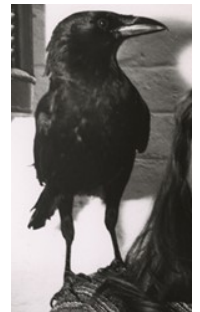
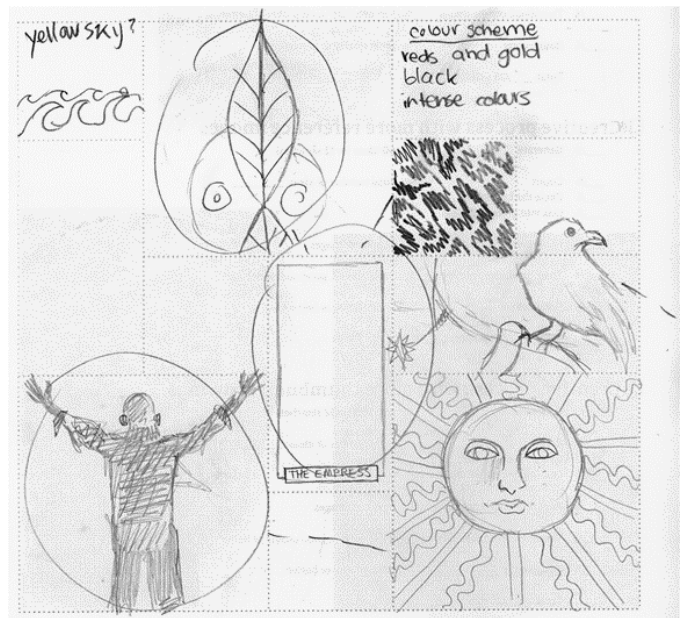


Creativity

Name:



Assignments

- ___/10 Depth drawing: Idea Generation
- ___/10 Painting: Idea Generation
- ___/10 Clay: Idea Generation

Current mark:

Creativity — *Uumbaji*

Brainstorming practice I — *Mazoezi ya ubongo I*

Creativity can be learned. The biggest mistake for beginners is trying to keep all of your ideas in your head. You are going to practise listing a large number of ideas in order to improve your creative skills:

Uumbaji unaweza kujifunza. Hitilafu kubwa kwa Kompyuta ni kujaribu kuweka mawazo yako yote katika kichwa chako. Utajitahidi kuandika idadi kubwa ya mawazo ili kuboresha ujuzi wako wa ubunifu:

- Your ability to generate a large number of ideas
Uwezo wako wa kuzalisha idadi kubwa ya mawazo
- Your ability to suspend judgement until after your idea is recorded (many people kill good ideas in their mind)
Uwezo wako wa kusimamisha hukumu hadi baada ya wazo lako lirekodi (watu wengi huu maoni mazuri katika akili zao)
- Your ability to intentionally seek out unusual or specific ideas related to a topic
Uwezo wako wa kutafuta mawazo ya kawaida au maalum kuhusiana na mada

Your chosen topic: sports movies music games fashion animals
Mada yako mteule: michezo sinema muziki michezo mtindo wanyama

When you are finished, please count the number of ideas you generated: _____
Unapomaliza, tafadhali uhesabu idadi ya mawazo uliyotoa:

Creativity — Uumbaji

Brainstorming practice II — *Pag-iisip ng kasanayan II*

Creativity can be learned. The biggest mistake for beginners is trying to keep all of your ideas in your head. You are going to practise listing a large number of ideas in order to improve your creative skills:

Uumbaji unaweza kujifunza. *Hitilafu kubwa kwa Kompyuta ni kujaribu kuweka mawazo yako yote katika kichwa chako. Utajitahidi kuandika idadi kubwa ya mawazo ili kuboresha ujuzi wako wa ubunifu:*

- Your ability to generate a large number of ideas
Uwezo wako wa kuzalisha idadi kubwa ya mawazo
- Your ability to suspend judgement until after your idea is recorded
Uwezo wako wa kusimamisha hukumu hadi baada ya wazo lako lirekodi
- Your ability to intentionally seek out unusual or specific ideas related to a topic
Uwezo wako wa kutafuta mawazo ya kawaida au maalum kuhusiana na mada

Your chosen topic: things that make you different than others

things that irritate you

things you love

Mada yako mteule: *mambo ambayo hufanya iwe tofauti kuliko wengine*

mambo ambayo inakukasikia

mambo unayopenda

When you are finished, please count the number of ideas you generated: _____

Unapomaliza, tafadhali uhesabu idadi ya mawazo uliyotoa:

After counting, please **draw a circle or rectangle** around your most interesting ideas.

Baada ya kuhesabu, tafadhali futa mzunguko au mstatili karibu na mawazo yako ya kuvutia zaidi.

Creativity — *Uumbaji*

Web mapping practice — *Mazoezi ya ramani ya tandao*

Creativity can be learned. You are going to improve the following skills by practising web mapping:
Uumbaji unaweza kujifunza. Utaenda kuboresha stadi zifuatazo kwa kufanya maabara ya wavuti:

- Your ability to generate a large number of ideas
Uwezo wako wa kuzalisha idadi kubwa ya mawazo
- Your ability to suspend judgement until after your idea is recorded
Uwezo wako wa kusimamisha hukumu hadi baada ya wazo lako lirekodi
- Your ability to intentionally seek out unusual or specific ideas related to a topic
Uwezo wako wa kutafuta mawazo ya kawaida au maalum kuhusiana na mada
- Your ability to let one idea lead to another
Uwezo wako wa kuruhusu wazo moja liwe na mwingine

Your chosen topic: events that have shaped you possibilities of the future ways people interact
Mada yako mteule: matukio yaliyokupa uwezekano wa baadaye njia watu huingiliana

When you are finished, please count the number of ideas you generated: _____

Unapomaliza, tafadhali uhesabu idadi ya mawazo uliyotoa:

After counting, please **draw a circle or rectangle** around your most interesting ideas.

Baada ya kuhesabu, tafadhali futa mzunguko au mstatili karibu na mawazo yako ya kuvutia zaidi.

Creativity — *Uumbaji*

Visual idea generation — *Kizazi cha wazo la mtazamo*

Creativity can be learned. The biggest mistake for beginners is trying to keep all of your ideas in your head.

You are going to do quick idea sketches in order to improve your creative skills:

Uumbaji unaweza kujifunza. Hitilafu kubwa kwa Kompyuta ni kujaribu kuweka mawazo yako yote katika kichwa chako. Utafanya michoro za haraka ili kuboresha ujuzi wako wa ubunifu:

- Your ability to generate a large number of ideas and suspend judgement until after your idea is recorded
Uwezo wako wa kuzalisha idadi kubwa ya mawazo na kusimamisha hukumu mpaka baada ya wazo lako lirekodi
- Your ability to intentionally seek out unusual or specific ideas and let one idea lead to another
Uwezo wako wa kutafuta mawazo ya kawaida au maalum na kuruhusu wazo moja liwe na mwingine
- Your ability to find interesting visual variations on a theme
Uwezo wako wa kupata tofauti za kuvutia za kutazama kwenye mandhari

Your chosen topic:
Mada yako mteule:

nature
 asili

sports
 michezo

science and technology
 sayansi na teknolojia

games
 michezo

other: _____
 nyingine:

When you are finished, please count the number of ideas you generated: _____

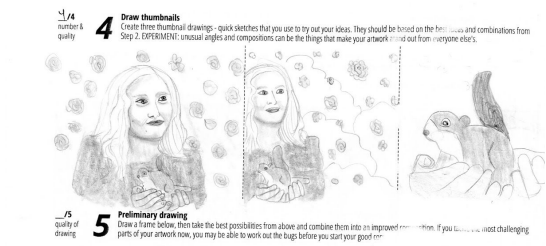
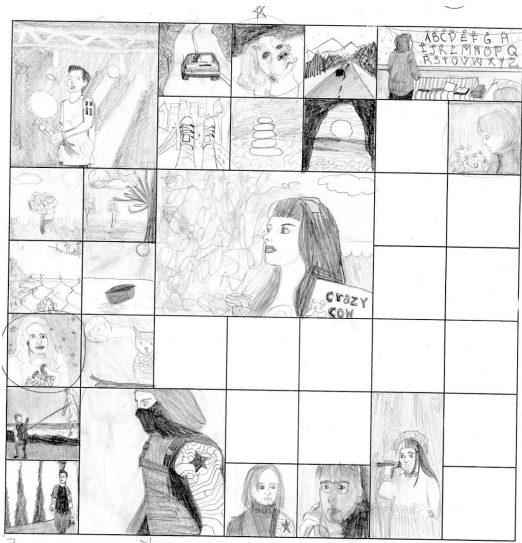
Unapomaliza, tafadhali uhesabu idadi ya mawazo uliyotoa:

After counting, please **draw a circle or rectangle** around your most interesting ideas.

