

NID B.DES 2020

Question Paper

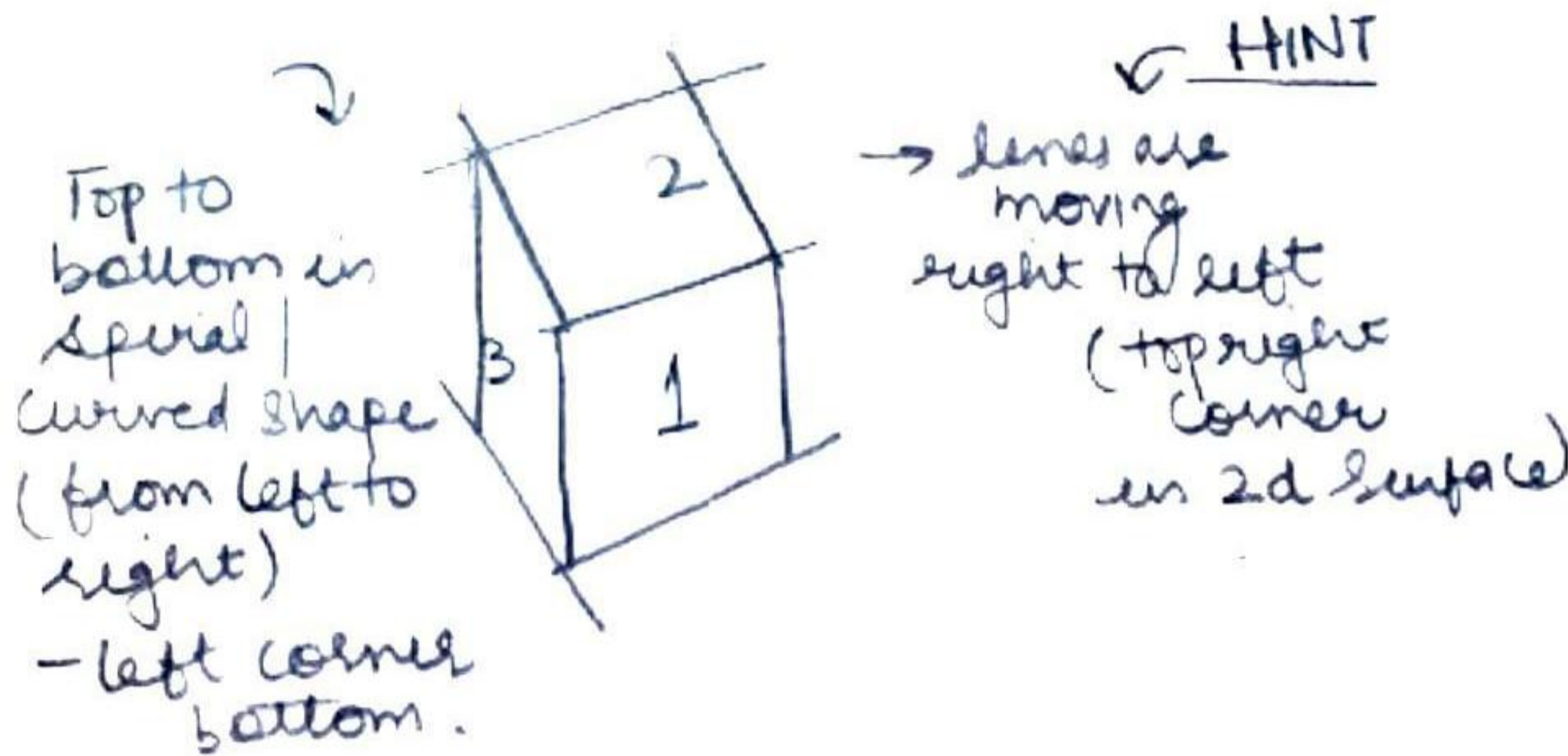
Q.1. An Open view(2D) of a box was given, students had to draw the 3 sides of the 3D cube. 5 Marks

Answer -

a) Understand:

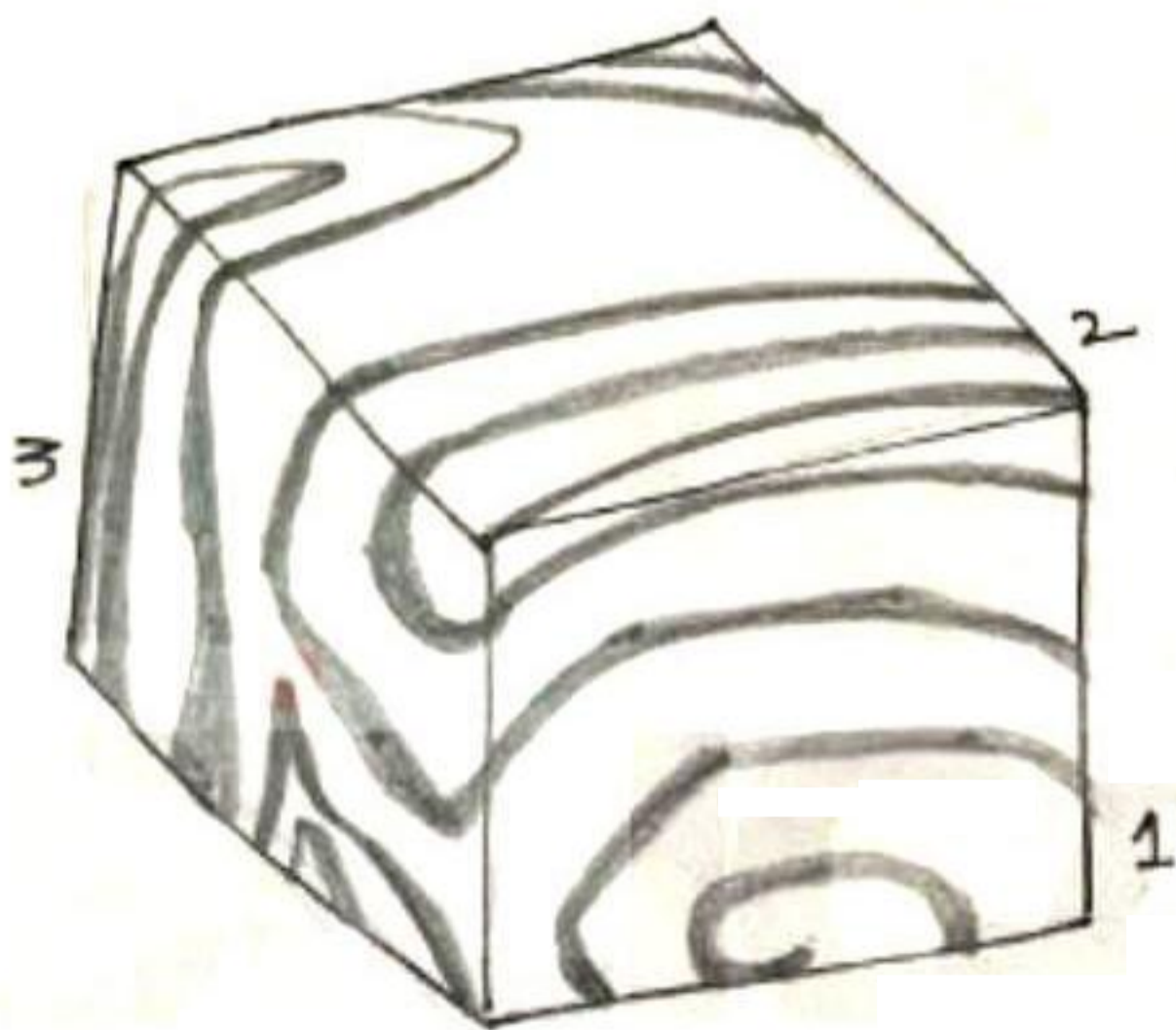
- Identify the flow of lines.
- Motion and movement across 2D surfaces.
- When folded how are lines moving
- Visualize a rough 3D folding cube.

