

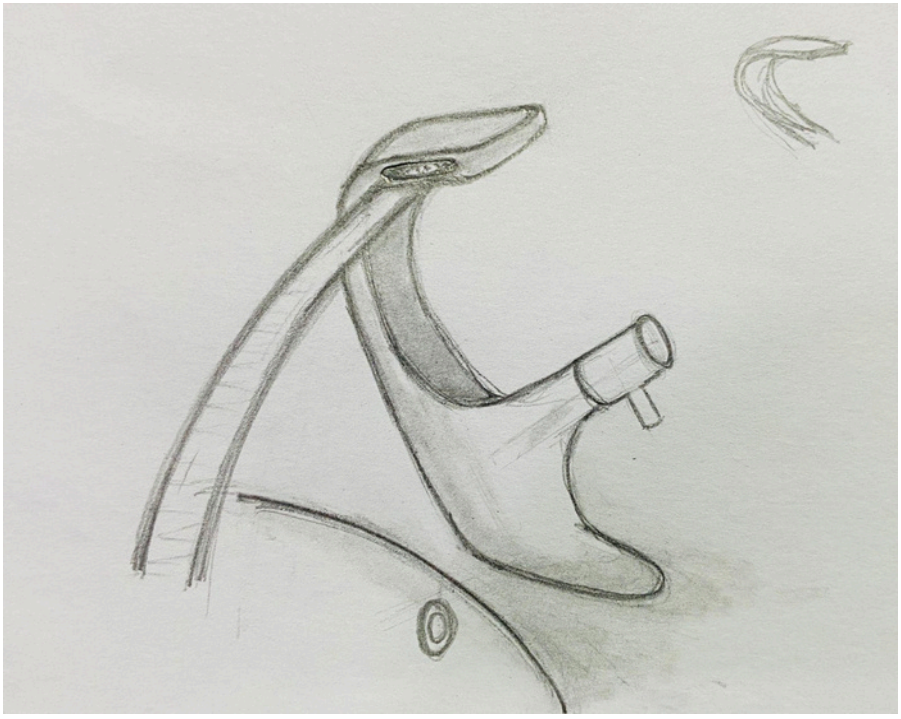
NID B.Des 2022
Original Paper
(Part B)

