

# **CAREERS 360**

## **PRACTICE** **Series**

**NID Studio Test 2025**

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# **Practice Questions**

# CONTENTS

About This Ebook	3
NID Studio Test Syllabus	4
Important Topics for NID Studio Test	9
Sample Questions for NID Studio Test	13
Other Useful Resources	26

# ABOUT THIS eBook

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*Dear Students,*

We are excited to share that we have created an eBook for students preparing for the **NID Studio Test**. This comprehensive guide is designed to help you prepare through all aspects of the exam, ensuring you are well-prepared to tackle every challenge with confidence.

## What's inside this eBook?

- **NID Studio Test Syllabus** – A detailed breakdown of the syllabus, covering key areas like **Model Making, Clay Modelling, Story Illustration, Doodling, Wire Moulding**, and more.
- **Important Topics for NID Studio Test** – Identification of essential topics that are crucial for success in the test, including **creativity, spatial awareness, problem-solving**, and **drawing skills**.
- **Sample Questions for NID Studio Test** – A collection of carefully selected sample questions across various categories to help you practice and understand the format of the exam.
- **Other Useful Resources** – Additional resources such as recommended **books, online tools, design blogs**, and **sample papers** to support your preparation.

Dive into your preparation with this guide and move confidently towards achieving your goal of excelling at the **NID Studio Test**.

# NID STUDIO TEST SYLLABUS

The **NID Studio Test** assesses a candidate's creativity, practical skills, and problem-solving ability in various design-related tasks. Below is a detailed explanation of each component of the **NID Studio Test Syllabus**:

## 2.1 Model Making (3-Dimensional)

**Objective:** Model making involves creating 3D structures using basic materials. This task assesses your **spatial awareness, creativity, and ability to work with different materials.**

### Key Focus Areas:

- **Use of materials:** You may be provided with materials like paper, cardboard, clay, or foam. The task is to create a model from these materials within a limited time frame.
- **Proportions and balance:** Your ability to create proportionate and balanced 3D forms.
- **Creativity:** Your originality in designing the model and applying your artistic skills to make functional or abstract designs.
- **Structural understanding:** Knowledge of how to create stable, durable models.

### Preparation Tips:

- Practice building basic 3D shapes and progress to more complex designs.
- Focus on understanding the physical properties of different materials.
- Work on creating models that are both aesthetically pleasing and structurally sound.

## 2.2 Clay Modelling

**Objective:** Clay modelling evaluates your ability to sculpt and shape objects from a malleable medium, focusing on **form, texture, and detail.**

**Key Focus Areas:**

- **Form creation:** Sculpting realistic figures, objects, or abstract forms in clay, paying attention to proportion and shape.
- **Texture and detail:** Adding textures and detailing the surface to give depth and realism to the model.
- **Creativity and originality:** The ability to create unique forms or representations using clay.
- **Proportional accuracy:** Ensuring the proportions of the object or figure are correct.

**Preparation Tips:**

- Start with simple shapes and gradually work on more complex forms like human figures or animals.
- Experiment with various sculpting tools and techniques to improve your texturing and finishing skills.
- Practice creating both organic and geometric forms in clay to expand your creative range.

## 2.3 Story Illustration

**Objective:** This task assesses your ability to **illustrate a story or concept** visually. It tests your creative thinking, attention to detail, and ability to express emotions or narratives through drawings.

**Key Focus Areas:**

- **Narrative representation:** The ability to visually convey a story or theme through illustrations.
- **Composition:** How well you arrange visual elements within your illustration, focusing on balance, perspective, and depth.
- **Emotional expression:** Depicting emotions, moods, and actions effectively using visual elements like facial expressions and body language.
- **Visual coherence:** Ensuring that the story is clear and well-expressed throughout the illustration.

**Preparation Tips:**

- Regularly practice sketching scenes or stories and focus on conveying emotions through visual cues.
- Work on improving your composition skills, including the positioning of characters, backgrounds, and objects.
- Experiment with different drawing styles to find the one that best suits your storytelling technique.

## 2.4 Doodling

**Objective:** Doodling tests your ability to create spontaneous, freehand drawings that showcase **creativity** and **fluidity**.

