NID B.DES · DAT PRELIMS · SAMPLE TEST PAPER 2025

Answer Key & Model Solutions

25 questions · 100 marks · Objective (Q1–Q20, 25A–B) + Studio / descriptive (Q21–Q25C)

Please note: NID does not publish an official answer key for the DAT Prelims. The objective answers below are solved and reasoned by Creative Edge subject experts. Answers marked † are based on the printed figure in the question paper (spatial / visual-recognition items) — do a final visual check against your copy. Studio questions (Q21–Q25C) are open-ended: we give the model approach and the marking focus rather than a single 'correct' answer.

1 · Objective answers at a glance

Quick-check grid for Q1–Q20 and the two objective parts of Q25. († = confirm against the figure.)

Q1	Q2	Q3	Q4	Q5	Q6
C†	D†	B	A	B	B†
Q7	**Q8**	**Q9**	**Q10**	**Q11**	**Q12**
C†	B	B	A	B†	A
Q13	**Q14**	**Q15**	**Q16**	**Q17**	**Q18**
D†	C	C	A	B	C†
Q19	**Q20**	**25A**	**25B**		
A†	A†	2	3		

2 · Detailed solutions (Q1–Q20)

Q	AREA	ANS	WHY
Q1	Visual reasoning — odd one out	C†	Three figures read as the same cuboid rotated in space; the remaining one differs in proportion/face geometry. Confirm against the printed figure.
Q2	Visual matching — jigsaw pair	D†	Match the exact symbol set and orientation of the two units in Fig.01 against each option; only one pair repeats both symbols and their placement. Figure-dependent.

Q	AREA	ANS	WHY
Q3	Environment awareness	**B**	National parks and sanctuaries let animals live in their **natural habitat**, unlike the artificial enclosures of a zoo — that is the core conservation rationale.
Q4	Logo identification	**A**	The eye motif signals **vigilance / watchfulness** — the emblem of the **Central Vigilance Commission**. 'National Vigilance Commission' is not an Indian body.
Q5	Analogue-clock logic	**B**	At 3:16, 4:22 and 12:00 the hour and minute hands nearly coincide (≈0–2° apart). At **10:15** they sit ≈142° apart — the relationship that breaks the pattern.
Q6	Spatial counting — equilateral triangles	**B**†	A regular cube yields **8** equilateral triangles from its face-diagonals (one per alternate corner). Confirm the exact lines drawn in the figure.
Q7	Pattern — circles in a rosette	**C**†	The 12-fold rosette is generated by **12** overlapping circles arranged around a common centre. Confirm by tracing the printed pattern.
Q8	Current affairs — climate	**B**	The **Paris Agreement** (2015) is the international accord specifically aimed at limiting global warming. (Kyoto predates it; Montreal addresses ozone.)
Q9	Craft / materials — Sitar	**B**	A sitar uses wood (body/neck), gourd (toomba resonator) and bone (bridge/inlay). **Leather** is not used — it belongs to drums like the tabla.
Q10	Logo identification	**A**	The dynamic figure in a moving wheelchair is the mark of the **Accessible India Campaign (Sugamya Bharat Abhiyan)**.
Q11	Spatial — cube face view	**B**†	Project the stepped notch onto the front face along the arrow; the step produces the matching L-profile. Figure-dependent — confirm against Fig.01.
Q12	Brand mascot	**A**	The twirling girl in a frock is the **Nirma** mascot — a washing-powder brand. (The turbaned man is MDH; the tray-of-glasses girl is a beverage; the child is a biscuit brand.)
Q13	Observation — bird beak	**D**†	A pigeon has a short, slender, slightly down-curved beak with a soft cere — not the long spear (A), hooked raptor beak (B) or deep conical seed-beak (C). Confirm against the figure.
Q14	General knowledge — agriculture	**C**	The **Green Revolution** was the period of **high-yielding crop varieties** (and modern inputs) that sharply raised food-grain output in India.

Q	AREA	ANS	WHY
Q15	Science — materials	**C**	Both common salt and silica gel are **hygroscopic** — they absorb moisture from the air.
Q16	Road-sign reading	**A**	Reading the row: Uneven/Hump road → No Entry → Intersection → Speed Limit (the '40' roundel) → Narrow Road. Only option (A) correctly reads the '40' sign as a **speed limit**.
Q17	Colour theory — relationships	**B**	'Blue-Violet / Blue / Blue-Green' = tertiary / primary / tertiary, a primary flanked by its two neighbouring tertiaries. **Red-Violet / Red / Red-Orange** is the identical relationship.
Q18	Abstract reasoning — matrix	**C**†	Work the row/column rule of the 3×3 grid to the missing top-left block. Figure-dependent — confirm the derived pattern against the printed matrix.
Q19	Spatial — net to cube	**A**†	Folding the net makes beetle–aeroplane and banana–eye opposite pairs, so options pairing those on one corner are impossible; (A) shows a valid, correctly-oriented combination. Confirm symbol orientation on the figure.
Q20	Brand logo — ICICI Bank	**A**†	Pick the 'i' in the correct orientation and droplet form of the official ICICI Bank mark. Best read as (A); confirm against a colour reference of the logo.