Q. 1- Modify / Redesign a Tap for:

- A 6 year old kid
- An artist
- A visually impaired person

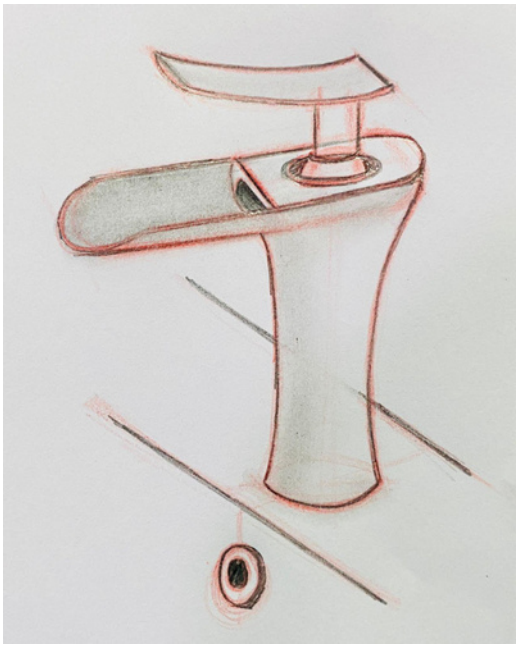
Answer -

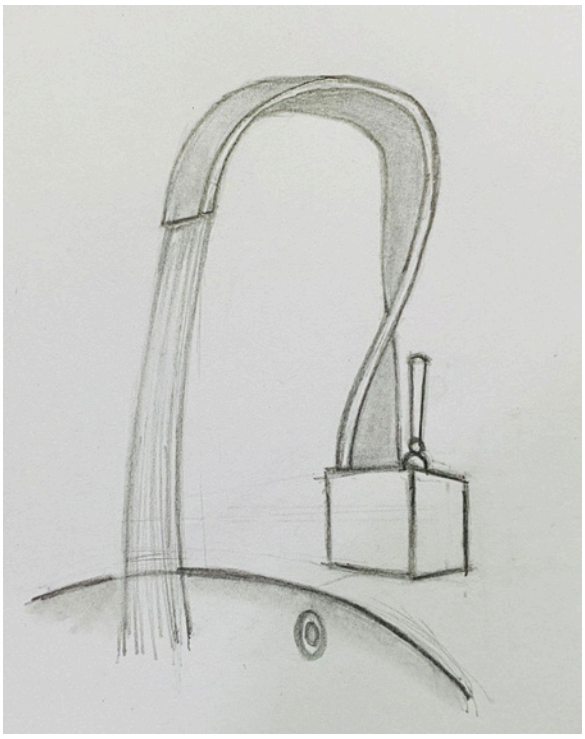
- **For a 6 year old kid**



Concept: For a 6 year old kid, the tap is playfulin form and shape. It is safe for a kid to use as it is curved with no sharp edges and an easy to use knob for adjusting the water flow.

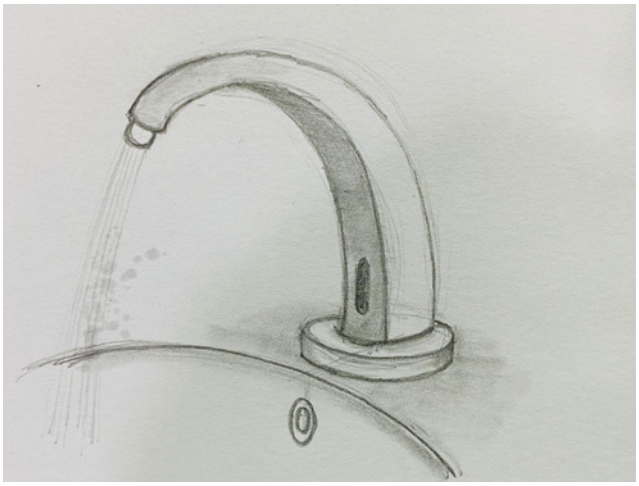
- **For an artist**



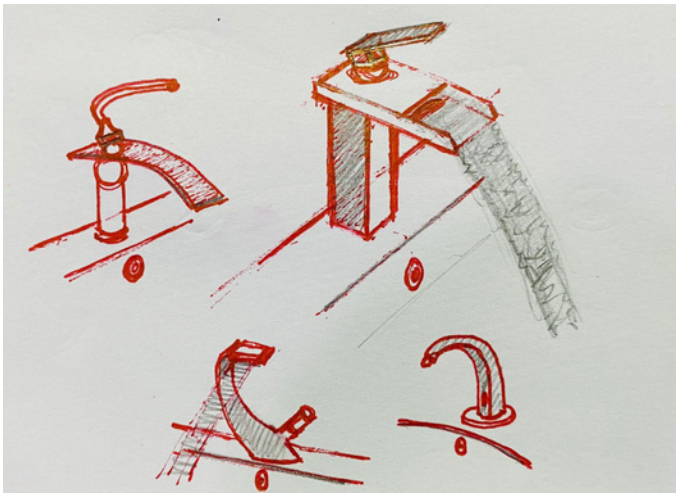


Concept: For an Artist, the tap is bold and artisticin its form. The water gently flows from the outlet like a river. The tap knob pivots up and down for easy use and control.

- For a visually impaired person



Concept : For a blind person, the water tap has acensor, a timer and a beep sound for automatically turning on and off the flow of water, when a hand is placed near it. The beep sound generated enables the blind person for awareness and a sign. It is a no touch water tap making it convenient for use. The flow of water is gentle on the hands and flows like a shower.



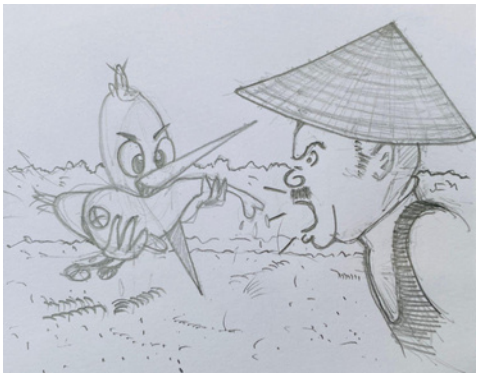
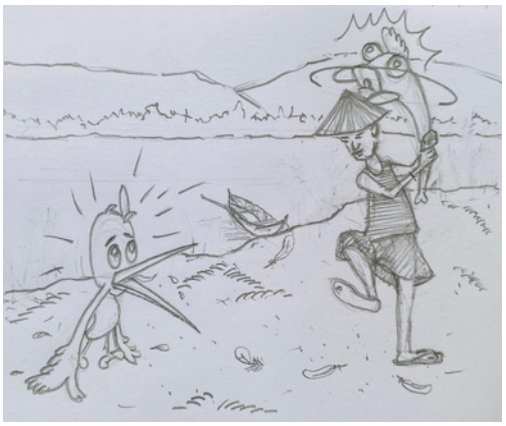
Do's: Try to finish all 3 solutions of water tap designwithin 20 minutes. Visualise in 3D, the overall form of the tap and it's user context. Make very quick thumbnail sketches for all in under 2 minutes for ideation. Think out of the box. You can also label your sketches with arrows for added information. Complete it on time.

