

NATA Drawing & Composition Sample Paper – 8

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]**

A calm coastal morning comes alive with boats out on the water. Using **sailboats with coloured sails** as your main motif — along with the open sea, the Sun and a few birds in the sky — create an attractive, balanced and **colourful 2D composition** on the theme “*Sailboats on the Sea*”.

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



Given sailboat 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 bus stop on a rainy evening*”. Your composition should include a **bus-stop shelter**, a few **people with umbrellas**, **slanting rain**, a **bus approaching**, and reflections in a **puddle** on the road.

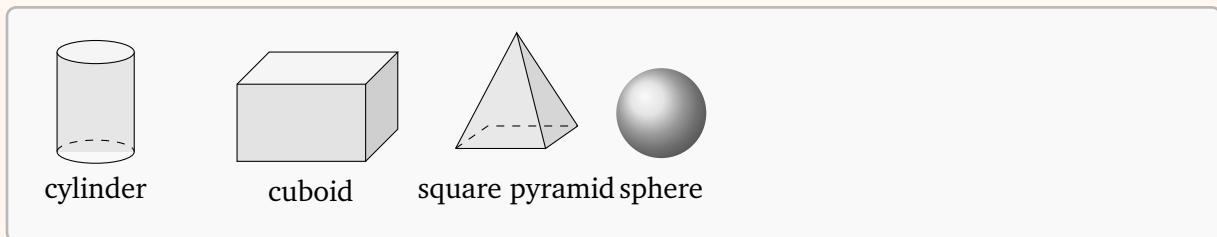
Work in **pencil / black-and-white** only. Show a believable **ground plane and perspective**, correct **proportion** between the figures and the shelter, and a clear treatment of **light and shadow** (assume the light is coming from one side).

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 **cylinder**, a **cuboid**, a **square pyramid** 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.)*

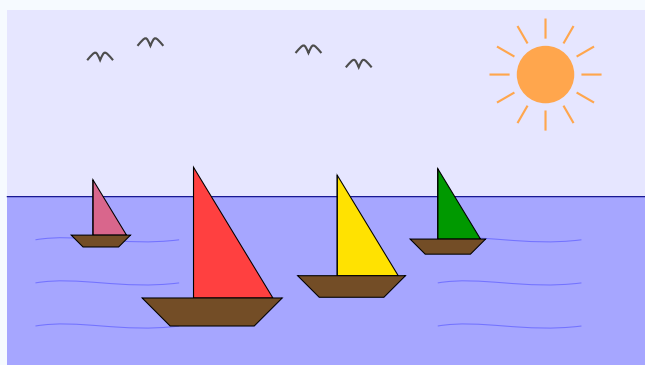


Model Approach & Sample Solutions

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 one or two large sailboats near a clear focal point and scatters smaller boats towards the horizon to create depth and rhythm. A band of water anchors the lower half, the Sun gives a warm focal accent, and a few birds animate the sky. A limited, harmonious palette (warm coloured sails against a cool sea and sky) reads better than many clashing colours.



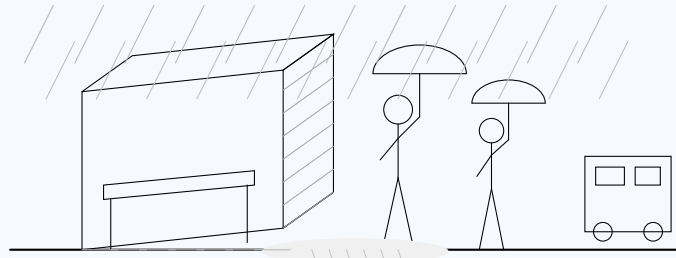
Sample colour composition — “Sailboats on the Sea”

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

Model Approach & Sample Solution

A2 — Sketching & Composition, Black & White (a worked example). Begin with a horizon/ground line and block the bus-stop shelter as a simple box in two-point perspective. Place the human figures first — they fix the scale of everything else (a standing adult is about the height of the shelter opening). Add the umbrellas, the approaching bus and a puddle, then build tone: leave the lit (left) planes white, hatch the shaded (right) planes and the cast shadows, draw the rain as fine slanting strokes, and suggest reflections in the puddle.



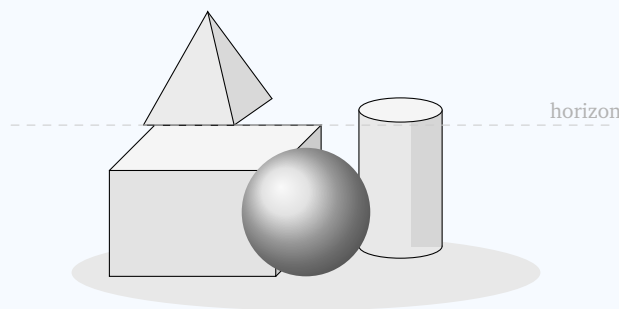


Sample black-&-white sketch — “A bus stop on a rainy evening”

Marks are earned for: correct figure-to-shelter proportion, a convincing ground plane and perspective, consistent light direction with hatched shadows, expressive rain and puddle reflections, and confident, varied line weight. *Common mistakes:* a floating scene with no ground line, figures out of scale, rain drawn in random directions, 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 heavy cuboid as a base/anchor, stands the cylinder beside it with the square pyramid resting on the cuboid, 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 — cylinder, cuboid, square pyramid & sphere with light & shadow

Marks are earned for: an inventive yet *stable* grouping (forms resting/leaning 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.