b) Idea:



Ps - Understand the pattern of line first, when tilted how they are moving in 3D Surface.

c) Present -



Ps. Understand the line movement from one corner to another and focus on the marking only. Try filtering the shape given in ques. Paper & understand the cutting lines from one square to another.

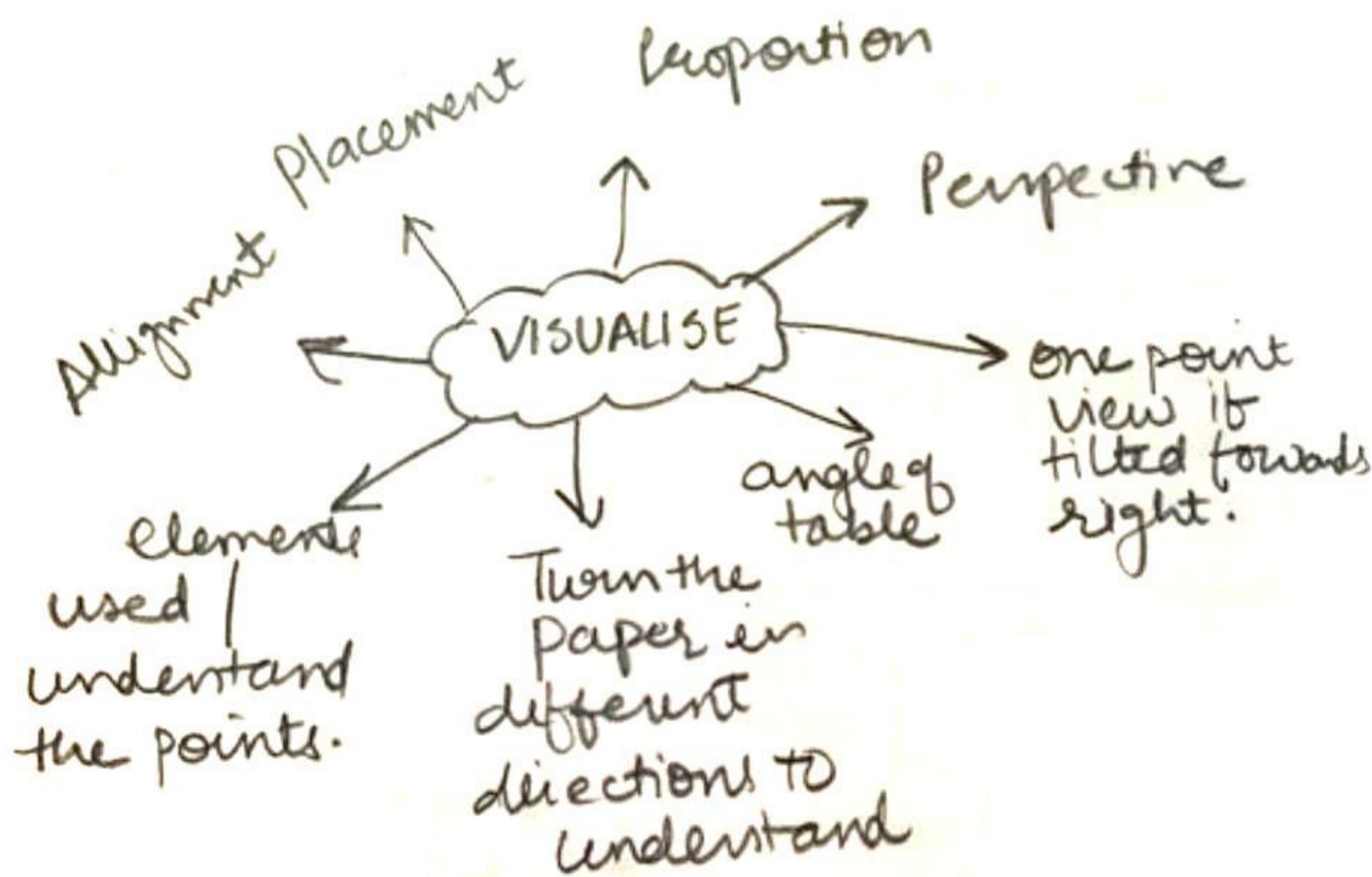
Q.2. A view of the kitchen given in 2 point perspective from a man's eye level. Draw that same view from a point marked on the picture, and from a 3 year old's point of view. 13 Marks

Answer -

a) Understand -

- Perspective given from X point of view
- Understand the size and proportions of the element.
- Placement and alignment is the key to drawing.
- Close your eyes and visualize the scenario.