Baada ya kuhesabu, tafadhali futa mzunguko au mstatili karibu na mawazo yako ya kuvutia zaidi.

Idea generation

Vesa Muji's depth drawing

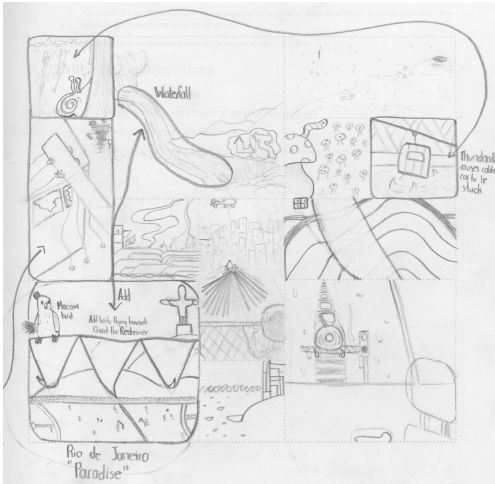


1/20
TOTAL

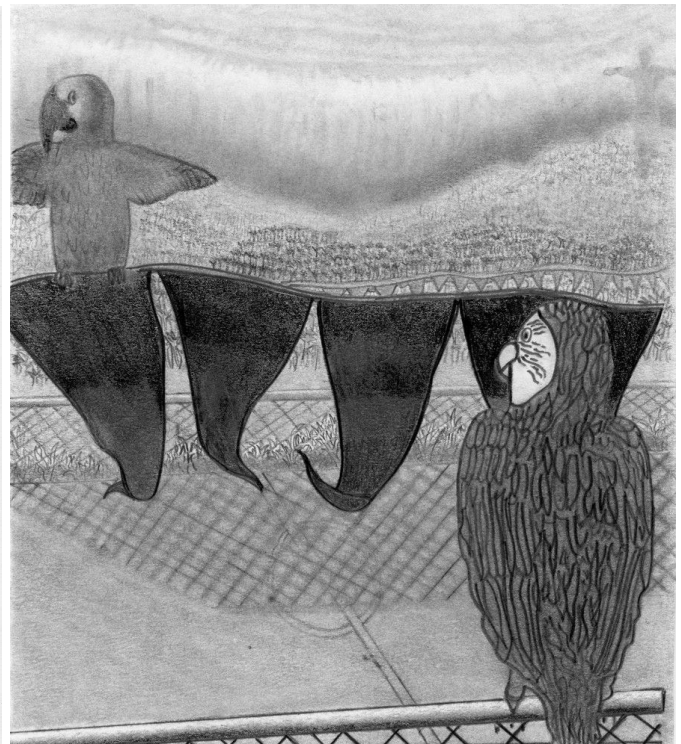
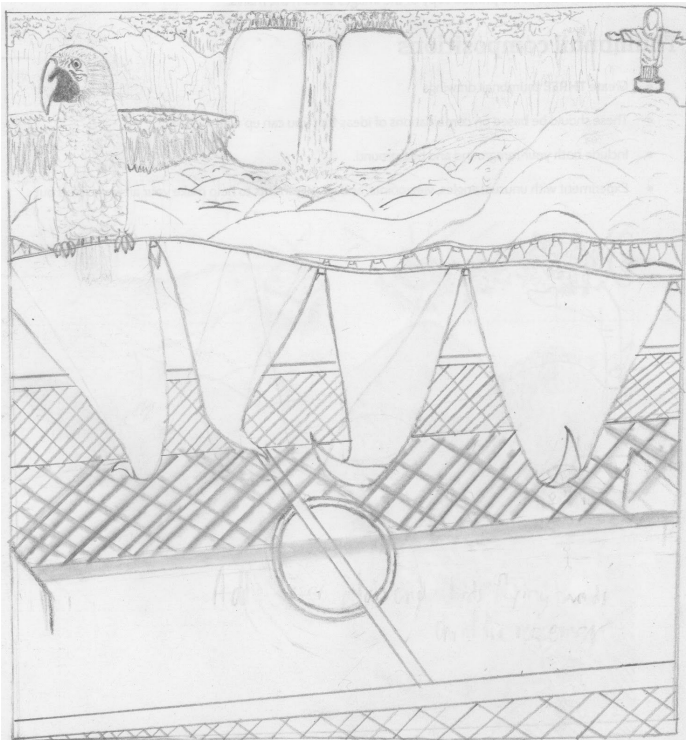
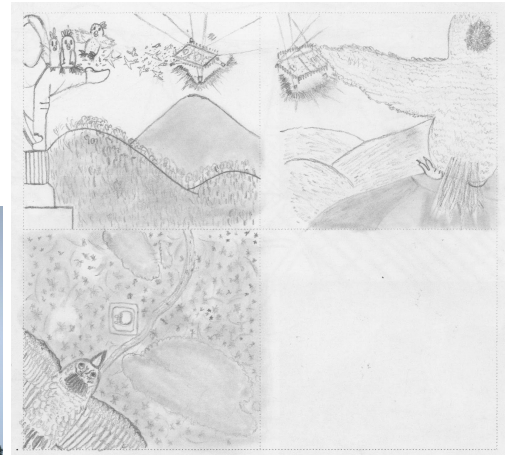


