NID DAT Prelims 2023 - M.Des Original Paper

Type: Paper based	**Marks:**CDAT = 40 marks, Discipline DAT = 60 marks	**Time:**2.5 hours

Notes:

- The NID DAT Prelims 2023 paper for Master of Design or M.Des had 2 parts- Common DAT (CDAT) and Discipline Specific DAT (DDAT).
- The CDAT paper was for 30 marks and 30 minutes. The DDAT paper was for 70 marks and 2 hours.
- Candidates attempting exams for 2 disciplines had to give DDAT for the 2nd discipline.
- The CDAT section had 37 questions from GK, English Comprehension, 3D Visualization, Logical Ability, Visual Reasoning etc.
- The DDAT had questions pertaining to the specific design discipline.
- There are 19 disciplines at NID, so there are 19 different DDAT papers. Here are questions from some disciplines DDAT question paper.

1. Product Design

Q.1. Perspective view of C type cable

Q.2. Using shape represent the words: family, companionship, failure, insect bite, darkness.

Q.3. Make a compact product of an art kit for fine arts students.

Q.4. Sequetial drawing of making of a kitchen knife.

Q.5. Problems you get at railway station and draw the problem and draw the solution.

2. Lifestyle Accessory Design

1) Given carved painting- pick elements from here and make illustrations according to the keywords: symmetrical & asymmetrical. Write a note explaining your design for both of them

2) You are part of a government initiative to save natural resources. Illustrate the following:

a) conversation between water and human. Also narrate it.
b) conversation between earth and human. Also narrate it.
c) conversation between tree and human. Also narrate it.

3) Sequential drawing for construction of paper boat in 5 steps.

4) a) name one Indian craft and community it belongs to

b) make a diagram/graphic for: either artisans as skilled resources for development of India or women artisans as skilled resources for sustainable development of local crafts

3. Universal Design

Q1. Select any one from: Healthcare, Kitchen, Kids toys.
Form and patterns were given, take inspiration from that and design anything in the selected category.

Q2.A. Design a symbol for binary gender
Q.2.B. Create a poster for awareness of binary gender in public and add a tagline

Q.3. Your dominant hand is broken and you have to use the other hand. Select any one from these processes: Brushing teeth, Handling Tshirt buttons. Draw the process in 5 boxes given below.

Q.4.A. Image of a gas stove was given. Identify problems faced by visually impaired people and redesign and draw the solution.
Q.4.B. Depict any one problem through sketches in 3 boxes given bellow

Q.5.A. Written down 3 issues faced by ederly people in packaging of medicine.
Q.5.B. Give design solution to any one of the issue you have stated.

4. Animation Film Design

The first question consisted of an interview with R.K Lakshmana. In the interview he talks about his work, love for music, mechanics and abstract painting; then he talks about how he does not tone down his comics because Indians have good humour. Then he mentions that he does not like the current cartoon artists.
The questions for this were:
1. Write an essay about the statement made by R.k.L “of-course, Indians have good humour” and give it a title.
2. (5 true or false questions from the interview were given)

The in the next section we had to write a story about a 19 year old girl who wakes up as a 60 year old woman and on that day she has a dance audition. Describe the entire day from the time she wakes up to the 6pm audition and till the time she sleeps

This also had another question which asked us to describe her room: what she can see, smell and feel

The next section was drawing/illustration based
There was a picture of a lock in the paper. And this was in two parts
1. There is a small robot that lives in this medium sized lock that is in an abandoned automobile company. Make an illustration of him cleaning and redecorating it
2. We were given an outline of the lock and we had to divide it to show his entire house. We can using stairs doors windows etc. they wanted a layout of it.

The next section was also in two parts there was a picture consisting placements of a cupboard,

bird,bed, door, grand father,girl and a study table.

The prompt was that a sparrow had gotten into the house through the window and the grandfather calls for the his grand daughter to switch off the fan.
1. Make an illustration of consisting of all three characters in the room
2.use your previous illustration as a reference and give any one characters point of view

The drawing sections said that you have to draw either using a pen or a pencil and marks won't be given for colour so it's optional

5. Toy & Game Design

1) a) design and illustrate the waiting area of a paediatric doctor for kids age 3-5
1) b) further explain one specific such intervention with relevant sketches

2) a)explain features of a toy you have played with, sketch relevant features at every step
2) b) how wud u modify it for present generation. Describe 3 features you have modified.

3) Storyboard where 5th board is given and first four are to be imagined and drawn according to the last 5th panel. Story also has to be written in 5 lines at the end.

4) NEP (national education policy) has brought changes. You are policy maker.
a) explain how any present product or activity relating to play does the following for children - retaining attention, heping explain concept better, application of knowledge of activity to see how much was understood (examples of 3 areas)
Explain the product/activity, reason, benefit and explanation for each each of them for one in each mentioned areas . (fill chart for all areas)
b)How would u include element of play in schools through your policy
Explain the policy, reason why, benefit and explanation for each .

6. Animation Film Design - 2

1A. They had given a conversation and we had to read that and write an essay starting with "ofcourse indians have a sense of humour..." and give it an appropriate title.

1B. True/False/Not given as per the same given conversation between R.K. Laxman and a journalist.

2A. A 19yr old girl wakes up on the day of an audition for a dance competition in the body of her 60yr old self. Write down how her day must have gone from then till her audition at 6:30 and till the time she comes back home and goes to bed. The story must be under 300 words and must make logical sense.

2B. Describe your house late at night. You can talk about the sounds outside the house and inside.

3A. They had given the photo of a lock. A factory has been shut and locked for months and a robot lives in that lock. Sketch a scene showing the robot character cleaning its house.

3B. They gave the outline of the same lock. We have to illustrate the interior of the robot's house inside of it. We could show doors, windows, furniture, walls etc.

4A. They gave a layout of a room consisting of a bed, a cupboard, a study table, a window and a door. They had also pointed out the locations of three characters- grandfather (near the bed), granddaughter (at the study table) and a bird that just flew in from the window. Draw a scene showing all three characters, depicting the grandfather telling the granddaughter to quickly shut off the fan as the bird flies in through the window.

4B. Draw the same above scene but from the point of view of any of the characters.

7. Textile Design

1) An international designer had hired you to construct 2 furniture for an igloo.
a) write 3 problems faced by them
b) draw the 2 furnitures and state the materials used in it and the reason for choosing the material in 2 lines only

2)Creepers grow on trees with the support of other trees so draw that scene and taking inspiration from it draw a textile fibre . State it's function

3) write in less than 50 words your view on the vertically manufacturing textile industry

4) write your view on handloom sector being converged

5) what are the advantages and disadvantages of vertically manufacturing textile industry

8. Interaction Design

1) Sequence drawing for election kiosk, to encourage people to vote (4 frames)

2) Interactive digital design for 10-12 year old for baking lessons (cake/bread) -4 frames

3) Interactive pet toy design for people who work and leave their pet at home

4) A. tabletop robot design with 10x6cm screen size.

4) B. Make expressions for the robot for 5 scenarios
- Confused
- Delighted
- Didn't understand command
- Network issues

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