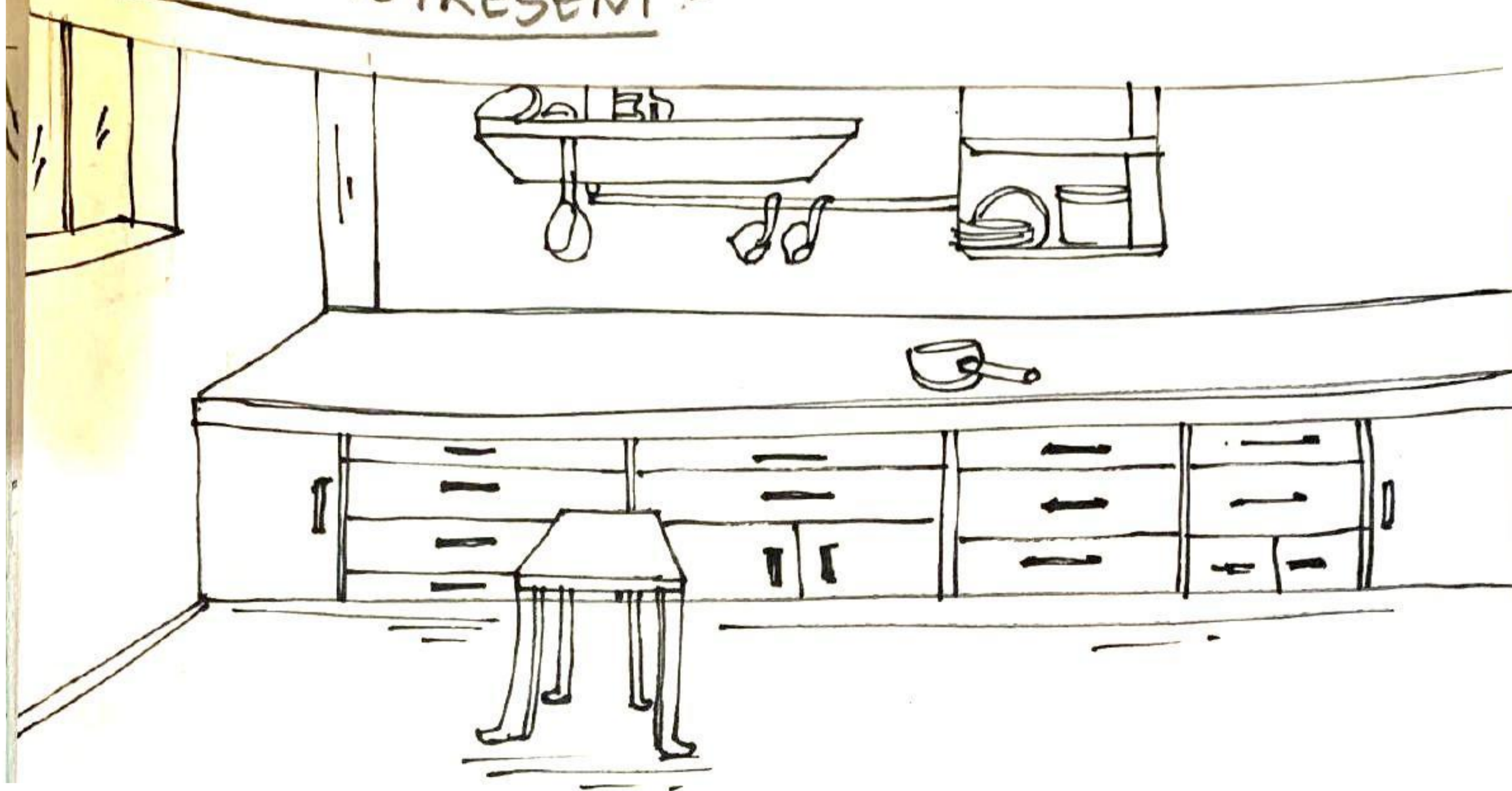
B) How to ideate - Look at the vanishing point in the give image.



Ps - understand the corner and vanishing point given from the X point of view.