Idea generation

Rowie Chavez' depth drawing

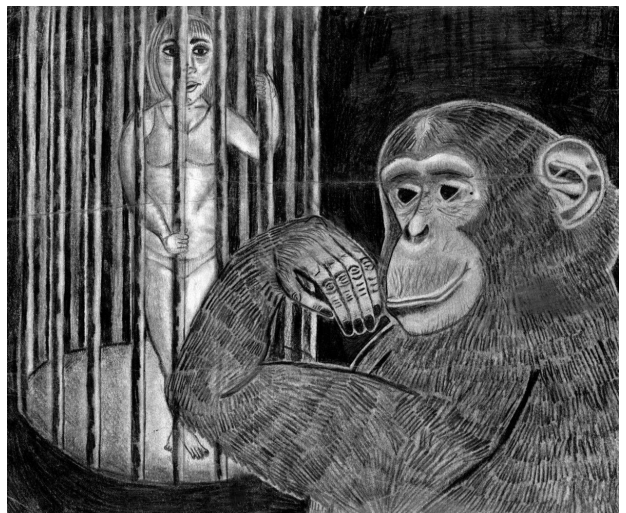
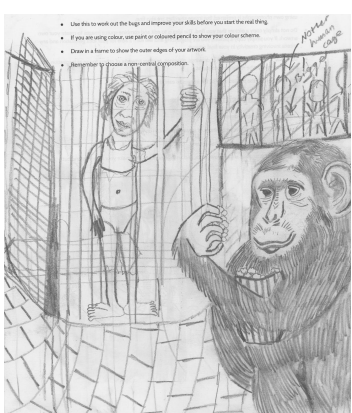
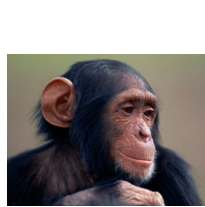
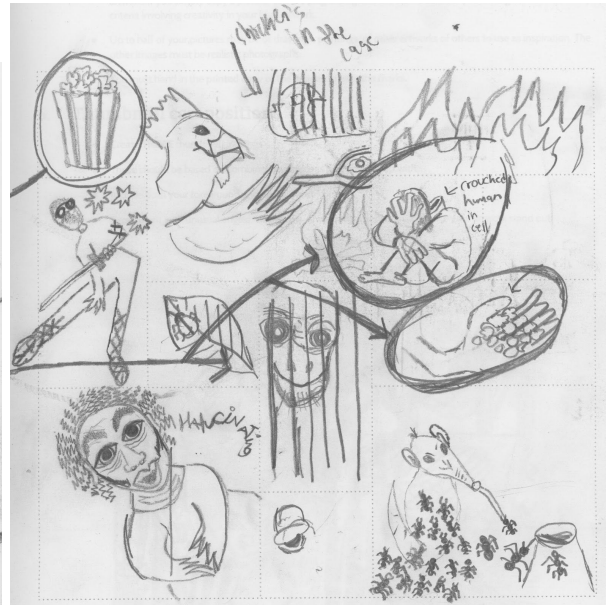
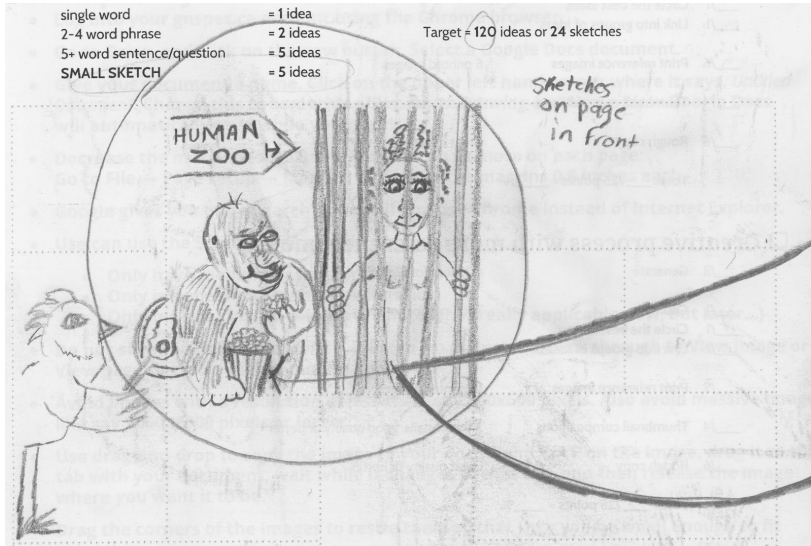


Download from
Dreamstime.com



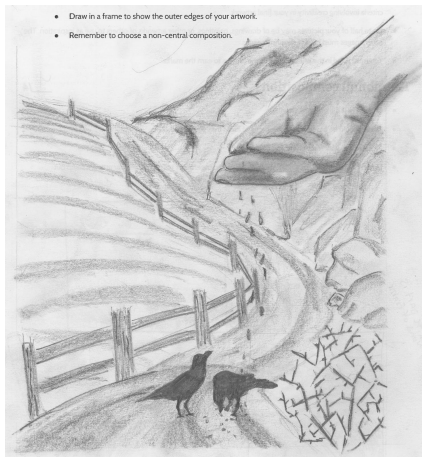
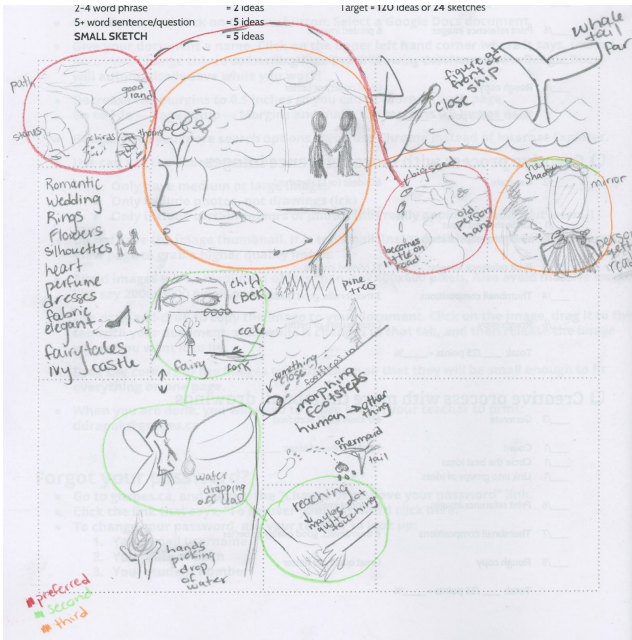
Idea generation

Mikela Thoms' depth drawing



Idea generation

Emily Holt's depth drawing



Creativity - Image research tips

Uumbaji - **Vidokezo vya utafiti wa picha**

For your project, you will need to hand in **ONE PRINTED PAGE** with:

*Kwa mradi wako, utahitajika kwenye **PAGE ONE IMPAKWA** na:*

- **Six** quality realistic photos of things you can observe carefully for your artwork
Picha sita za ubora wa mambo ambayo unaweza kuchunguza kwa uangalifu kwa michoro yako

Some tips for you:

Vidokezo vingine kwa ajili yako:

- Log into your **gnspes.ca** account using the Chrome browser.

*Ingia kwenye akaunti yako ya **gnspes.ca** ukitumia kivinjari cha Chrome.*

- Go to **Drive**, and click on the new button. Select a **Google Docs** document.

*Nenda kwenye Hifadhi, na bofya kifungo kipyua. Chagua hati ya **Google Docs**.*

- Give your document a name. Click on the upper left hand corner where it says, *Untitled Document*. Change this to something like: **Depth Drawing-LastName**. Now Google Docs will automatically save while you work!

*Fanya hati yako jina. Bofya kwenye kona ya juu ya mkono wa kushoto ambako inasema, Kitambulisho kisicho na kichwa. Badilisha hii kwa kitu kama: **Depth Drawing-LastName**. Sasa Google Docs itahifadhi moja kwa moja wakati unafanya kazi!*

- Decrease the margins to 0.5 inches so you can fit more on each page:
Go to **File** → **Page setup** → **Margins** and make the margins 0.5 inches each.

Punguza marudio kwa inchi 0.5 ili uweze kufaa zaidi kwenye kila ukurasa:

*Nenda kwenye **File** → **Page setup** → **Margins** na ufanye vijiko 0.5 inchi kila mmoja.*

- Google gives you more search options if you use **Chrome** instead of Internet Explorer.

*Google inakupa chaguo zaidi za utafutaji ikiwa unatumia **Chrome** badala ya Internet Explorer.*

- Use can use the **Search tools** tab to:

Matumizi yanaweza kutumia tab ya zana za Utafutaji kwa:

- Only have medium or large images
- Only include photos, not drawings (ick)
- Only include certain colours of photos (not really applicable now, but later...)
- *Tu kuwa na picha za kati au kubwa*
- *Ni pamoja na picha tu, sio michoro (ick)*
- *Ni pamoja na rangi fulani za picha (sio husika hasa sasa, lakini baadaye ...)*

- Do not save the image thumbnail. It is too small. Instead, click through **to View image** or **View page** to grab a higher quality image.

Usihifadhi picha ya picha. Ni ndogo sana. Badala yake, bofya kupitia Mtazamo wa picha au Angalia ukurasa ili ushuke picha ya juu.

- Avoid images with a resolution of less than, say 400x600 pixels. Also avoid massive images like say 2000x3000 pixels or larger.

Epuka picha na azimio la chini, sema pixels 400x600. Pia kuepuka picha kubwa kama kusema saizi 2000x3000 au kubwa.

- Use drag-and-drop to copy the image to your document. Click on the image, drag it to the tab with your document, wait while it changes to that tab, and then release the image where you want it to be.