**Key Focus Areas:**

- **Spontaneity:** Your ability to create drawings quickly and naturally, without overthinking.
- **Creativity:** The originality and inventiveness of your doodles.
- **Pattern and structure:** The use of patterns, shapes, and forms to create visually engaging compositions.
- **Freehand skills:** The ability to sketch fluidly without relying on guides or rulers.

**Preparation Tips:**

- Set aside time each day to doodle and explore different themes and patterns.
- Focus on letting your creativity flow without restrictions.
- Practice drawing various shapes, lines, and abstract forms to develop your fluidity in sketching.

## 2.5 Wire Moulding

**Objective:** Wire moulding requires you to create **three-dimensional structures** using wire. It assesses your **technical skills**, **creativity**, and the ability to create stable, intricate designs.

**Key Focus Areas:**

- **Wire manipulation:** Bending, twisting, and shaping wire into stable and creative forms.
- **Structural integrity:** Ensuring the wire sculpture is structurally sound and stable.
- **Creativity and detail:** The intricacy and originality of your wire designs.
- **Spatial understanding:** Working with 3D forms, ensuring the wire design is balanced and visually appealing from all angles.

**Preparation Tips:**

- Practice creating different 3D shapes and objects using wire.
- Experiment with various wire thicknesses and materials to understand how they behave.

- Work on designing complex forms and exploring the use of negative space in your wire sculptures.

## 2.6 Psychometric Test

**Objective:** The **Psychometric Test** evaluates your **logical reasoning, spatial awareness, and problem-solving abilities**. It typically involves tasks related to pattern recognition, logical sequences, and mental agility.

### Key Focus Areas:

- **Logical reasoning:** The ability to think critically and solve puzzles or problems using logical deduction.
- **Pattern recognition:** Identifying relationships and patterns in sequences or visual stimuli.
- **Spatial reasoning:** The ability to visualize objects in different orientations and understand their spatial relationships.
- **Time management:** The ability to complete the tasks within the given time frame.

### Preparation Tips:

- Solve puzzles and practice exercises that focus on logical reasoning, pattern recognition, and spatial awareness.
- Work on improving your ability to think quickly and accurately under time pressure.
- Regularly challenge yourself with new types of cognitive exercises to build mental agility.

## 2.7 Thematic Apperception

**Objective:** The **Thematic Apperception Test (TAT)** assesses your **creativity and imagination** by requiring you to create a narrative or story based on a series of images. It evaluates how well you can interpret visual cues and transform them into a meaningful story.

### Key Focus Areas:

- **Interpretation of images:** The ability to create a cohesive and engaging story based on visual prompts.
- **Creativity and originality:** The uniqueness and inventiveness of the narrative you create.

- **Story structure:** Developing a clear, logical, and emotionally compelling story.
- **Emotional depth:** Understanding and conveying emotions through your narrative.

**Preparation Tips:**

- Practice interpreting random images and creating short, meaningful stories based on them.
- Focus on developing characters, settings, and conflicts that make your narrative compelling and engaging.
- Experiment with different story genres and themes to build your storytelling flexibility.

# MOST IMPORTANT TOPICS FOR THE NID STUDIO TEST

The **NID Studio Test** is designed to assess various critical skills, including creativity, **problem-solving**, **technical abilities**, and **spatial understanding**. Below is a detailed explanation of the most important topics that will help you excel in the test:

There is no defined syllabus for NID-Mains/Studio, since this is a personality test of an individual to understand the mindset towards surrounding opportunities, people interactions and contribution to challenges of people in everyday life.

## A. Material, Modelling & Manufacturing Understanding

Material Understanding is one of the most crucial important skills tested in the Studio-Test. It evaluates the understanding of awareness of an individual to surrounding products, manufacturing processes and frugal innovations(Jugaad)

We Would be taking a the common everyday materials, potential uses in modelling and Examples to uses :

Material	Material	Uses in Model Making	Example Applications
<b>PET Bottles</b>	Lightweight, transparent, flexible, durable	Structure making, fluid storage, upcycled product design	Creating modular containers, mini greenhouses, lamp designs
<b>MS (Mild Steel) Wire</b>	Malleable, strong, rust-prone	Wireframe models, support structures, sculpting	Making human figurines, wire sculptures, support or clay models
<b>Cardboard</b>	Easy to cut, lightweight, rigid, recyclable	Structural base, packaging, furniture models	Prototyping furniture, packaging designs, pop-up structures