3 · Comprehension — Q25A & Q25B

Q	AREA	ANS	WHY
25A	Reading comprehension	**2**	The excerpt from *The Courage to be Disliked* centres on **accepting and valuing yourself** rather than wishing to be reborn as someone else. (Note: the philosopher also urges moving forward, so some readers argue for 'None of the above' — (2) is the best single fit.)
25B	Book category	**3**	*The Courage to be Disliked* (Koga & Kishimi) is a **Psychology & Self-Help** title built on Adlerian psychology.

4 · Studio & descriptive questions — model approach

These carry the bulk of the marks. There is no single key; examiners score ideation, observation, communication and craft.

Q21 Problem-solving & ideation — neighbour's tree dispute

20 marks

Resolve the shared-wall neem-tree conflict with **4 distinct ideas**, each as a labelled illustration + short text.

MODEL APPROACH

- Install a leaf-catcher net / mesh guard or a gutter along the shared wall so falling leaves are collected, not scattered.
- Turn the problem into a shared resource — jointly compost the leaves into manure both gardens use, or agree a shared cleaning schedule.
- Selectively prune only the overhanging branches on Sudip's side (keeping the tree) to cut the leaf-fall at source.
- Redesign the garden edge — a shallow leaf-trench or mulch bed along the wall that catches and reuses the leaves as a design feature.

What examiners look for: Examiners reward **four genuinely different** and workable ideas (≈5 marks each), empathy to both neighbours, feasibility, and clear, well-labelled sketches that communicate the idea without explanation.

Q22A Perspective drawing — the crow's juice shop

10 marks

Draw the market juice shop **as the crow sees it** (an aerial / bird's-eye viewpoint), filled with your own imagined elements.

MODEL APPROACH

- Commit to a convincing high/bird's-eye viewpoint with correct foreshortening.
- Populate the scene — juice counter, fruit crates, signage, shoppers, surrounding market stalls — to show observation.
- Hold composition, depth and line confidence.

What examiners look for: Marked on the believability of the chosen viewpoint, richness of relevant detail, composition and rendering quality.

Q22B Poster design — ‘crows' right to juice’

10 marks

Make a **poster** of crows demanding the right to drink juice; colour allowed.

MODEL APPROACH

- A bold, readable slogan / headline tied to the theme.
- Clear visual hierarchy and a strong focal image of the crows.
- Purposeful use of colour and negative space; a persuasive, witty message.

What examiners look for: Assessed as a poster, not an illustration — message clarity, typography/slogan, visual impact and creativity carry the marks.

Q23 User-empathy analysis — the train sink

10 marks

List **5 distinct user groups** for the moving-train sink and the specific challenge each faces.

MODEL APPROACH

- Young child — can't reach the basin height; loses balance as the train jolts.
- Elderly person — needs a grab support; unsteady with the train's motion.
- Wheelchair user / differently-abled — basin and fittings aren't at an accessible height or approach.
- Pregnant woman — limited reach over the basin; bending and balance are difficult.
- Visually-impaired traveller — can't locate tap, soap or basin edge; risk of spill and slip.

What examiners look for: Reward diversity of groups (by age *and* ability), and challenges that are **specific to a moving train** (balance, reach, water-splash, grip, hygiene) rather than generic.

Q24A Observation & reconstruction — the zoomed object

05 marks

From the five close-up frames, draw the **complete object**, in proportion to a human hand.

MODEL APPROACH

- The frames (star-shaped drive head, tapering helical threads, a pointed threaded tip) read as a **threaded screw with a star/Torx-style head** — reconstruct that whole object.
- Keep the scale hand-sized and the threads consistent with the clues.

What examiners look for: Marks for correctly inferring the whole from the parts, plausible proportion to a hand, and clean construction lines.

Q24B Lateral thinking — alternate object from one frame

05 marks

Pick **one** frame and draw a different object it could independently represent; state frame no. & object.

MODEL APPROACH

- e.g. the star frame → a starfish, sheriff badge or flower; the helix frame → a spring, snail shell or spiral staircase.
- The reinterpretation must honestly fit the chosen frame's lines.

What examiners look for: Rewards originality and a convincing, well-justified re-reading of the same visual.

Q25C Game design from the text

12 marks

Design a game based on the excerpt's theme (levels of happiness / self-acceptance); sketch the board, give player count and **max 6 rules** for play, scoring and losing.

MODEL APPROACH

- Tie the concept clearly to the text — e.g. a board climbing 'levels of self-acceptance', hazards for 'wanting to be someone else'.
- Draw a legible board/mechanic and state the number of players.
- Write ≤6 crisp rules covering how to play, how to score, and how you lose.

What examiners look for: Assessed on concept-to-text linkage, clarity and playability of the sketched mechanic, and complete, consistent rules within the 6-point limit.

5 · Marks distribution

Section	Questions	Marks
Objective — 1 mark	Q1–Q15	15
Objective — 2 marks	Q16–Q20	10
Problem-solving / ideation	Q21	20
Perspective + poster	Q22A, Q22B	20
User-empathy analysis	Q23	10
Observation sketching	Q24A, Q24B	10
Comprehension + game design	Q25A–C	15
Total	**25 questions**	**100**