Tumia drag-na-tone ili kuiga picha kwenye hati yako. Bofya kwenye picha, duru kwenye kichupo chako na hati yako, subiri wakati inapobadilika kwenye kichupo hicho, kisha uondoe picha ambapo unataka kuwa.

- Drag the corners of the images to resize them so that they will be small enough to fit everything on one page.

Drag pembe za picha ili urekebishe ili waweze kuwa mdogo wa kutosha kila kitu kwenye ukurasa mmoja.

- When you are done, you will need to share it with your teacher to print:
ddrapak@gnspes.ca.

*Unapofanyika, utahitaji kushirikiana na mwalimu wako kuchapisha: **ddrapak@gnspes.ca***

Forgot your password? *Umesahau nenosiri yako?*

- Go to gnspes.ca, and choose the "Change or retrieve your **password**" link.

*Nenda kwa gnspes.ca, na chagua "Change or retrieve your **password**".*

- Click the link that says, "To recover your password click **here.**"

*Bonyeza kiungo kinachosema, "To recover your password click **here.**"*

- To change your password, ask your teacher to look up:
 1. Your email username
 2. Your date of birth
 3. Your student number

- *Ili kubadilisha nenosiri lako, mwambie mwalimu wako aangalie:*

1. *Jina lako la mtumiaji wa barua pepe*
2. *Tarehe yako ya kuzaliwa*
3. *Nambari ya mwanafunzi wako*

☐ Standard evaluation - *Tathmini ya kiwango*

1	Generate <i>Ongeza maneno</i>	___/6	60 words (or 12 small sketches) <i>60 (au michoro 12 ndogo)</i>
2	Count Circle the best ideas Link into groups of ideas	___/1 ___/1 ___/1	Total number of ideas: _____
	<i>Hesabu</i> <i>Piga mzunguko mawazo bora</i> <i>Uganisha katika vikundi vya mawazo</i>	___/1 ___/1 ___/1	<i>Jumla ya idadi ya mawazo: _____</i>
3	Print reference images <i>Print images rejea</i>	___/6	6 printed images <i>6 picha zilizochapishwa</i>
4	Thumbnail compositions <i>nyimbo za picha</i>	___/4	2 thumbnails, good quality or better <i>2 thumbnails, bora au bora</i>
5	Rough copy <i>Nakala mbaya</i>	___/6	Great quality or better <i>ubora mkubwa au bora</i>
	Total: Jumla:	___ /25 points = ___ % pointi	

au

☐ Idea development YOUR WAY - *Maendeleo ya mawazo Njia yako*

1	Generate ideas <i>Ongeza mawazo</i>	_____ sketches x 2% <i>michoro</i>	= _____ %	maximum of 50 sketches <i>upeo wa michoro 50</i>
2	Count Circle the best ideas Link into groups of ideas	<input type="checkbox"/> ideas are counted <input type="checkbox"/> ideas are circled <input type="checkbox"/> ideas are linked	= 5% = 5% = 5%	Total number of ideas: _____
	<i>Hesabu</i> <i>Duruza mawazo bora</i> <i>Uganisha katika vikundi vya mawazo</i>	<input type="checkbox"/> mawazo yamehesabiwa <input type="checkbox"/> mawazo yanazunguka <input type="checkbox"/> mawazo yanaunganishwa	= 5% = 5% = 5%	Idadi ya jumla ya mawazo: _____
3	Print reference images <i>Print images rejea</i>	_____ images x 5% <i>picha</i>	= _____ %	maximum of 10 images <i>upeo wa picha 10</i>
4	Thumbnail compositions <i>nyimbo za picha Thumbnail</i>	_____ thumbnails x 8% <i>thumbnails</i>	= _____ %	maximum of 10 thumbnails <i>kiwango cha juu cha vidole 10</i>
5	Rough copy <i>Nakala mbaya</i>	_____ drawing x 25% <i>kuchora</i>	= _____ %	<i>Great quality or better</i> <i>Mbinu kubwa au bora</i>
	Total Jumla		= _____ %	

1 Generate ideas! - *Kuzalisha mawazo!*

___/6

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.

Tumia orodha, ramani ya wavuti, au michoro rahisi kuja na LOT ya mawazo! Ikiwa tayari una wazo katika akili, chagua kuwa kichwa chako cha kati na kupanua juu yake. Hebu mawazo yako yatembea - wazo moja linaongoza kwa mwingine. Michoro inaweza kuwa maelezo ya picha za chanzo, maoni tofauti, textures, majaribio ya kiufundi, nk.

2. Count your total sketches - *Weka michoro yako jumla:* _____

___/1

Target = 60 words or 12 sketches

5 words = 1 sketch

Target = maneno 60 au michoro 12

maneno 5 = mchoro 1

Select the best - *Chagua bora*

Draw circles or squares around your best ideas

Chora miduara au mraba karibu na mawazo yako bora

___/1

Link into groups - *Unganisha vikundi*

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

Chora mistari iliyopigwa au rangi ili kuunganisha mawazo yako bora katika vikundi ambavyo vinaweza kufanya kazi pamoja