<b>Paper (A3, A4, Handmade, Chart, Kraft)</b>	Flexible, foldable, easy to manipulate	Origami, paper architecture, detailing elements	Dioramas, decorative elements, texture experimentation
<b>Clay (Air-dry, Terracotta, Polymer Clay)</b>	Soft, moldable, hardens on drying, versatile	Creating forms, textures, figurines, product design	Sculpting mini furniture, characters, functional objects
<b>Thermocol (Expanded Polystyrene)</b>	Lightweight, brittle, easy to carve	Model making, insulation, architectural models	Buildings, vehicle models, foam-core furniture prototypes
<b>Fabric (Felt, Cotton, Canvas)</b>	Soft, flexible, texturable, stretchable	Adding texture, soft product design, upholstery prototypes	Soft toys, fashion accessories, cushioning elements
<b>Bamboo Sticks / Ice Cream Sticks</b>	Strong, eco-friendly, smooth surface	Frameworks, structural models, armatures for models	Miniature bridges, framework for tensile structures
<b>Rubber Bands &amp; Elastic Materials</b>	Flexible, stretchable, tension holding	Mechanism-based models, joints, movement simulation	Prototyping springs, elastic-driven toy models

#### Tips for Material and model making skills:

- A. Small Scale Prototypes :** Work on making physical prototypes of everyday objects, scale down models, and working models from classroom assignments.
- B. Understand the Joining Techniques :** look for different joining, slotting, folding and weaving techniques.

## B. Observation and Sketching Exercises

This section tests the observation, Analysis and Sensory Experience for creative outputs. The most essential topics and exercise related to same have been provided below in a tabular format as follows:

Topic	Significance	Example Applications
<b>Everyday Life Observation</b>	Capturing real-world interactions and activities	Sketch a chaiwala's stall depicting customers and gestures
<b>Perspective &amp; Proportions</b>	Understanding scale, depth & different viewpoints	Draw a bus stop scene from a worm's-eye view
<b>Human Gestures &amp; Expressions</b>	Depicting emotions, body language, and movement	Illustrate a child's excitement at a local countryside fair
<b>Environmental Detailing</b>	Representing the atmosphere and surroundings realistically	Sketch scene of railway platform with passengers, luggage & vendors
<b>Textures &amp; Surface Interpretation</b>	Recognizing and differentiating material finishes	Recreate textures of glass, wood, stone, and fabric
<b>Light &amp; Shadow Analysis</b>	Understanding reflections, highlights & contrast	Depict a candle-lit room showing realistic shadows
<b>Sound-to-Visual Mapping</b>	Converting auditory experiences into visuals	Represent the sound of a busy marketplace through abstract forms
<b>Thematic Apperception</b>	Generating creative stories from visual prompts	Create a story from a single old window with a broken pane

### Tips for Observation and Sensorial Reflections

- A. **Sketching Exercises** : Try to capture the detailed life-scenarios with surroundings including objects, animals and human interaction to improve accuracy and develop a sense of storytelling in a time bound manner.

## C. Sensorial Development and Activities

The sensory development is a key focus area for the NID-studio Test to evaluate the candidate's ability

to perceive, interpret and respond to sensory stimuli, through touch, sound, texture, and material identification.

We have comprehensively combined the important activities/topics to qualify this section for all the aspirants along with sample questions and activities to train the senses for the studio test.

Topic	Significance	Suggested Activities
<b>Tactile Perception</b>	Understanding surface properties & material feel	Blindfolded texture identification (e.g., fabric, sandpaper, glass)
<b>Weight &amp; Balance Analysis</b>	Evaluating how objects balance & distribute weight	Create a self-standing structure with paper & clips
<b>Temperature &amp; Sensory Contrast</b>	Understanding how materials retain or release heat	Compare the heat absorption of metal vs. wood by touch
<b>Sound-Visual Mapping</b>	Translating sound patterns into creative visuals	Sketch abstract forms based on music or city noise
<b>Scent Association &amp; Memory</b>	Connecting smells to memories, spaces & experiences	blindfold test with spices, perfumes, or natural scents
<b>Material Interaction</b>	Exploring how different materials react when combined	Mix clay with fabric or paper with wire to test flexibility
<b>Blind Sketching &amp; Memory Drawing</b>	Enhancing intuitive drawing & perception	Sketch an object blindfolded, then compare to the real one
<b>Multisensory Storytelling</b>	Developing narratives based on sensory experiences	Write a short story inspired by a sound or touch experience

#### Tips for Sensorial Development:

- A. Practice Abstract Representations:** Convert sensory inputs into sketches or forms.
- B. Develop Awareness of Sensory Contrasts:** Compare soft vs. rough, warm vs. cold and try to abstract into textures.

