on head; uniform caps as small horizontal lines; rear porter slightly smaller for depth.
- Chai vendor: slightly shorter figure, arm extended with foreshortened tray (ellipse) and small cylinder cups above.
- Family cluster near pillar: two adult heights + two child heights; suitcases as three different-sized rectangles at their feet; pillar with small circle clock (“7:45” hands) and “EXIT” label above.
- Luggage trolley foreground: low frame on four wheels; cat as a curled oval on the trolley surface.
- Depth: overlap figures; decrease size toward locomotive; suggest crowd by densely placed silhouettes.

Compositional Diagram:



Marks Breakdown:

Criterion	Marks
Accurate recall of all 6+ scene elements	5
Scale hierarchy and depth (figures shrink toward loco)	4
Platform spatial logic and crowd atmosphere	3
Line quality and overall execution	3
Total	15



Q2 — Storyboarding and Narrative Drawing (From Seed to Forest) 20 Marks

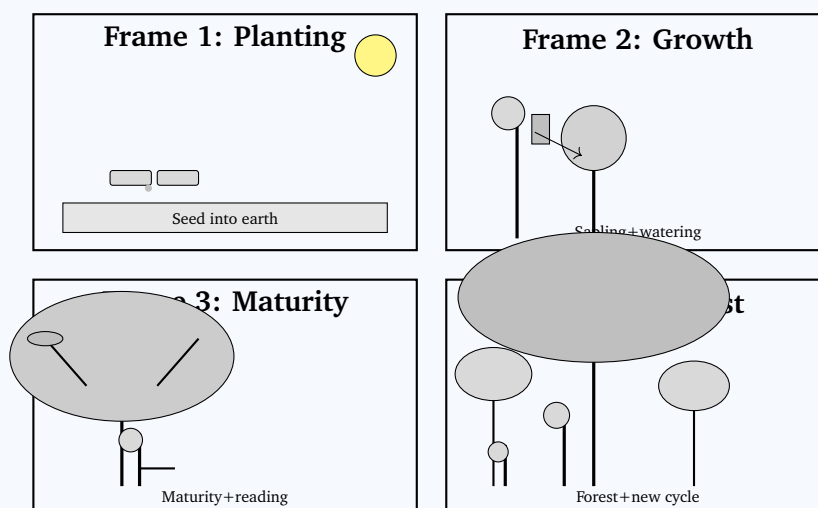
Sample Approach & Evaluation Criteria

Topic: Generational planting narrative — time-lapse storyboard with environmental and emotional progression.

Compositional Approach:

- Divide the page into a clear 2×2 grid with ruled borders; label each frame at the bottom.
- Frame 1 (intimate/close): tight shot of a small child's hands pressing into cracked earth; bright sun circle high in sky; watering can lies at the side; barren horizon.
- Frame 2 (growth/mid-shot): child now taller (school bag on back) watering a knee-high sapling; land shows patches of grass; same composition but environment filling in.
- Frame 3 (maturity/wide): teenager reading beneath a spreading canopy; nest visible in a branch fork; squirrel on a bough; dappled light through foliage.
- Frame 4 (forest/wide establishing): forest giant dwarfs the adult figure; dense tree silhouettes on both sides; small child at lower left kneels to plant — visual echo of Frame 1.

Storyboard Grid Diagram:



Marks Breakdown:

Criterion	Marks
Narrative clarity and generational time-lapse	6
Scale contrast between figure and environment per frame	5
Emotional arc and visual storytelling	5
Frame labels and overall page layout	4
Total	20

Q3 — Three-Point Perspective (Worm's-Eye View)

15 Marks

Sample Approach & Evaluation Criteria

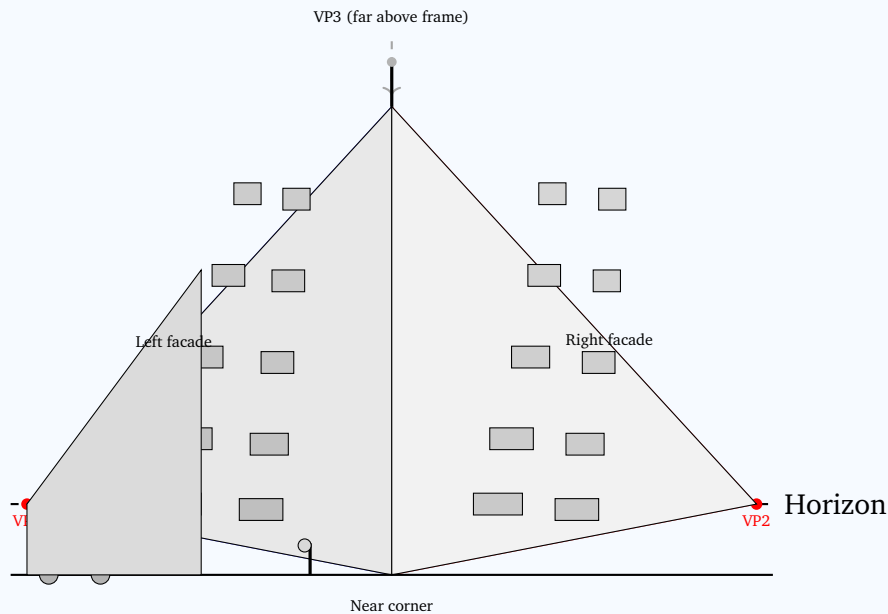
Topic: Worm's-eye three-point perspective — dramatic upward convergence with window grid foreshortening.

