Idea Development

Name:

1	Generate ideas Number of words \rightarrow \div 5 Number of simple sketches \rightarrow \times 1%	=% =%	maximum of 50%
	Number of better sketches $\rightarrow ___ \times 2\%$	=%	
2		= □ 5% = □ 5%	
3	Print reference images images x 5%	=%	maximum of 8 images
4	Thumbnail compositions thumbnails x 5%	=%	max of 10 thumbnails
5	Rough copy drawing x 25%	=%	great quality or better

Total = ___%

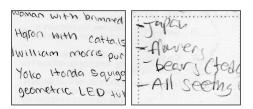
NOTE: If you simply copy a picture from the internet, your mark drops to 25%.

Generate ideas!

Use lists, a web map, or simple drawings to come up with a LOT of ideas! If you already have an idea in mind, choose that as your central theme and expand upon it. Let your ideas wander - one idea leads to another. Drawings can be details of source images, different viewpoints, textures, technical experiments, etc.

Adding up points for ideas:

Number of **words** → ÷5 = %



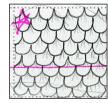
Number of **simple** sketches \rightarrow _____ × 1% = ____%



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Number of **better** sketches

→ ____ × 2% = ___%





Select the best

Draw circles or squares around your best ideas

□ You have selected the best 3-7 ideas = 5%

Link the best into groups

Draw dashed or coloured lines to link your best ideas into groups that could work well together

 \Box You have joined the best ideas with lines = 5%

Print references

- Print **SIX** reference images so you can accurately observe the challenging parts of your artwork. Taking your and using own photographs is preferred, but image searches are also fine.
- **Do not simply copy a picture that you find.** The idea is to edit and combine source images to create your own artwork. If you simply copy a picture, you are plagiarizing and will earn a zero for your idea generation and any criteria involving creativity in your final artwork.
- Up to half of your pictures may be of drawings, paintings, or other artworks of others to use as inspiration. The other images must be realistic photographs.
- You must hand in the **printed** copy of the images to earn the marks.

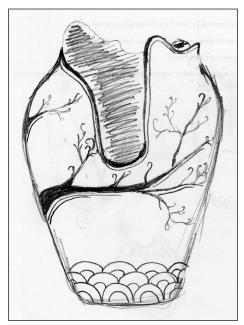
Thumbnail compositions

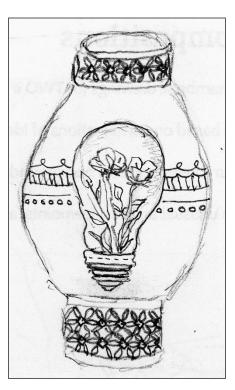
- Create **THREE** thumbnail drawings anywhere in the idea development section.
- These should be based on combinations of ideas that you can up with. Include your **background**.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
- Draw a frame around your thumbnails to show the edges of the artwork.

Adding up points for THUMBNAIL drawings

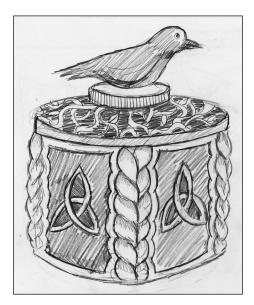


Examples of ROUGH clay vessels





Rough drawing \rightarrow up to 25% = ___%



Rough drawing

- Take the best ideas from your thumbnails and combine them into an improved rough copy.
- Use this to work out the bugs and improve your skills before you start the real thing.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
- Draw in a frame to show the outer edges of your artwork.
- Remember to choose a non-central composition.