Don'ts: Do not spend more than 20 minutes on the solution.Do not make the surrounding context and the kitchen. Only make the water tap design.

Visual Thinking

Q. 2- Storyboarding of a heated argument betweena Kingfisher(bird) and Fisherman.

Answer -


Concept: The story is illustrated in 4 frames. Thekingfisher catches a fish from the fisherman's usual fishing spot. The fisherman is vividly angry with the annoying kingfisher for hunting his prey. He grabs the fish from the kingfishers beak and swings the fish towards it, to whack the kingfisher. Terrified, the kingfisher flies away in anger, leaving the fish for the fisherman.

Do's: Make the storyboards in around 25 minutes. Quicklysketch out the basic composition in the boxes provided and then add details. Show depth in the frame to give context to the story. Focus mainly on the kingfisher and the fisherman. Choose frames which is easy to compose. Practice quick sketching.

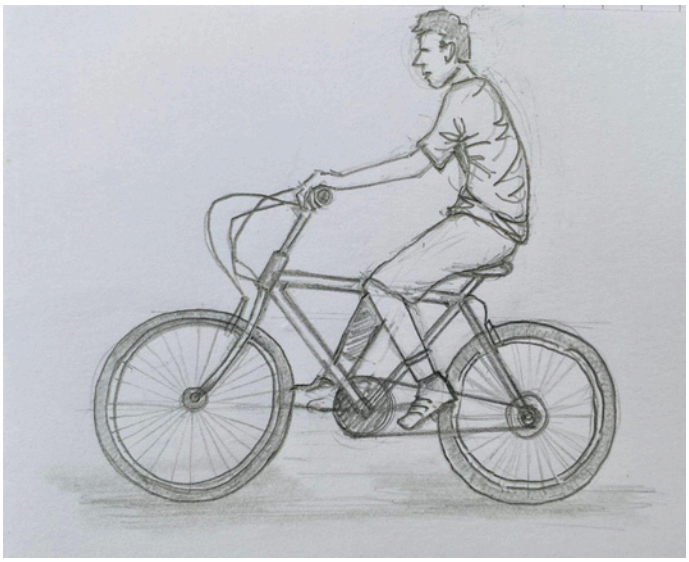
Don'ts: Do not draw outside the box. Do not spendmore than 25 minutes on the storyboard. Finish it on time.

Object drawing

Q. 3- Draw a Cycle in correct proportion with theparts given below:



Answer -



Concept: This is a memory related solution. Visualisethe cycle and draw a human figure riding the cycle to give scale and proportion.

Do's: Quickly draw the basic frame of the cycle fromthe given parts in 20 minutes time. Draw a side view of the cycle as it will give the viewer the best information. Make a human figure on the cycle to give scale and proportion.

Don'ts: Do not draw the surrounding context, it isnot required or asked. Do not spend more than 20 minutes to complete the sketch.

Creative Memory Drawing

Q. 4 -Draw a room from the perspective of the personoutside the window.

Answer -



Concept: The solution is all about perspective viewand correct eye level. A person is looking inside the room from outside. The hand in foreground holding the window grill establishes the person looking inside and gives his/her point of view. The room is in 1 point perspective. The couple inside the room are admiring a photo frame sitting on the floor next to the bed.

Do's: Make the room in 1 point perspective or 2 pointperspective, depending on your choice. Add human figures inside the room for giving scale and proportion. Add furniture, wall arts, lights, etc. to give an aesthetic look to the room. Complete the sketch in about 20-25 minutes.

Don'ts: Do not make a top view of the room. Do notmake it in 2D. Do not take more than 25 minutes.