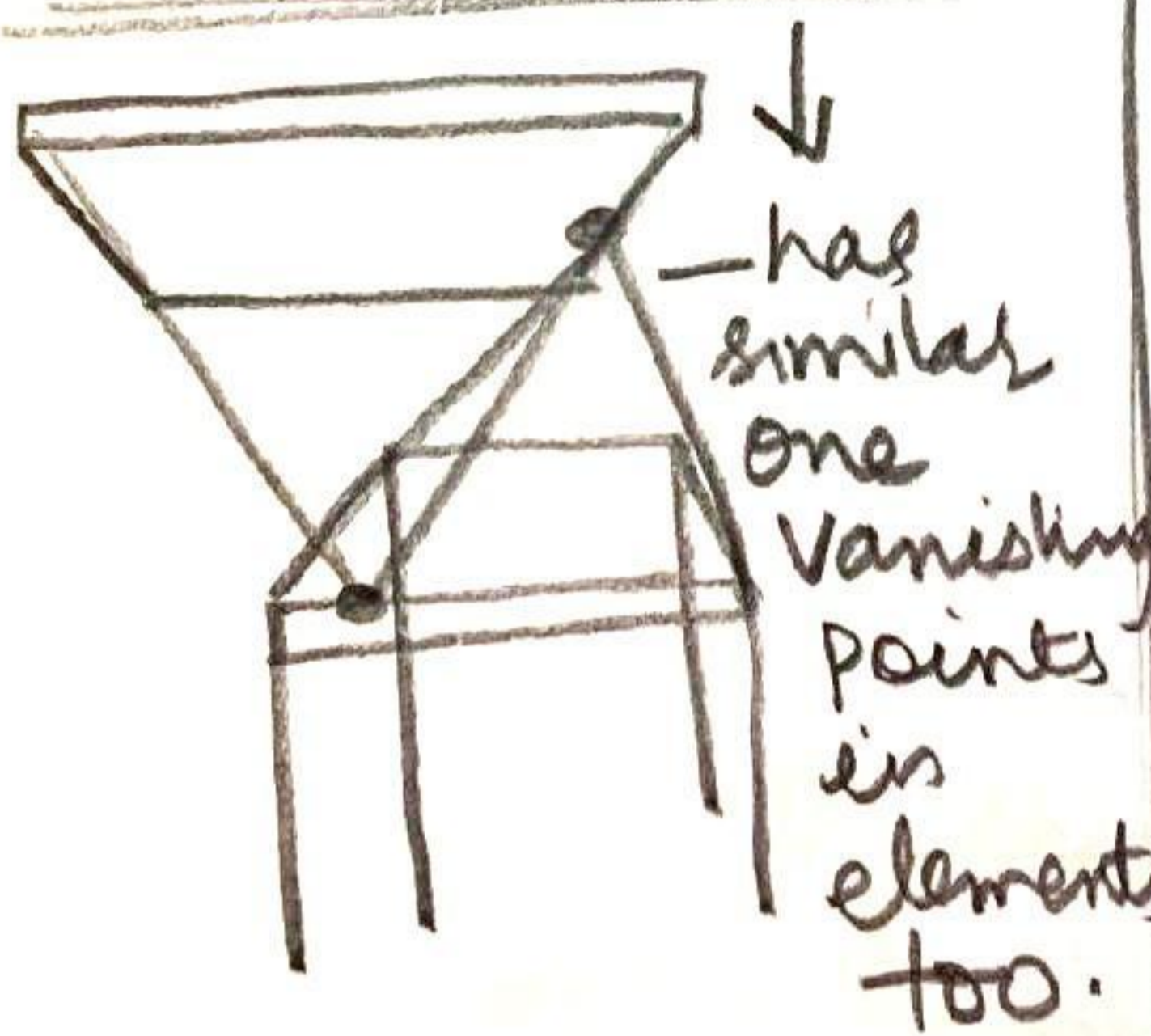
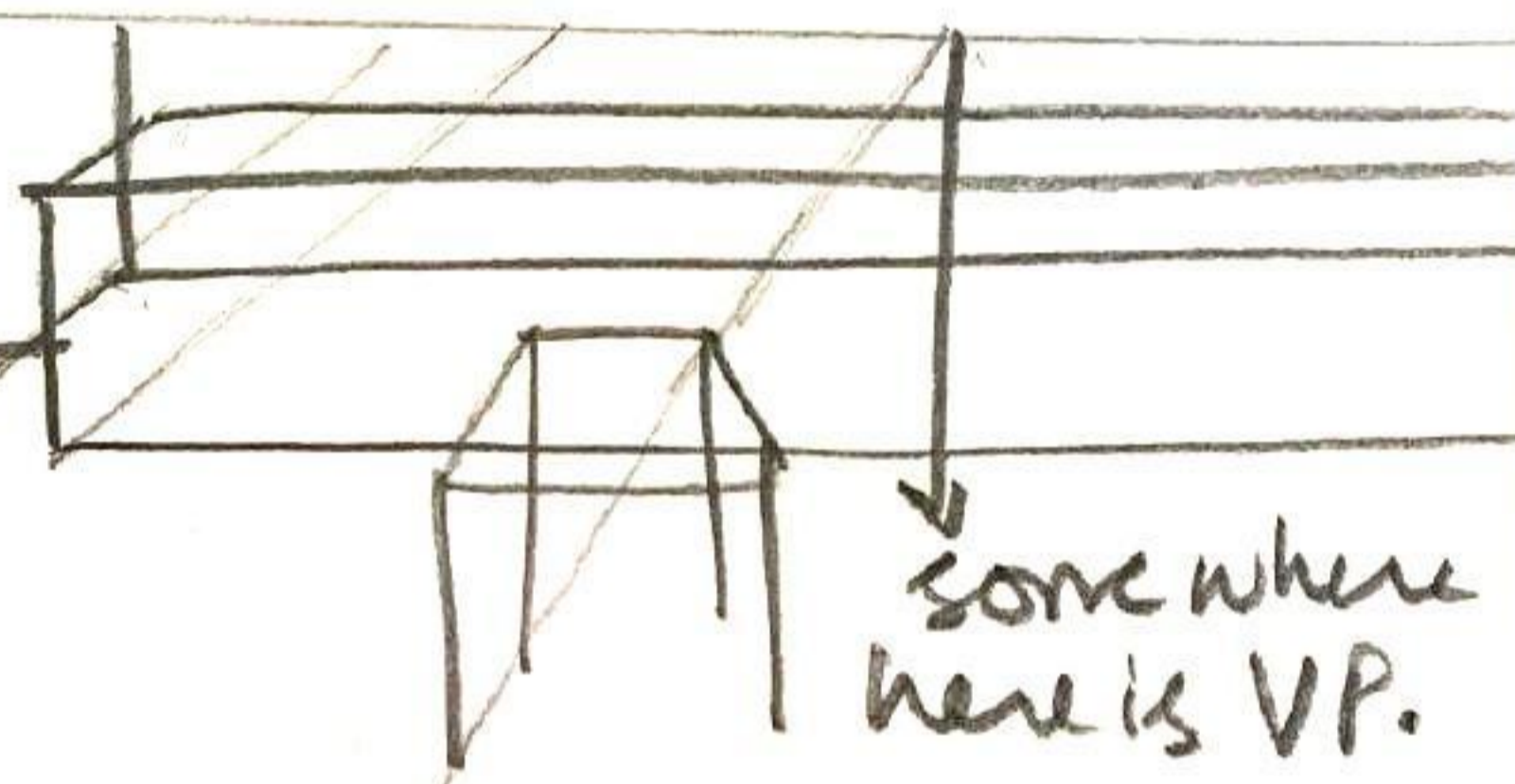
c) How to present -

(C) HOW TO PRESENT:-



Thumbnaile:-

- lines parallel
- and one Vanishing Point



- Point is given from two point perspective
- where as from X point of view, it is one point perspective.
- Identify lines || to each other & Vanishing points