# NID STUDIO TEST SAMPLE QUESTIONS

## Material Based

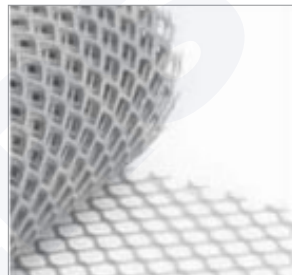
**Ques:** Identify the image of the given options where the given object is made up of "Aluminium Metal".



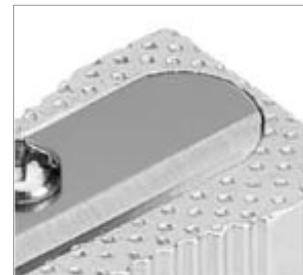
a.



b.



c.



d.

**Answer :** Option (D)

Option D, depicts a pencil sharpener. Nowadays many good brands have started manufacturing the Sharpeners made from aluminium, to give a premium look. Also aluminium as metal is resistant to Rust and thus making it a good choice for material.

**Ques:** Which of the given materials is most appropriate for making the life size idols of Gods and Goddesses to develop the outer form of the bodies for "Durga Puja" as shown in figure promoting sustainability.



1. Fiberglass
2. Clay and Plaster of Paris
3. Bamboo and Dry Grass
4. All of the above

**Answer:** Option C

Description : A critical point to mark is that a term “Sustainability” is provided and thus option A (fibre-glass) and option B (Plaster of Paris) become irrelevant to the above question.

**Ques :** Design Brief

Design a portable utensil holder that makes it easier for elderly people with weak grip to carry essentials like spoons, forks, and napkins from the kitchen to the dining area at a time, it could act like an organiser to carry.

**Materials Provided**

- 8 paper cups
- 5 rubber bands
- 10 matchsticks
- 1 metre cotton string
- 1 paper plate



**Instructions:**

- Use only the materials provided.
- Focus on ease of grip, portability, and stability.
- Sketch your final model.
- Mention how each material was used and justify its role.

Explain your concept in the space given below with possible solution:

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**Ques :** Identify the object with the hardest material used in manufacturing.



a.



b.



c.

**Answer :** A (Aluminum Mesh)

\*Aluminum as a metal is a major material for making the mesh and other construction, model making and other important day to day use.

**Ques:** Design a bracelet inspired for any of the given themes provided below.

- A. Mythology
- B. Nature
- C. Space

**Materials Provided**

- A4 - Copier Sheet ( 1 No.)
- A4- Sheet Coloured (1 No.)
- Copper Wire (50 cm)
- Tooth picks (5 no.)

**Explain your concept in the space given below with possible solution:**

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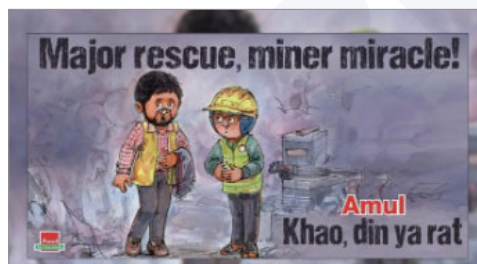
**Solution: Mythological- Character Based Bracelet**



**Explanation :** Here is the bracelet inspired from mythology. There is no sense for moon ,trishul and snake separately in mythology, but if we combine these three ,it makes sense. It depicts lord Shiva . He has a snake around his neck,trishul in hand and moon on head. Hanging damruo gives surety to the thought of Shiva . Here in this bracelet I used ivory sheet,wire , coloured papers, thread , toothpick, and icecream stick. The tongue snake works as a hook and it is made up of wire.This is how its bracelet is inspired from mythology.