___/1

3. Print references - *Marejeo ya magazeti*

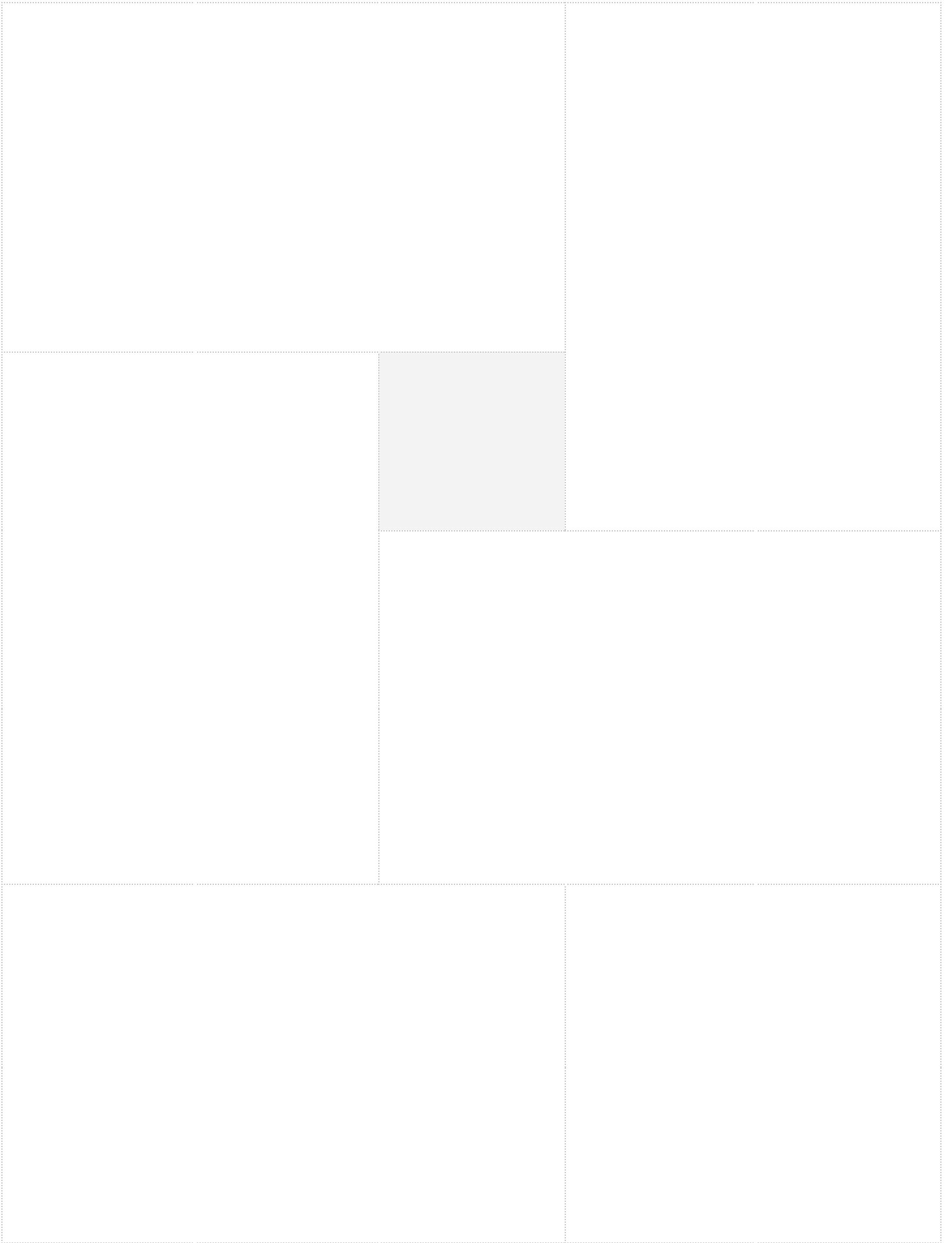
___/6

- Print **SIX** reference images so you can accurately observe the challenging parts of your artwork. Taking your own and using your own photographs is preferred, but image searches are also fine.
Chapisha picha sita za rejea ili uwezeshe kuchunguza sehemu zenye changamoto za mchoro wako. Kuchukua picha zako na kutumia picha zako ni kuchaguliwa, lakini utafutaji wa picha pia ni nzuri.
- **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.
Je, si nakala tu picha unayopata. Wazo ni kuhariri na kuchanganya picha za chanzo ili uunda picha yako mwenyewe. Ikiwa unakopiga picha tu, unashuhudia na utapata sifuri kwa kizazi chako cha wazo na vigezo vingine vinavyohusisha ubunifu katika mchoro wako wa mwisho.
- 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.
Hadi nusu ya picha zako inaweza kuwa na mchoro, uchoraji, au mingine ya sanaa ya wengine ili kutumia kama msukumo. Picha zingine lazima iwe picha za kweli.
- You must hand in the **printed** copy of the images to earn the marks.
Lazima ufanye nakala katika nakala ya picha ili kupata alama.

4. Thumbnail compositions - *nyimbo za picha*

___/4

- Create **TWO** thumbnail drawings
*Unda michoro za **VILI***
- These should be based on combinations of ideas that you can up with.
Hizi zinapaswa kuwa kulingana na mchanganyiko wa mawazo ambayo unaweza kuendelea.
- Include both your foreground and **background**.
Jumuisha mbele na historia yako yote.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
Jaribu na pembe isiyo ya kawaida, maoni, na mipangilio ili kusaidia kufanya mchoro wako uonekane.



5. Rough drawing - Mchoro mkali

___/6

- Take the best ideas from your thumbnails and combine them into an improved rough copy.
Kuchukua mawazo bora kutoka kwa vidole vyako na kuchanganya kwenye nakala iliyoboreshwa..
- Use this to work out the bugs and improve your skills before you start the real thing.
Tumia hii kufanya kazi kwa mende na kuboresha ujuzi wako kabla ya kuanza kitu halisi.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
Ikiwa unatumia rangi, tumia rangi au penseli ya rangi ili kuonyesha mpango wako wa rangi.
- Draw in a frame to show the outer edges of your artwork.
Chora katika sura ya kuonyesha mipaka ya nje ya mchoro wako.
- Remember to choose a non-central composition.
Kumbuka kuchagua utungaji usio wa kati.

Idea generation

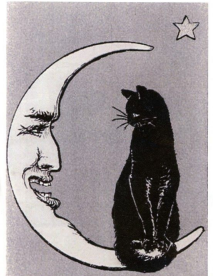
Lili Kelleher's painting

1 **Generate!** Option C: Image Research
 Come up with LOTS of small pictures! These can be thumbnails of source images, detail views, different viewpoints, textures, cool images, and so on...

Count your total ideas: _____
 (total ideas = 1158)

	Adapted Gr 10	Grade 10	Grade 11/12
0 pts	0-10/96	0-3/096	0-9/006
1 pt	1-9	4-7	6-11
2 pts	10-15	8-11	12-17
3 pts	16-20	12-15	18-23
4 pts	21-25	16-19	24-29
5 pts	26-30	20-23	30-35
6 pts	31-35	24-27	36-39

Adapted Gr 11/12



2 **Edit and combine!**
 • Draw squares around your best ideas.
 • Draw dashed connection lines between the ideas that work best together.

4 **Draw thumbnails**
 Create three thumbnail drawings - quick sketches that you use to try out your ideas. They should be based on the best ideas and combinations from above! DIRECTION: unusual angles and compositions can be the things that make your artwork stand out from everyone else's.

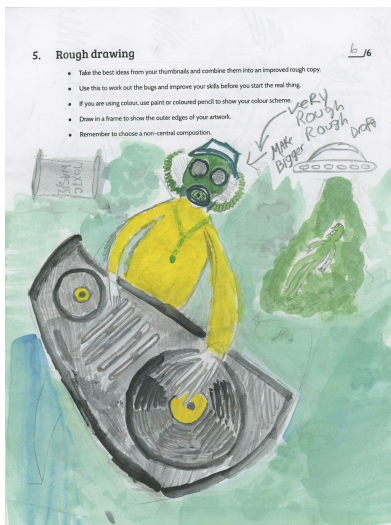
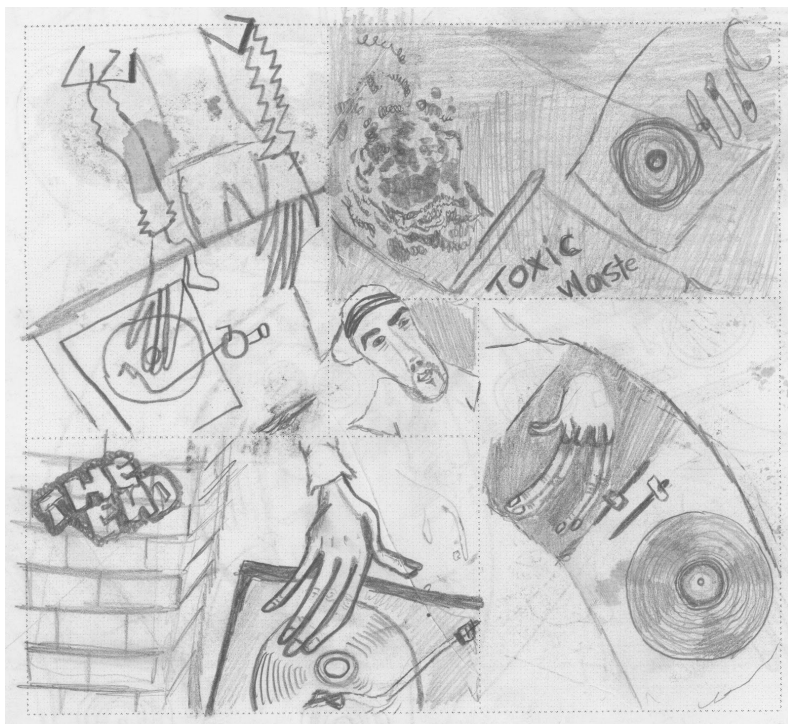
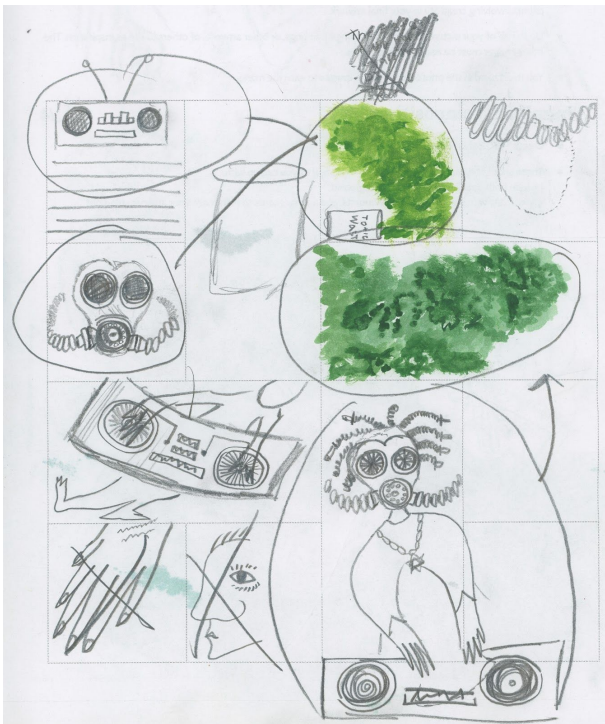


5 **Preliminary drawing**
 Draw a frame below that take the best possibilities from above and combine them into a preliminary composition. If you tackle the most challenging parts of your artwork now, you may be able to work out the bugs before you start your good work.