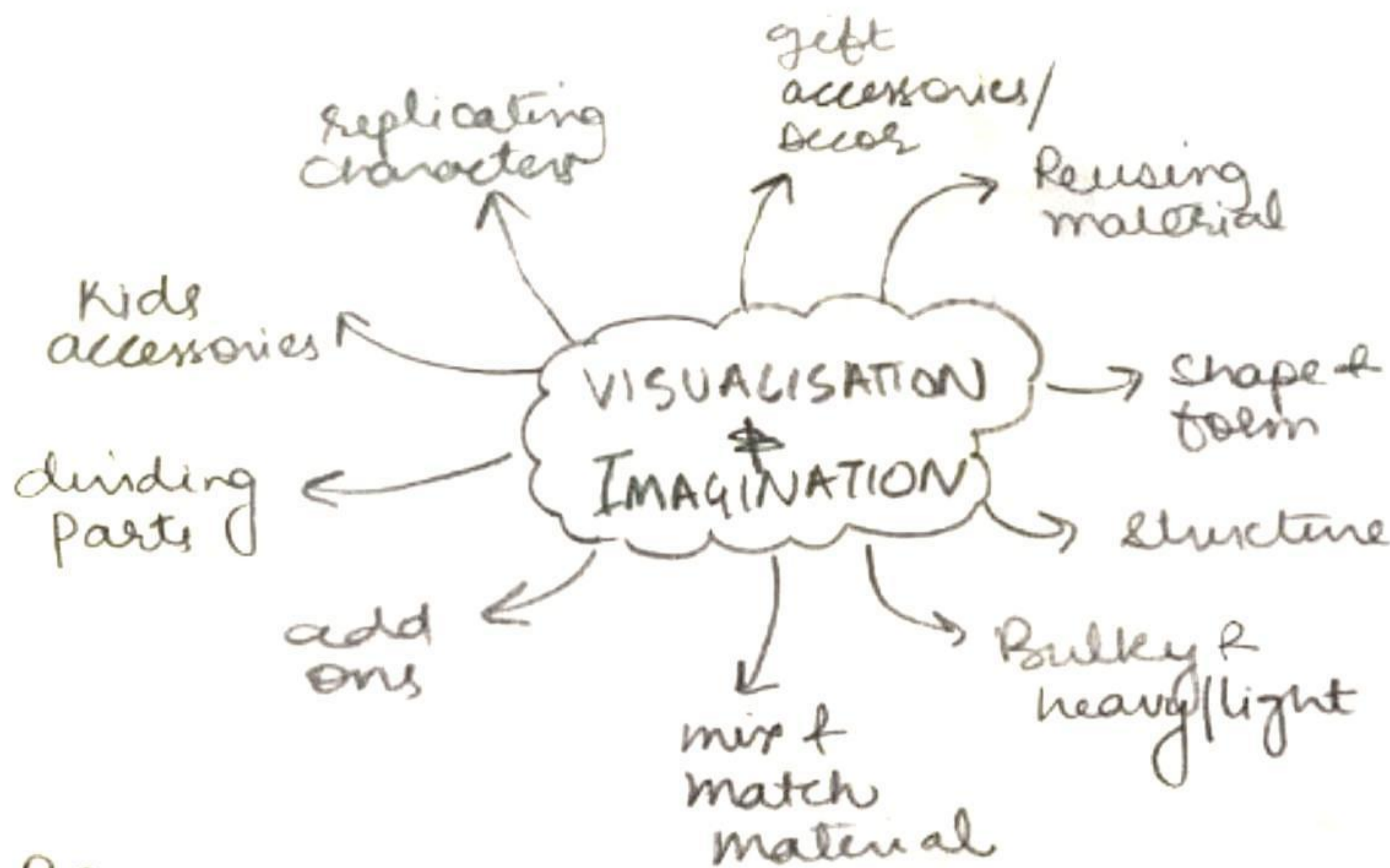
Q.3. Give 5 humorous ways of using an old bulb. Draw and explain. 15 Marks

Answer-

a) Understand -

- Think of creative unusual uses.
- Observe surroundings, replace material to come up with creative ideas.
- The ideas should be funny, creative & usable.

b) How to ideate-



P.S :-

- think of ideas that can add humor to it along with usability purpose.

Ps- Think of ideas that can add humans to it along with usability purposes.

c) How to present - Think of creative yet usable & Feasible ideas.

I. Halloween Character - Sketching the idea by using the form of the bulb and glow in the dark purpose to add more humor to an event.



ii. Bobble head - To distract toddlers and infants creating a toy that breaks concentration & has more fun. Using its sound bulky look to make it more interesting.



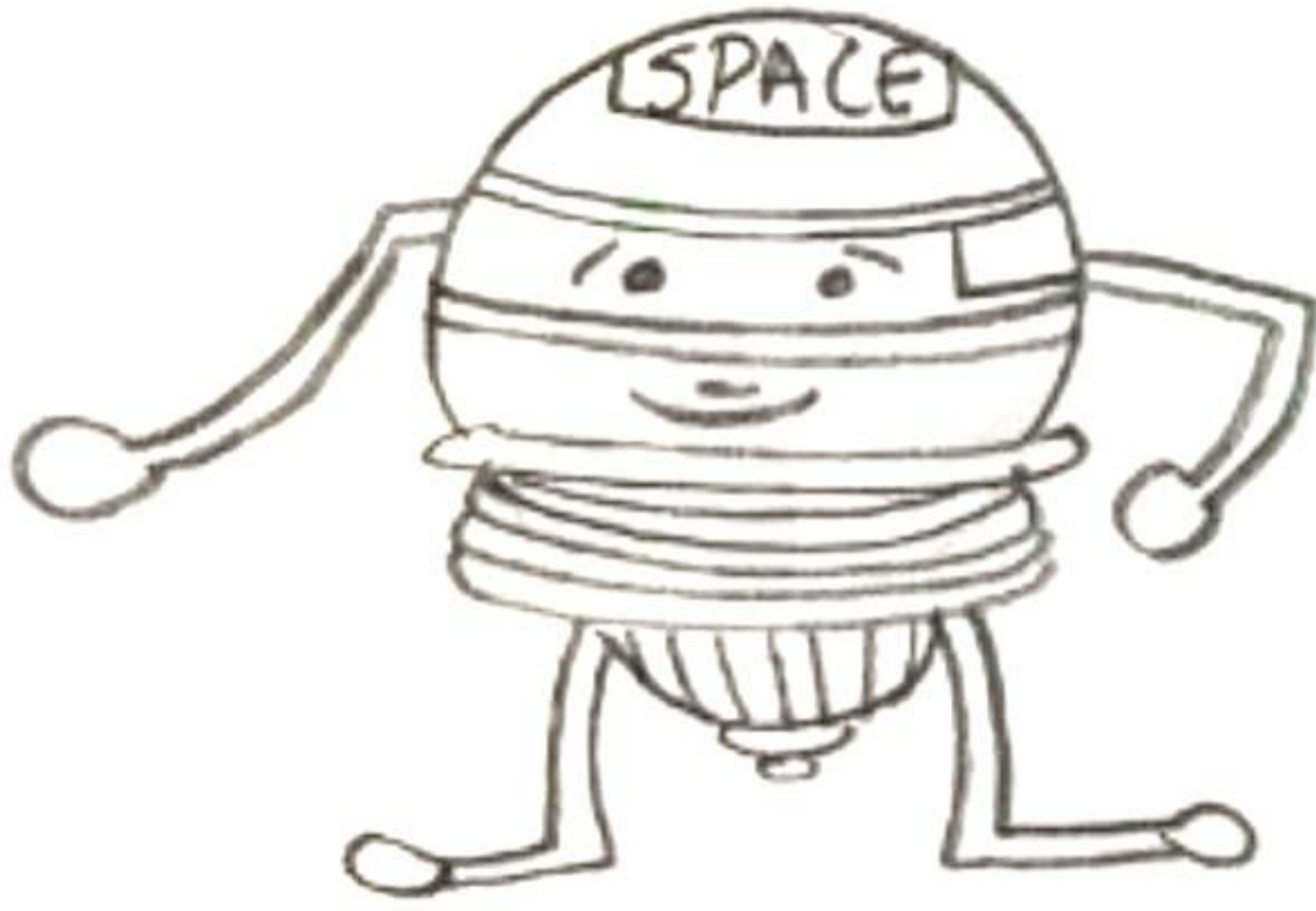
iii. Gifting/Decor - Using its as a decor/Funny piece/element kids use as a toy. Can be use for decor or saying memories can hang/Place on table.



iv. Toys - Creating toys with different expressions and bodies. This can help them in learning about emotions as well as characters. The character hug him self if you hit it or touch it.