## Psychometric Test Based

**Ques:** For the given Poster based on real incident : Time : 40 minutes



1. Describe this heroic incident as provided in the Advertisement, in four lines.

**Solution:** The advertisement celebrates the efforts of rescue teams on Nov 24, where 41 workers trapped inside the Silkyara Tunnel in Uttarakhand were rescued. A team of seven rat-hole miners successfully rescued all 41 workers, marking a significant success in rescue operations.

2. Define If you were in this situation, which role would you choose and why?

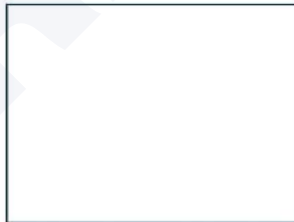
- Trapped Miner
- Rescue Team Administrator

- Politician

Solution: I will choose to be a Trapped Miner since, in such crucial times a miner, I can withstand the other trapped fellows and by acting appropriately in the situation, I could be a support to others through appropriate conduct.



3. Write six points & draw any two to justify what you would do in that situation choosing the role.

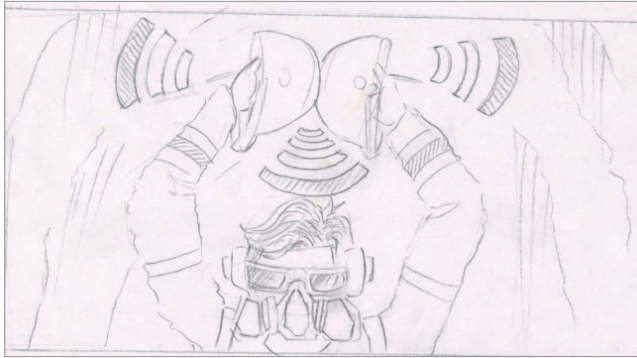


**Solution:** As an action to support the rescue mission, I would be using the existing objects nearby to create the noise at regular intervals to send a call-signal to the rescue team on ground to help them locate the trapped miners.

**Other necessary Inputs could be as follows:**

- I would avoid unnecessary movement if the air supply is limited.
- If possible, I would try to create a "Provision for Ventilation".

- I would use available tools like rocks, pipes, or helmets to make noise at regular intervals as a signal for help.
- I would consume food and water in small amounts to make them last longer for self and others.
- If I were with fellow miners, we would stay together for support and share resources.



Scenario: Making Loud sounds at regular intervals to help rescuers locate miners trapped below along with me.

**Ques:** You are given 3 abstract scribbles. Transform each into a meaningful object or scene that promotes positivity or harmony (e.g., peace, sustainability, wellness).

**Instructions:**

- Do not erase the original scribble.
- Add minimal elements to complete the visual.
- Label your drawing with a suitable title.

**Ques:** For the given video narrate your understanding in no more than 150 words. Provide an appropriate title for the same.

Time : 20 min

M.M. : 20 Marks



Space for Description :

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**Solution : A suitable Title could be “Beyond Words”**

In the video the series of actions like – grabbing, snatching, folding – speaks louder than words. The simple act of eating or passing items becomes a tense, silent argument. Everyday objects, like dinner plates and tools, represent control, conflict, and misunderstanding in human relationships. Through stop-motion animation, the video highlights how emotions like anger, dominance, or cooperation can be communicated through gestures and movements alone. The crux is: conversations are not always verbal – sometimes, actions, surroundings, and body language say much more than spoken words.

### Scenario Based Questions

Scenario Given: Rachna, a young girl who walks daily in her city, observes children begging at traffic signals. She wonders why these children are forced to beg and how she can help. Some believe generosity is the right approach, while others think it may encourage criminal gangs to exploit these children.

Image Reference: <https://www.siesoip.in/the-art-of-begging>

**Questions:**

1. Why do you think children are forced to beg? Explain your views.

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Solution: There are many reasons behind this issue(children begging on the streets), such as extreme poverty, organised crime, child trafficking, lack of education, abandonment, and orphanhood.

What actions do you think Rachna can take to stop these children from begging? List five steps she can follow.

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**Solution :**

Here are a few steps Rachna can take to stop children from begging:

- She can inform the police and child protection agencies to familiarise them with the situation for the given location.
- She can work with NGOs that rescue and rehabilitate children.
- She can encourage people to donate to charities instead of giving money directly.
- She can collaborate with local businesses to provide jobs for poor families.
- She can create a support system with volunteers, activists, and local leaders.

