

# NATA Drawing & Composition Sample Paper – 4

Duration: 90 Minutes

Maximum Marks: 80

## Instructions

- This is the **Drawing & Composition** section (Part A) of NATA (National Aptitude Test in Architecture). It has **3 compulsory questions**, each answered by **freehand drawing**.
- **A1** – Composition & Colour (**25 marks**); **A2** – Sketching & Composition, Black & White (**25 marks**); **A3** – Three-Dimensional Composition (**30 marks**). Total: **80 marks**.
- Use **HB / 2B pencils** and an eraser; keep **colour pencils / crayons / poster colours** ready for A1. All work must be **freehand** — scales, compasses and other drawing instruments are not allowed.
- Plan your time at roughly **30 minutes per question**, and draw each answer on the sheet provided.

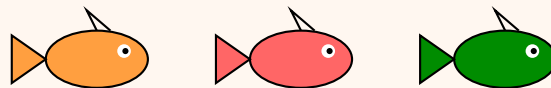
## Part A: Drawing & Composition



**Question A1 — Composition & Colour****[25 Marks]**

Imagine the world beneath the sea. Using **fish of different shapes, sizes and colours** as your main motif — together with seaweed, rising bubbles and coral on a deep-blue underwater background — create an attractive, balanced and **colourful 2D composition** on the theme “*Underwater World*”.

You may take the following fish motifs as your starting elements (you are free to add more, change their sizes and arrange them as you wish):



Given fish motifs

**What is assessed:** colour harmony and contrast, balance and focal point, sense of rhythm and overlap, and overall neatness. Show the composition in colour. (*Draw your answer in the space provided on the drawing sheet.*)

**Question A2 — Sketching & Composition (Black & White) [25 Marks]**

From your **memory and observation**, sketch the scene of “*a street vegetable vendor*”. Your composition should include a vendor standing behind a **cart or basket piled with vegetables**, at least **one customer**, a **hanging weighing scale** and an umbrella shading the stall.

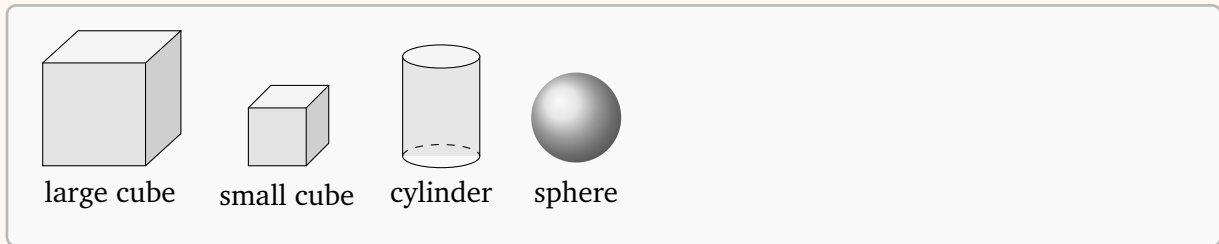
Work in **pencil / black-and-white** only. Show a believable **ground plane and perspective**, correct **proportion** between the figures and the objects, and a clear treatment of **light and shadow** (assume the light is coming from one side).

**What is assessed:** observation and realism, composition and depth, the play of light and shade (hatching / tonal values), line quality and proportion. (*Draw your answer in the space provided on the drawing sheet.*)



**Question A3 — Three-Dimensional Composition****[30 Marks]**

Using **all four** of the **three-dimensional forms** given below — a **large cube**, a **small cube**, a **cylinder** and a **sphere** — create a single **stable and interesting 3D composition**. You may change their relative sizes and may let the forms touch, rest on or overlap one another, but **every form must appear** in your composition.



Show the composition in **one-point or two-point perspective**, with the light coming from the **upper left**, and render the **light, shade and cast shadows** on a common ground plane.