V. Astronaut craft - Using it as an astronaut craft where kids can play as a role play toy. Making your character wear clothes in a different way.



Guidelines -

- Think of using elements around.
- Observe funny things and replace or add them into existing ideas.
- Think of adding raw materials or mix and match.
- Creating unusual ideas can make you score more.
- Add extra details/Material if required.

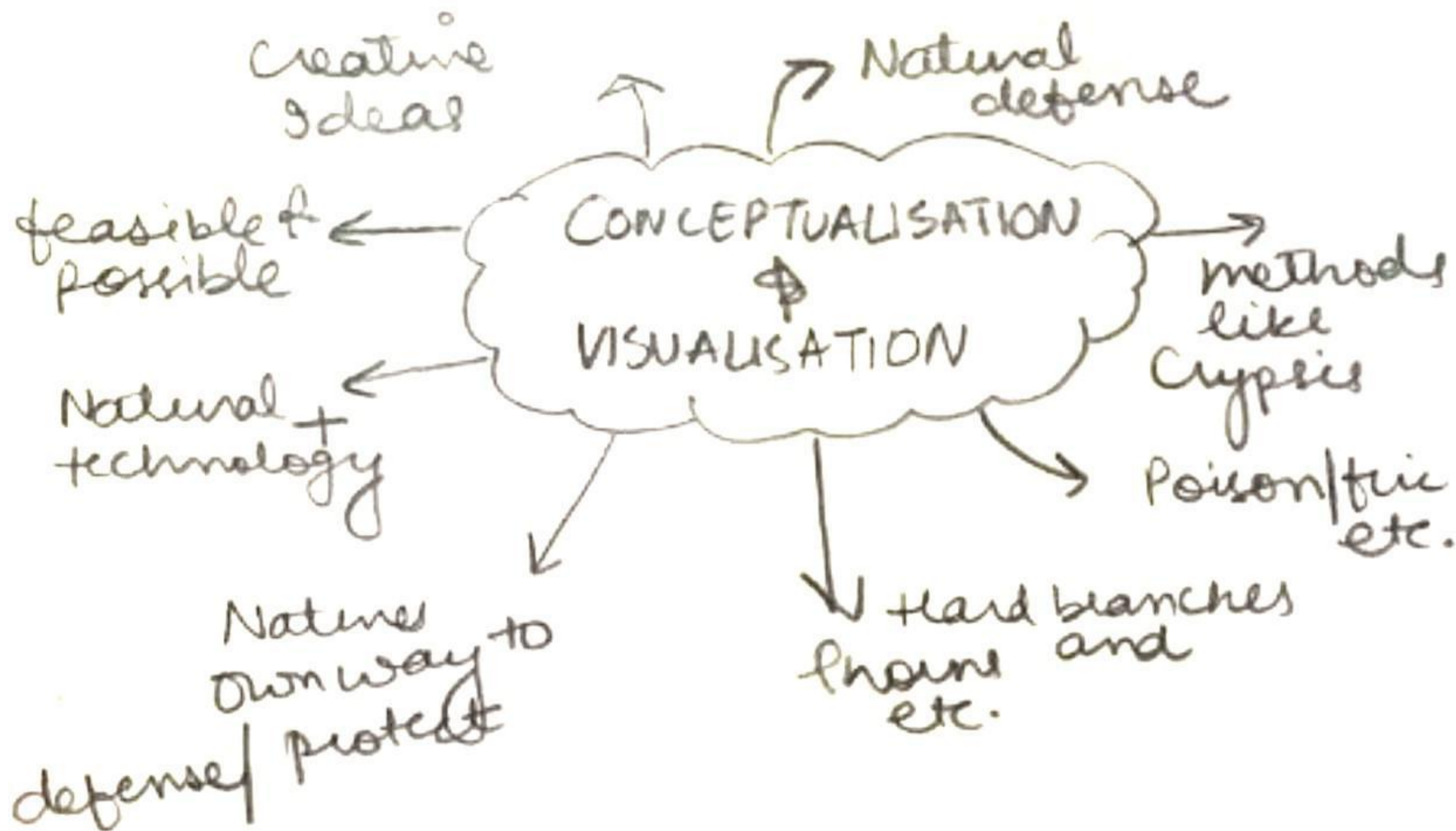
Q.4. Design three defensive mechanisms for trees so that they do not get cut down. 15 Marks

Answer-

a) Understand -

- Think of the existing mechanism nature has.
- Ideas can be wild or wacky , But terribly related to touch me not flowers types of mechanism.
- Ideas should be several defenses and also should depict creativity.

b) How to ideate - ideas need to be designed keeping in mind nature & advanced technologies.



P.S - Use methods that are possible and feasible.

- add elements which can react to any sensation.

c) How to present -

TO PRESENT:-

(a) Exaggerated branches :-

Some trees have cypress mechanism when touched they hide themselves, same way hidden sharp exaggerated branches can prevent them.



hugging themselves

Thorns (b)

Sharp thorns, can be protruding from different corners which are not at all visible and can hurt someone.



(c) Fire/Poison/Fumes :-

Trees when cut can release some sort of fumes/heat that can make a person feel dizzy or the surroundings get infected.



d) Guideline -

- Visual presentation and defense is the focus here.
- Wax/Glue/Poison are existing ones you can use creatively.
- Sharpness in nature can be a plus point to use.
- Focus on mentioning the process in each of the mechanisms.

Q.5. Ravindranath Tagore once said, "Where the mind is without fear and the head is held high, where knowledge is free..."