Compositional Approach:

- **VP1 (left) and VP2 (right):** both on the horizon line, placed near the *bottom* of the picture plane (observer at ground level looking up). Ideally beyond the page edges.
- **VP3 (top):** well above the top of the page; all vertical building edges converge toward it.
- **Near corner of the building:** the most prominent line in the drawing — at ground it is close to the viewer; it narrows upward toward VP3.
- **Left facade:** horizontal lines recede to VP1; vertical lines converge to VP3. Draw 4–5 rows of windows.
- **Right facade:** horizontal lines recede to VP2; verticals to VP3. Draw 4–5 rows of windows.
- **Ground:** broad pavement at the bottom; small pedestrian figure establishes scale; partial vehicle at lower edge.
- **Background buildings:** shorter, but their verticals also converge to the same VP3.

Three-Point Perspective Diagram:





Marks Breakdown:

Criterion	Marks
Accurate three-point perspective construction	5
Window grid foreshortening on both facades	4
Ground-level details (figure, vehicle, pavement)	3
Overall dramatic upward foreshortening effect	3
Total	15

Q4 — Object Transformation: Umbrella → Mushroom → Jellyfish → Parachute

20 Marks

Sample Approach & Evaluation Criteria

Topic: Four-stage visual metamorphosis exploiting the shared dome-and-hanging-element form across objects from daily life, nature, and technology.

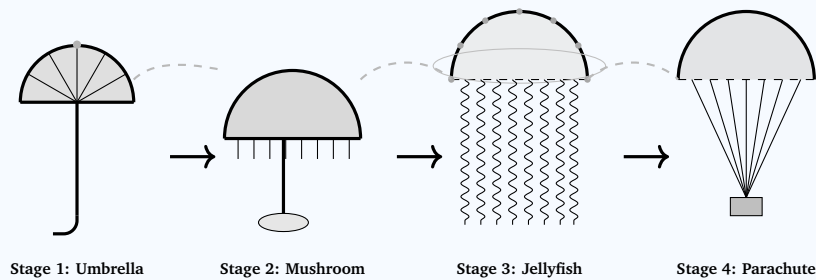
Compositional Approach:

- Single horizontal strip divided into four equal zones; flowing morphing curves connect adjacent stages.
- Stage 1 (Umbrella): open canopy with 7 radiating ribs; ferrule at crown; hooked J-handle at base; fabric suggested between ribs.
- Stage 2 (Mushroom): canopy arc reused as the cap dome; ribs become gills hanging from cap underside; stalk replaces shaft; base shows a volva ring.



- Stage 3 (Jellyfish): cap becomes translucent bell; gills lengthen dramatically into wavy tentacles; stalk dissolves; a faint glow halo around the bell margin.
- Stage 4 (Parachute): bell dome firms into a hard canopy; tentacles shorten into taut suspension cords converging below; a cargo crate hangs at the confluence.
- Morphing lines: dashed curves connecting top outline from one stage to the next.

Four-Stage Sequence Diagram:



Marks Breakdown:

Criterion	Marks
Concept logic and visual rationale of each transformation	6
Quality and detail of each individual stage	6
Flowing morphing transitions between stages	4
Labels and overall horizontal composition	4
Total	20



Evaluation Criteria Summary

Task	Marks	Primary Evaluation Focus
Q1 — Observation & Memory Drawing	15	Detail recall, scale hierarchy, platform depth
Q2 — Storyboarding & Narrative	20	Generational time-lapse, scale contrast, emotional arc
Q3 — Three-Point Perspective	15	Perspective accuracy, window foreshortening, drama
Q4 — Object Transformation	20	Transformation logic, detail per stage, visual continuity
Total	70	