3. Draw a sketch (A5 size box given) from the beggar child's point of view. What do they see when begging around the vehicles?



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Solution: Scenario of street and traffic from the POV of a Beggar's child.



4. What is the best course of action Rachna can take to overcome the current situation, and why do you think it is right?

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**Solution:** Encouraging people to donate to charities instead of giving money to begging children would be the best action Rachna can take. She and her friends can use social media, posters, and hoardings at traffic signals to spread awareness. Since this plan is cost-effective, it would be a practical and impactful step.

**Ques:** A recent large-scale event, the Mahakumbh Mela in Prayagraj, witnessed a massive gathering of people. Such large congregations come with potential risks like stampedes, missing individuals, drowning incidents, theft, and other safety hazards.

**Brief :** You are assigned the responsibility of proposing design Solutions to minimize and prevent any two major risks associated with the event.

**Instructions:**

- Carefully observe the provided image showing the crowd and environment.
- Identify two potential safety risks you would like to address (e.g., stampede, missing persons, drowning, theft, etc).
- Sketch your proposed design solutions clearly. Explain each sketch with a brief explanation (50–80 words) describing how your solution would function to enhance safety in the given space.

Time : 20 min

M.M. : 20 Marks



Image Reference : <https://images.unsplash.com/photo>

**Answer :** Space for Solutions proposed

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### Material & Model Making



**Ques:** For the above reference image given, attempt the following questions.

1. Replicate the pattern below in the image using not more than 5 paper strips.

#### Materials provided

- 10 paper strips (1inch),
- 6 Bamboo sticks,
- 6 U-pins,
- 6 rubber bands,
- Square piece of stiff cloth

2. Make a functional model using the same technique, using at least two other materials.
3. Sketch the model. Explaining the functionality of the material used.



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### Audio Video Test

Time: 1 hr (40 marks)

1. Audio test:



Listen to 12 sounds played twice at the test centre. Write down 10 unique sounds as identified among the provided soundtracks. (10 minutes.)

## 2. Visual Test:



A black and white short film about the zoo and animal-human interactions was shown with no audio in the track (reference Image provided for understanding)

Image Reference: <https://moviepaws.com/>

1. Write about the core concept of the film in 100 words.

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2. Create a poster depicting the movie's core value in a provided A4 box. (25 minutes)

3. Touch:

A Black bag with two openings was provided with a few things inside.

A small medicinal bottle with a rotatable ring at the top opening was provided in it.

1. Describe the materials used in the object.

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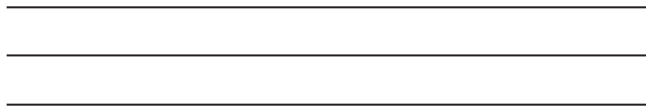
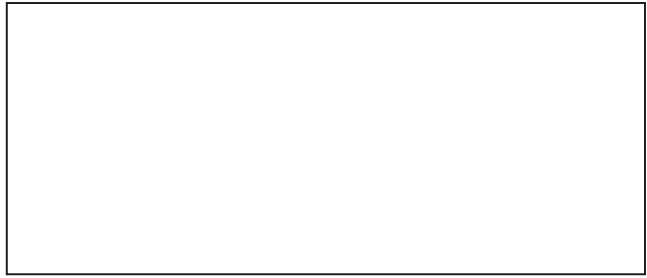


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2. Create a three-dimensional view of the object in an A5 box. (25 minutes)



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# OTHER USEFUL RESOURCES

Title of eBook	Download Link
NID DAT Exam Syllabus 2025	<a href="#">Download Here</a> 
NID Studio Test 2025 Preparation Guide	<a href="#">Download Here</a> 
NID Studio Test (Model-Making and Material Handling)	<a href="#">Download Here</a> 
NID Studio Test 2025 (Sketching & Visualization & Doodling and Rapid sketching)	<a href="#">Download Here</a> 
NID Studio Test (Thematic Appreciation and StoryBoarding)	<a href="#">Download Here</a> 
NID Studio Test (Psychometric and Sensory Evaluation)	<a href="#">Download Here</a> 

With Warm Regards

Best Wishes

Team Careers360