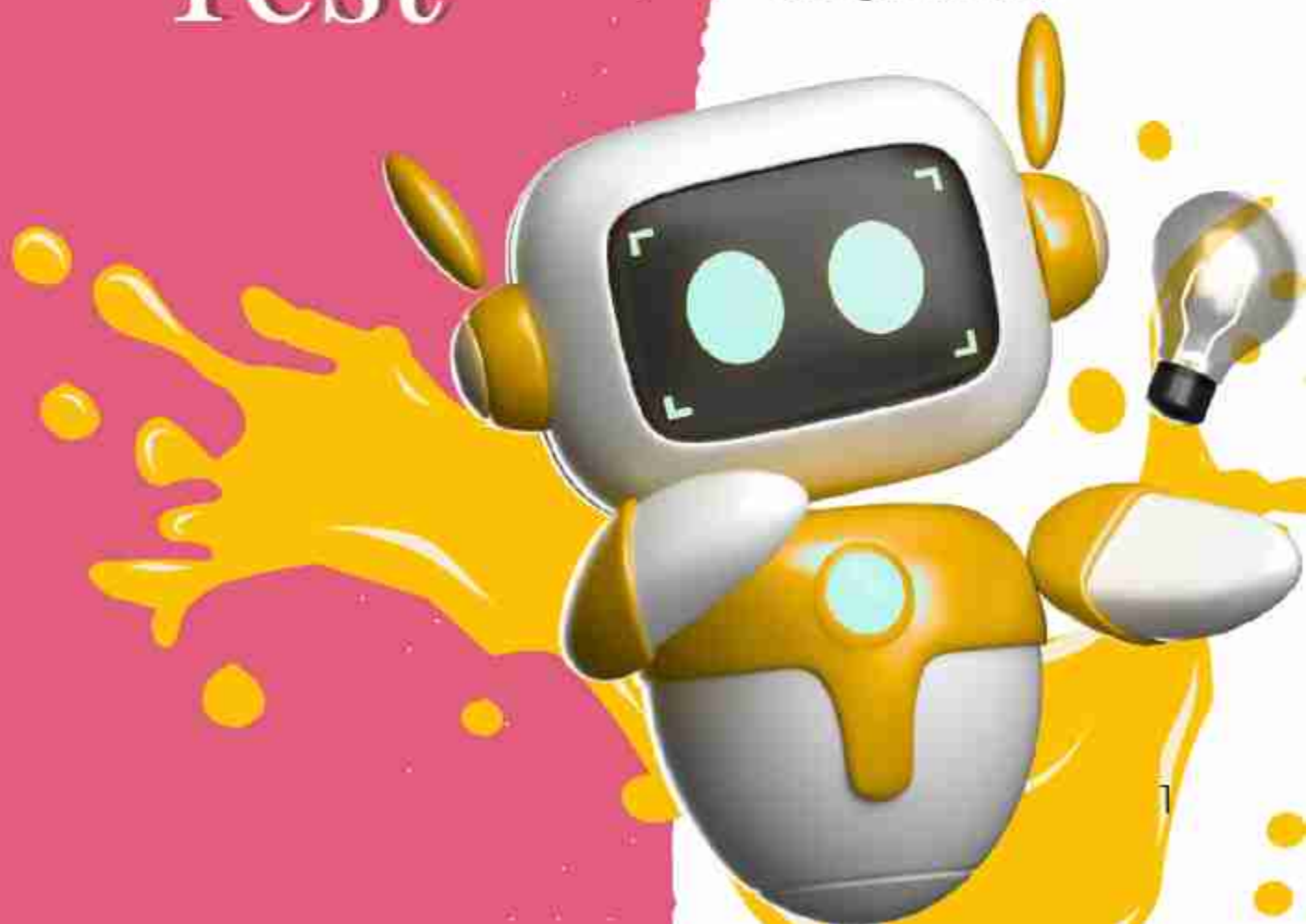


Be
Creative

Creative Ability Test



Welcome to a space where your imagination matters. This book is here to spark your ideas, sharpen your thinking, and help you bring your creative best to life. design isn't just about drawing—it's about how you see, think, and solve. So dream boldly, draw freely, and never stop creating. Let's get started!



What is CAT Exam?

The Common Admission Test (CAT) is a national-level entrance exam conducted in India for admission into management programs offered by prestigious institutes such as the Indian Institutes of Management (IIMs) and other top B-schools.

While the CAT exam is not directly related to design entrance exams like NID, NIFT, or UCEED, it's important to know about it as many students consider both design and management careers, especially for fields like design management, fashion marketing, and brand strategy.