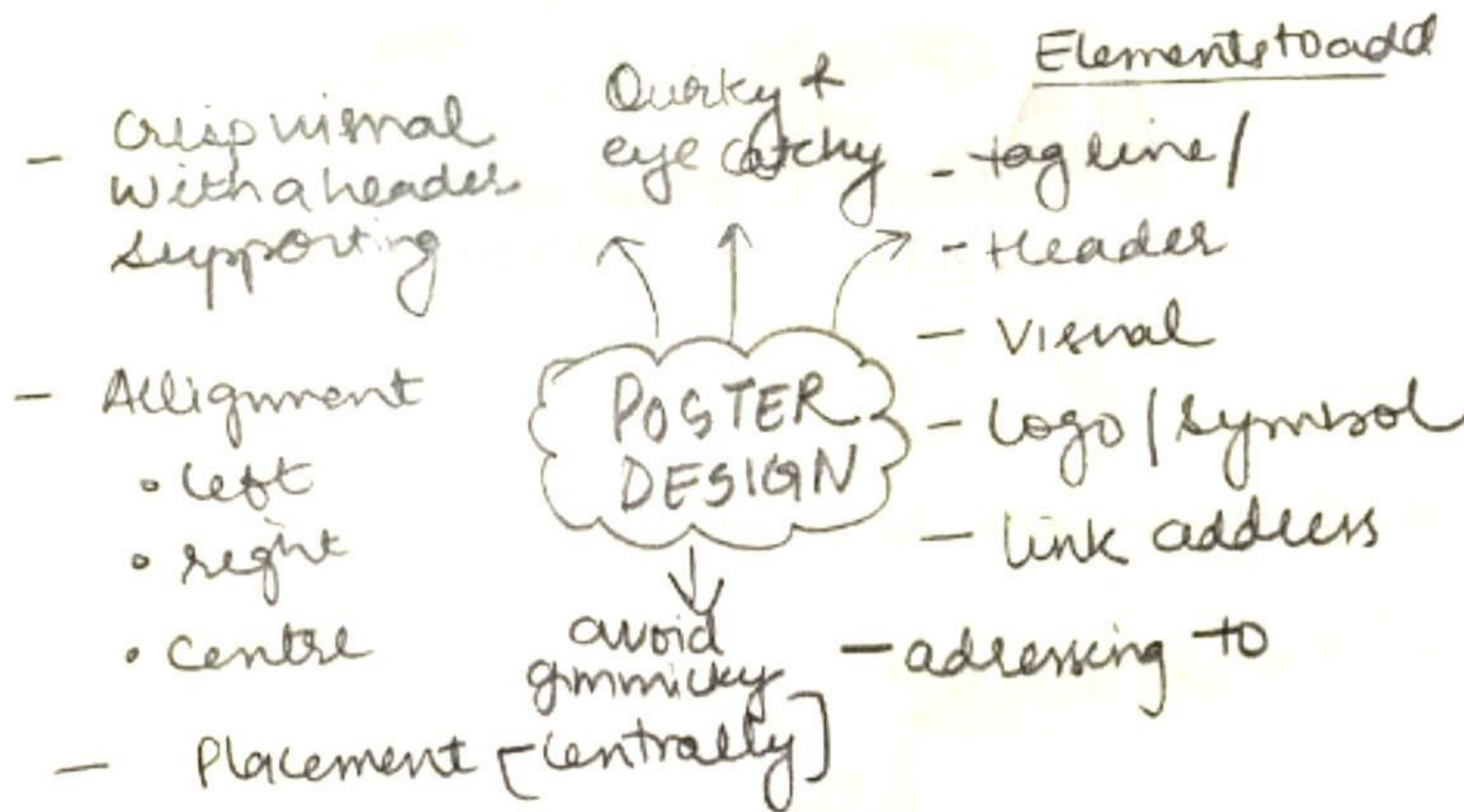
The poster depicts the meaning and gives a tagline to it. 10 Marks

Answer -

a) Understand -

- Poster design is a part of visual communication. Focus on easy yet eye catchy, Attractive visuals.
- Tagline is a must, Always look for suitable idioms and phrases/Create one.
- Think about proper breathing & spaces & Alignment.