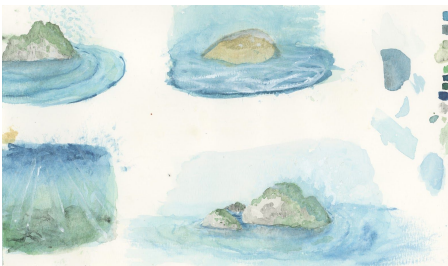
Idea generation

Mikela Thom's painting



Idea generation

Rayne Morrison's painting



Standing on shoulders

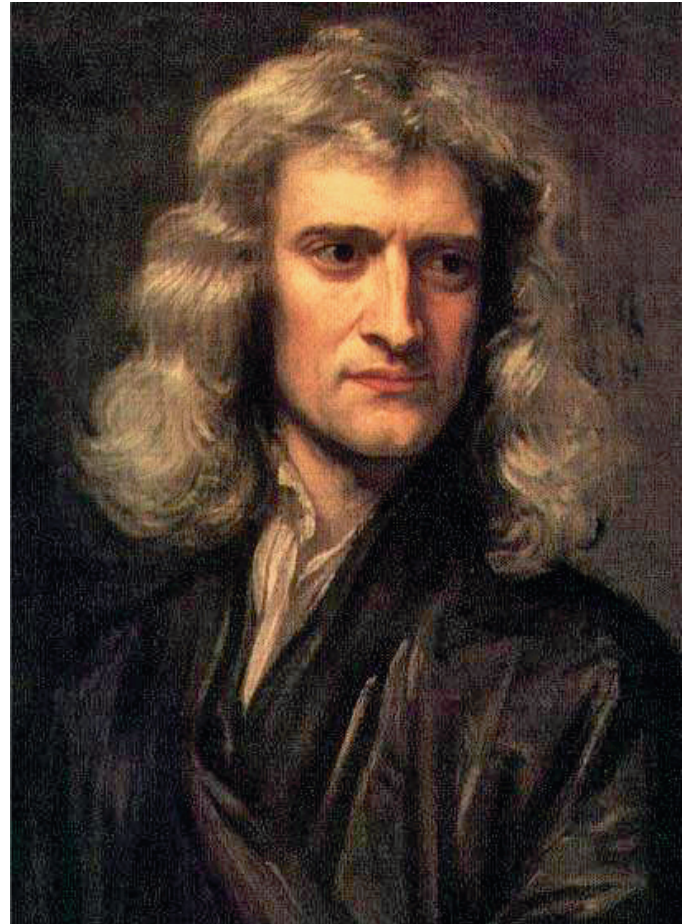
"If I have seen further it is by standing on ye sholders of Giants."

Issac Newton, the amazingly creative physicist, wrote this to another brilliant scientist, Robert Hooke.

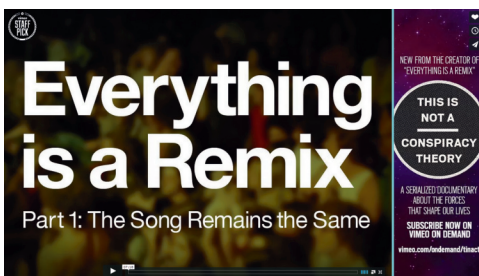
Essentially he was saying that it was wrong to say that his creativity was all his and his alone. He was saying that he had help. In fact, even this quote was borrowed and improved by Newton.

It is a common mistake for students to think that their ideas must all be purely original. That is an unfair pressure to put on yourself. There are very few - if any - ideas that have been developed from start to finish by a single person. It is better to think of how to borrow and combine the best ideas of the world around you.

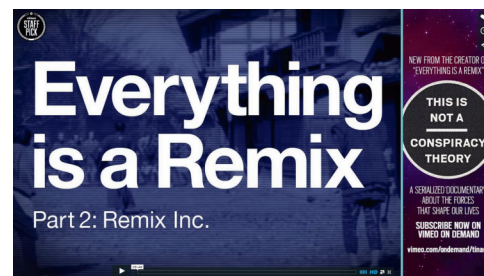
The series of short videos titled *Everything is a Remix* is here to remind us of this fact, and to give plenty of real world examples.



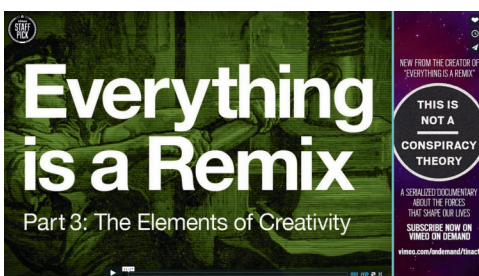
Godfrey Kneller, *Isaac Newton*, 1689.



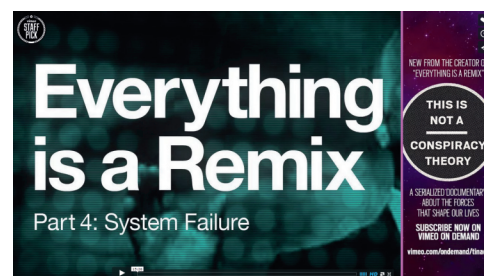
Part One



Part Two



Part Three



Part Four

☐ Standard evaluation - *Tathmini ya kiwango*

1	Generate <i>Ongeza maneno</i>	___/6	60 words (or 12 small sketches) <i>60 (au michoro 12 ndogo)</i>
2	Count Circle the best ideas Link into groups of ideas	___/1 ___/1 ___/1	Total number of ideas: _____
	<i>Hesabu</i> <i>Piga mzunguko mawazo bora</i> <i>Uganisha katika vikundi vya mawazo</i>	___/1 ___/1 ___/1	<i>Jumla ya idadi ya mawazo: _____</i>
3	Print reference images <i>Print images rejea</i>	___/6	6 printed images <i>6 picha zilizochapishwa</i>
4	Thumbnail compositions <i>nyimbo za picha</i>	___/4	2 thumbnails, good quality or better <i>2 thumbnails, bora au bora</i>
5	Rough copy <i>Nakala mbaya</i>	___/6	Great quality or better <i>ubora mkubwa au bora</i>
	Total: Jumla:	___ /25 points = ___ % pointi	

au

☐ Idea development YOUR WAY - *Maendeleo ya mawazo Njia yako*

1	Generate ideas <i>Ongeza mawazo</i>	_____ sketches x 2% <i>michoro</i>	= _____ %	maximum of 50 sketches <i>upeo wa michoro 50</i>
2	Count Circle the best ideas Link into groups of ideas	<input type="checkbox"/> ideas are counted <input type="checkbox"/> ideas are circled <input type="checkbox"/> ideas are linked	= 5% = 5% = 5%	Total number of ideas: _____
	<i>Hesabu</i> <i>Duruza mawazo bora</i> <i>Uganisha katika vikundi vya mawazo</i>	<input type="checkbox"/> mawazo yamehesabiwa <input type="checkbox"/> mawazo yanazunguka <input type="checkbox"/> mawazo yanaunganishwa	= 5% = 5% = 5%	Idadi ya jumla ya mawazo: _____
3	Print reference images <i>Print images rejea</i>	_____ images x 5% <i>picha</i>	= _____ %	maximum of 10 images <i>upeo wa picha 10</i>
4	Thumbnail compositions <i>nyimbo za picha Thumbnail</i>	_____ thumbnails x 8% <i>thumbnails</i>	= _____ %	maximum of 10 thumbnails <i>kiwango cha juu cha vidole 10</i>
5	Rough copy <i>Nakala mbaya</i>	_____ drawing x 25% <i>kuchora</i>	= _____ %	<i>Great quality or better</i> <i>Mbinu kubwa au bora</i>
	Total Jumla		= _____ %	

1 Generate ideas! - *Kuzalisha mawazo!*

___/6

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.