**What is assessed:** creativity of the 3D arrangement, stability and logic of the assembly, accuracy of perspective and proportion, and the rendering of light & shadow. *(Draw your answer in the space provided on the drawing sheet.)*

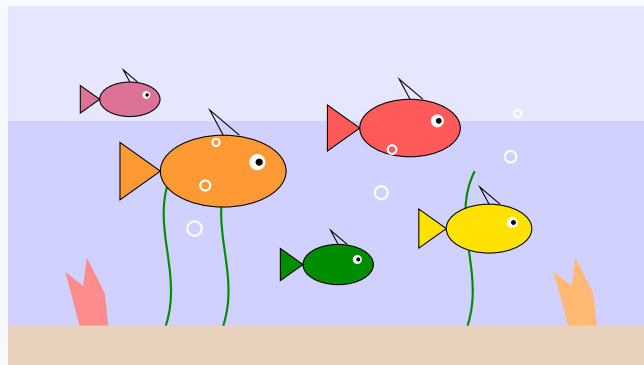


## Model Approach & Sample Solutions

There is no single “correct” drawing in NATA — examiners reward imagination, sound composition, proportion, perspective and the handling of colour, light and shade. The sketches below show **one acceptable approach** to each question; treat them as a guide, not as the only answer.

### Model Approach & Sample Solution

**A1 — Composition & Colour (a worked example).** A strong answer places a few *large* fish near a clear focal point and scatters smaller fish at different depths to create rhythm and recession. Seaweed rises from the sea bed, coral anchors the bottom, and trails of bubbles lead the eye upward. A cool blue background with a few warm, contrasting fish reads better than many clashing colours.



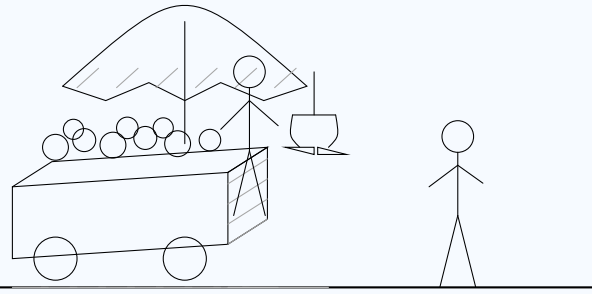
Sample colour composition — “Underwater World”

**Marks are earned for:** a clear focal point and balance (fish grouped, not evenly spaced), cool–warm colour harmony, overlap and varied sizes for depth, and clean, confident fills. *Common mistakes:* fish all the same size, scattered with no focus; harsh, unrelated colours; an empty, unbalanced background with no sea bed or bubbles.

### Model Approach & Sample Solution

**A2 — Sketching & Composition, Black & White (a worked example).** Begin with a horizon/ground line and block the cart as a simple box in two-point perspective. Place the vendor figure first — it fixes the scale of everything else (a standing adult is about the height of the cart plus a head and a half). Add the piled vegetables, the umbrella over the stall, a hanging weighing scale and a customer, then build tone: leave the lit (left) planes white and hatch the shaded (right) planes and the cast shadows on the ground.



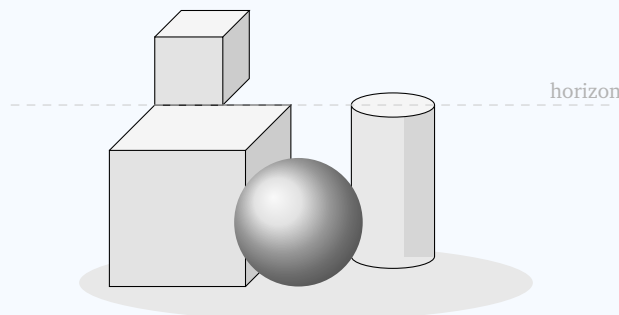


Sample black-&-white sketch — “A street vegetable vendor”

**Marks are earned for:** correct figure-to-object proportion, a convincing ground plane and perspective, consistent light direction with hatched shadows, and confident, varied line weight. *Common mistakes:* a floating scene with no ground line, figures out of scale, and flat drawings with no tone.

### Model Approach & Sample Solution

**A3 — Three-Dimensional Composition (a worked example).** Decide a single light direction (upper left) and a common ground plane first. A stable arrangement uses the large cube as a base/anchor, stacks the small cube on top of it, stands the cylinder beside it, and places the sphere in front so it overlaps and ties the group together. Keep all the forms agreeing with one horizon line, lighten the top/left planes and darken the right planes, and drop one continuous cast shadow to the right.



Sample 3D composition — large cube, small cube, cylinder & sphere with light & shadow

**Marks are earned for:** an inventive yet *stable* grouping (forms resting/stacking logically), all four solids clearly present, a consistent horizon and perspective, and convincing light, shade and a common cast shadow. *Common mistakes:* forms floating or impossibly balanced, mixed light directions, missing one of the given solids, and flat shapes with no tonal modelling.