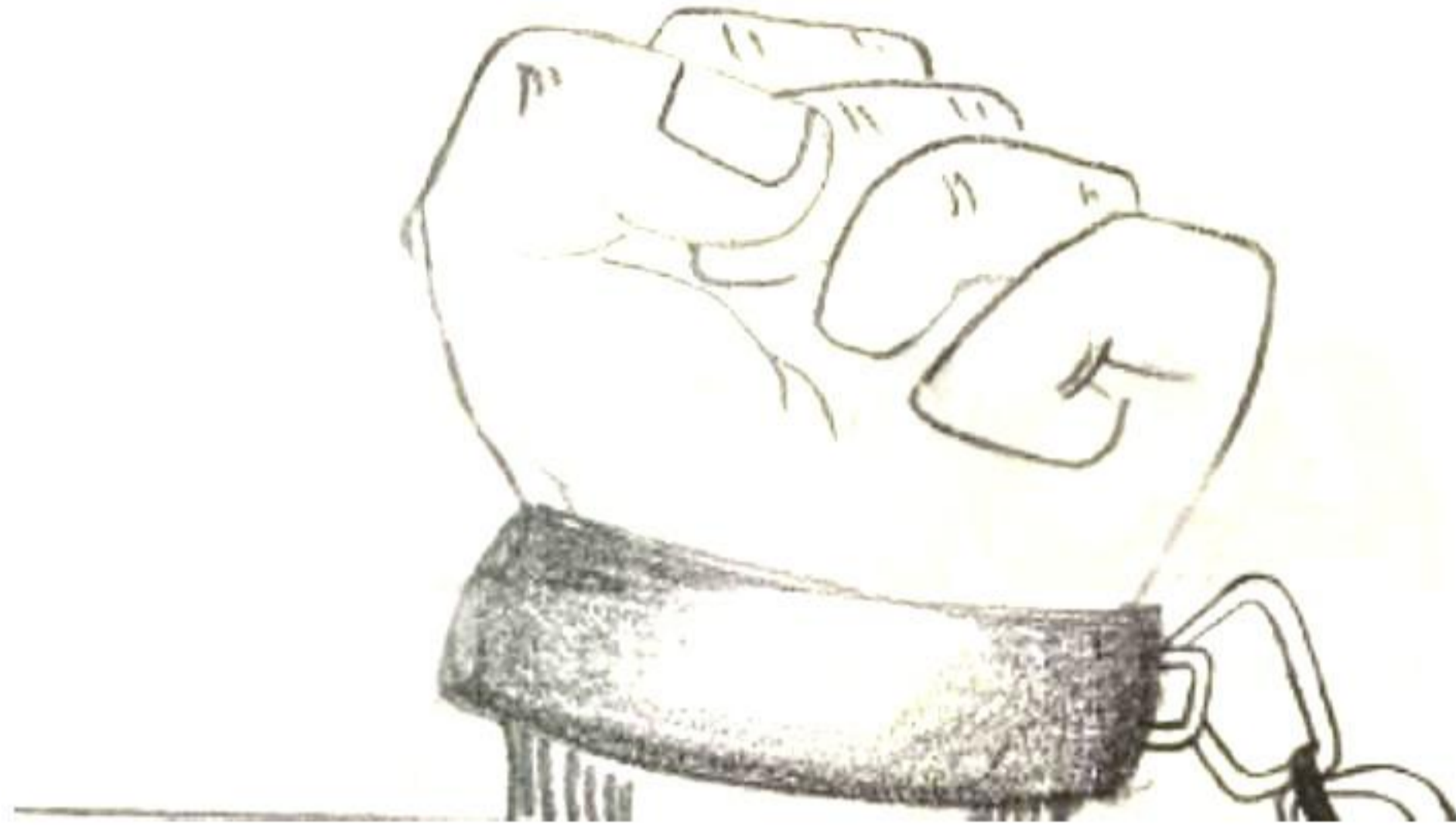
b) How to ideate -



Ps. - Keep in mind, the visual should always compliment the tagline & Vice versa. Use indirect messages to depict the theme.

c) How to present -

THE MORE I LEARN, THE
LESS I KNOW...



Guideline -

- Eye catchy, attractive visuals according to the theme.
- Tagline/Header should support visuals.
- Placement and alignment of visual & tagline.
- Tag depicting 3D elements in visuals & avoid 2D elements.

1. A person was sitting under a jamun tree and there was a pumpkin patch. The person thinks that the tree is so big but has tiny jamun fruit and wouldn't it be better if the tree had pumpkins. This was a storyboard question and students had to draw it in the three spaces given. 12 marks

Answer -

Answer -

- a) Understand:
 - Focus on the main situation/event happened.
 - Add a detailed foreground/Background to it.

- Visuals should clearly highlight the situation.
- Make it look like a real life scenario.
- Animated/Realistic should work.

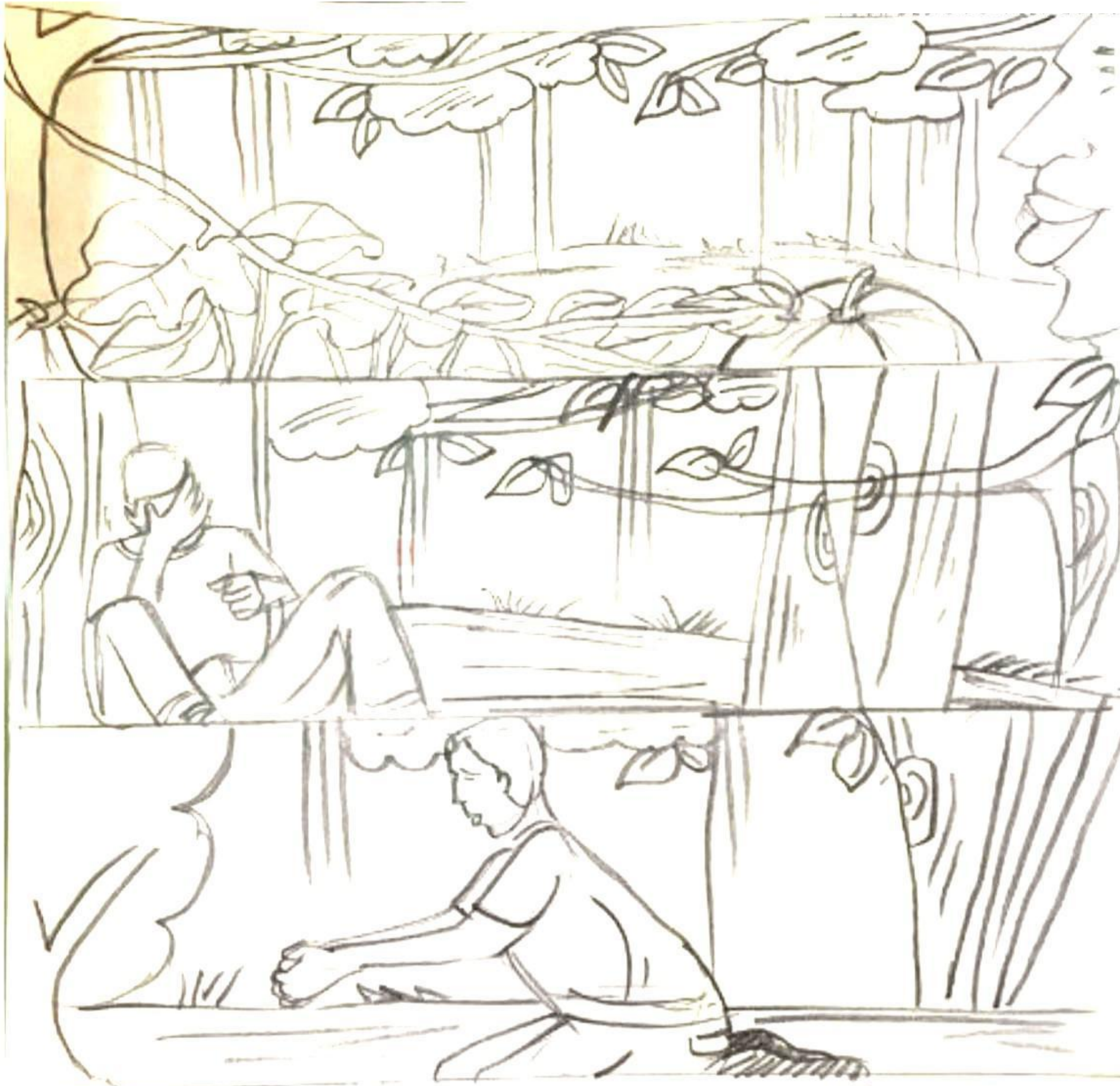
b) How to ideate-

- Think of a suitable timeline to it and illustrate major events that happened after mind mapping.



Ps - Keep in mind, detail of the area song with the same size character & proportion.

c) How to present:



— "God has its own way to plan things, Be patient" — Tagline.

Guideline :

- Don't overdo the detailing by hiding character or the background.
- Focus should be on events & illustrations.
- Don't use text in between lines.
- Visuals can be cartoon, animated or real.
- Focus on detailing of human body/Gesture.