Tumia orodha, ramani ya wavuti, au michoro rahisi kuja na LOT ya mawazo! Ikiwa tayari una wazo katika akili, chagua kuwa kichwa chako cha kati na kupanua juu yake. Hebu mawazo yako yatembea - wazo moja linaongoza kwa mwingine. Michoro inaweza kuwa maelezo ya picha za chanzo, maoni tofauti, textures, majaribio ya kiufundi, nk.

2. Count your total sketches - *Weka michoro yako jumla:* _____

___/1

Target = 60 words or 12 sketches

5 words = 1 sketch

Target = maneno 60 au michoro 12

maneno 5 = mchoro 1

Select the best - *Chagua bora*

Draw circles or squares around your best ideas

Chora miduara au mraba karibu na mawazo yako bora

—/1

Link into groups - *Unganisha vikundi*

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

Chora mistari iliyopigwa au rangi ili kuunganisha mawazo yako bora katika vikundi ambavyo vinaweza kufanya kazi pamoja

—/1

3. Print references - *Marejeo ya magazeti*

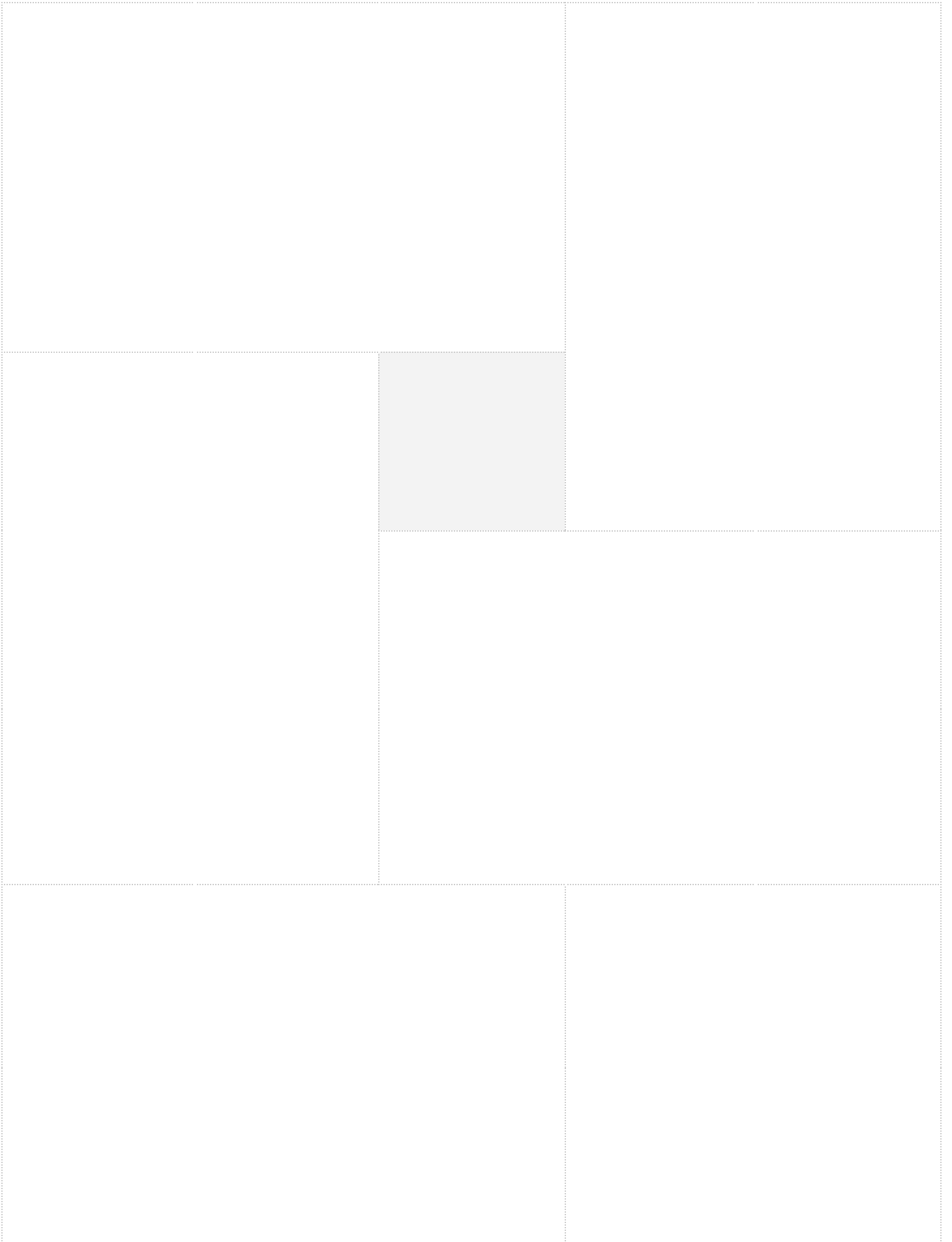
___/6

- Print **SIX** reference images so you can accurately observe the challenging parts of your artwork. Taking your own and using your own photographs is preferred, but image searches are also fine.
Chapisha picha sita za rejea ili uwezeshe kuchunguza sehemu zenye changamoto za mchoro wako. Kuchukua picha zako na kutumia picha zako ni kuchaguliwa, lakini utafutaji wa picha pia ni nzuri.
- **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.
Je, si nakala tu picha unayopata. Wazo ni kuhariri na kuchanganya picha za chanzo ili uunda picha yako mwenyewe. Ikiwa unakopiga picha tu, unashuhudia na utapata sifuri kwa kizazi chako cha wazo na vigezo vingine vinavyohusisha ubunifu katika mchoro wako wa mwisho.
- 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.
Hadi nusu ya picha zako inaweza kuwa na michoro, uchoraji, au mingine ya sanaa ya wengine ili kutumia kama msukumo. Picha zingine lazima iwe picha za kweli.
- You must hand in the **printed** copy of the images to earn the marks.
Lazima ufanye nakala katika nakala ya picha ili kupata alama.

4. Thumbnail compositions - *nyimbo za picha*

___/4

- Create **TWO** thumbnail drawings
*Unda michoro za **VILI***
- These should be based on combinations of ideas that you can up with.
Hizi zinapaswa kuwa kulingana na mchanganyiko wa mawazo ambayo unaweza kuendelea.
- Include both your foreground and **background**.
Jumuisha mbele na historia yako yote.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
Jaribu na pembe isiyo ya kawaida, maoni, na mipangilio ili kusaidia kufanya mchoro wako uonekane.