Key Features of the CAT Exam:

- Conducted By: One of the IIMs on a rotational basis
- Frequency: Once a year, usually in November
- Mode: Online (Computer-Based Test)
- Duration: 2 hours
- Sections:
 - a. Verbal Ability and Reading Comprehension (VARC)
 - b. Data Interpretation and Logical Reasoning (DILR)
 - c. Quantitative Ability (QA)

Relevance for Creative Students:

While CAT is more business-focused, it develops critical thinking, time management, and problem-solving skills, which are valuable for design students as well—especially those interested in:

- Design Entrepreneurship
- Product Management
- Creative Strategy
- Marketing and Branding



How to Approach CAT Questions

The Creative Ability Test (CAT) in design entrance exams such as NID and NIFT is designed to evaluate a student's innate creative thinking and artistic expression. It's not about textbook knowledge—it's about how you observe, imagine, think, and express.

Let's break down what CAT looks for, and how you can approach it effectively:

1. Originality

CAT questions demand fresh, unique ideas. You might be asked to draw a poster, create a logo, design a product, or illustrate a concept. Repetitive or cliché ideas won't stand out.

How to approach:

- Think beyond the obvious.
- Avoid generic symbols and common themes.
- Develop your own visual language and style.

2. Imagination

Imagination is about thinking visually and creatively—transforming ideas into visuals. You may be asked to imagine a scene, combine unrelated objects, or create fantasy characters or settings.

How to approach:

- Practice visualizing ideas in your mind before putting them on paper.
- Add quirky or whimsical elements that show creative risk-taking.
- Use storytelling—imagine a backstory for your drawing.

3. Problem-Solving

Design is about solving problems in new ways. CAT might present real-life scenarios where you're asked to design a solution—like a new school bag for kids, a sustainable packaging idea, or a street furniture concept.

How to approach:

- Understand the user's needs first.
- Think of function as well as form.
- Prioritize simplicity, utility, and innovation.

4. Visual Communication

Your idea is only as strong as your ability to express it visually. Even a great idea can lose marks if it's poorly drawn or unclear.

How to approach:

- Focus on clear, clean sketches.
- Use shading, line weight, and layout to enhance clarity.
- Label parts of your drawing if needed for better understanding.

Final Tips for Approaching CAT:



Time management



Be confident



stay inspired



Keep practicing

Sketching Basics Every Aspirant Must Know

1. Line Quality

- Use clean, confident strokes (avoid hairy or shaky lines).
- Practice straight lines, curves, ellipses, and boxes daily.

2. Proportions

- Understand the size relationship between objects (e.g., human figure proportions, product parts).
- Practice drawing objects from memory with correct scale.

3. Perspective

- Learn 1-point and 2-point perspective for depth and dimension.
- Helps you sketch rooms, streets, or product views realistically.

4. Shading & Textures

- Use light-to-dark shading to show volume.
- Practice textures like wood, metal, fabric, etc., for realism.

5. Composition

- Arrange elements well in the space provided.
- Balance your sketch with a clear focus point.

6. Speed + Accuracy

- CAT is time-bound. Practice quick thumbnail sketches to improve both speed and clarity.

Tip: Start simple. Even basic objects like cups, boxes, and chairs teach you form, depth, and light.

TOOLS	PURPOSE
HB to 6B Pencils	For light outlines to deep shading. HB for outlines, 2B–6B for rendering.
Eraser (Soft/Plastic)	For clean corrections without smudging.
Sharpener/Cutter	Keeps pencils sharp for better detailing.
Ruler (15 cm or 30 cm)	Useful for technical drawing or clean borders.
Black Ballpoint Pen	For clean, permanent line practice.
Sketchbook or A4 Sheets	Practice surface for regular freehand sketching.
Blending Tools (optional)	Like stumps or tissue for smooth shading transitions.
Color Pencils / Dry Pastels	Only if asked in the exam. Use minimally and meaningfully.

CONTENT



OBSERVATION & MEMORY SKILLS

- Memory Drawing (from observation & imagination)
- Scene Composition from Memory
- Sketching real-life activities
- Observation of daily life objects and environments
- Perspective & Proportion (1-point, 2-point, 3-point)
- Understanding Scale and Depth
- Breaking down objects into geometric shapes
- Visual Advertisements (based on observation)



IMAGINATIVE & CONCEPTUAL DRAWING

- Storyboarding
- Step Drawing (Sequential Illustration)
- Comic Strip
- Doodling & Freehand Sketching
- Create Scenes Based on Abstract Themes (e.g., "Dream City")
- Situational Sketching (e.g., "Market Scene during Festival")
- Redesigning objects (Product Innovation)
- Smart & Sustainable Design Concepts
- Virtual Space & UI Design
- Postcard design
- Emoticon Design



DESIGN PRINCIPLES & TECHNIQUES

- Fundamentals of Design
- Elements & Principles of Design
- Color Theory
- Basics of Drawing & Pencil Shading
- Basics of Coloring Techniques
- Object Drawing
- Light & Shadow
- 2D & 3D Compositions
- Cross-Section Drawing
- Isometric Drawing / Design