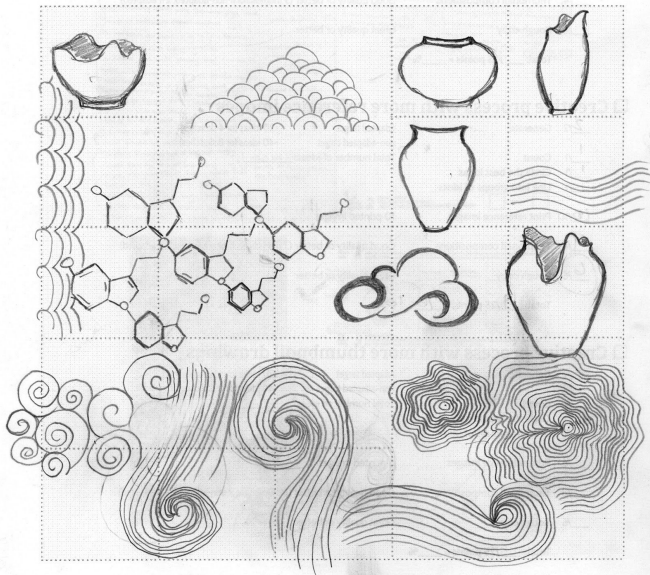
5. Rough drawing - Mchoro mkali

___/6

- Take the best ideas from your thumbnails and combine them into an improved rough copy.
Kuchukua mawazo bora kutoka kwa vidole vyako na kuchanganya kwenye nakala iliyoboreshwa..
- Use this to work out the bugs and improve your skills before you start the real thing.
Tumia hii kufanya kazi kwa mende na kuboresha ujuzi wako kabla ya kuanza kitu halisi.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
Ikiwa unatumia rangi, tumia rangi au penseli ya rangi ili kuonyesha mpango wako wa rangi.
- Draw in a frame to show the outer edges of your artwork.
Chora katika sura ya kuonyesha mipaka ya nje ya mchoro wako.
- Remember to choose a non-central composition.
Kumbuka kuchagua utungaji usio wa kati.

Idea generation

Antoinette O'Keefe's clay vessel

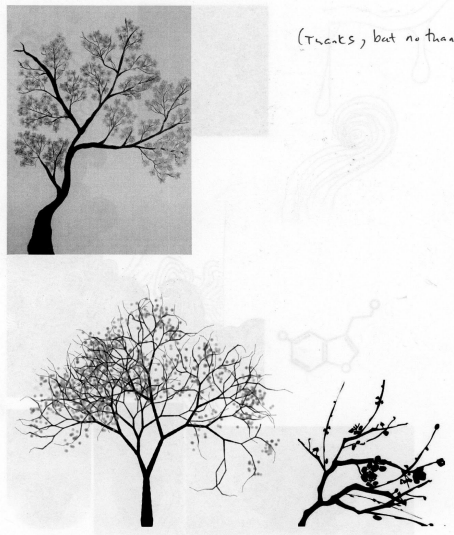
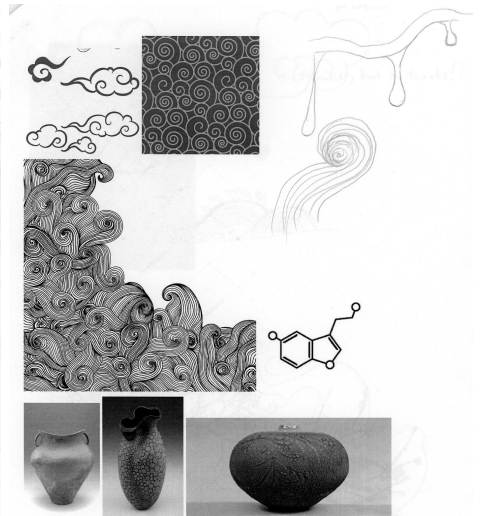
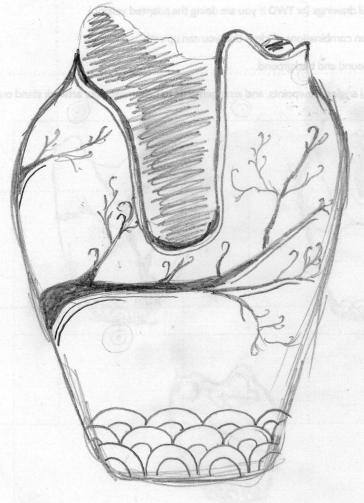
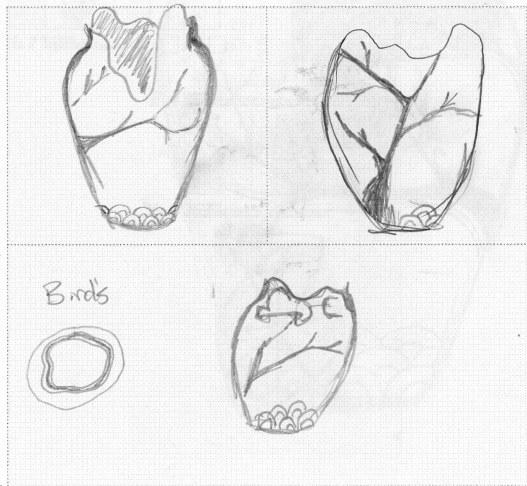
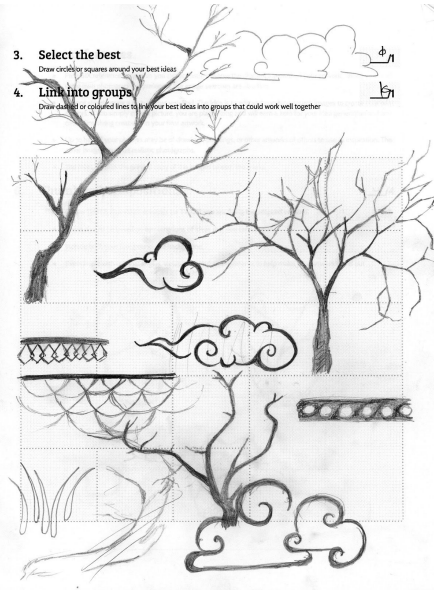


3. Select the best

Draw circles or squares around your best ideas

4. Link into groups

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



Idea generation

Lily Kungl's clay vessel

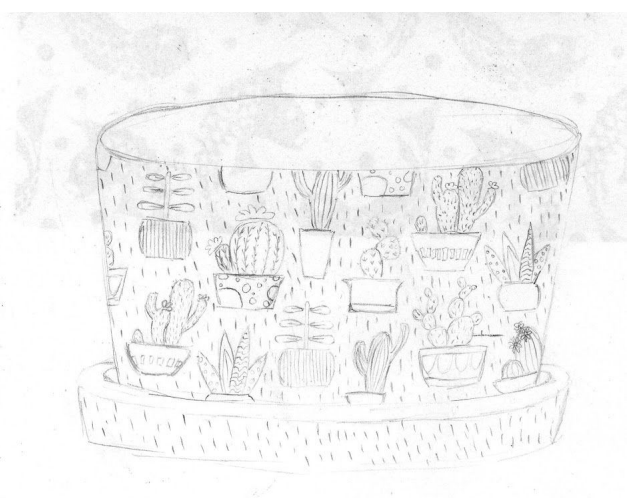
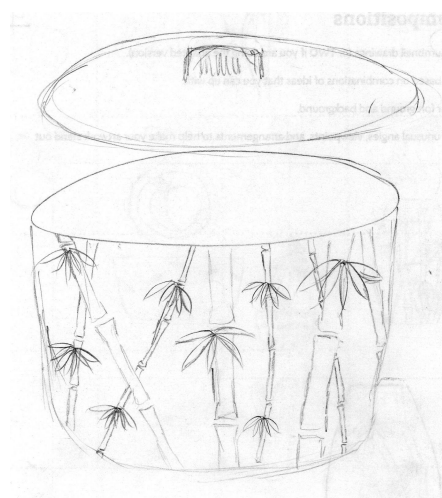
2. Count your total ideas: 150

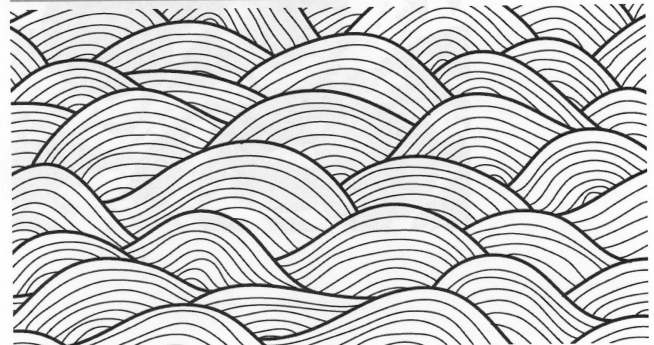
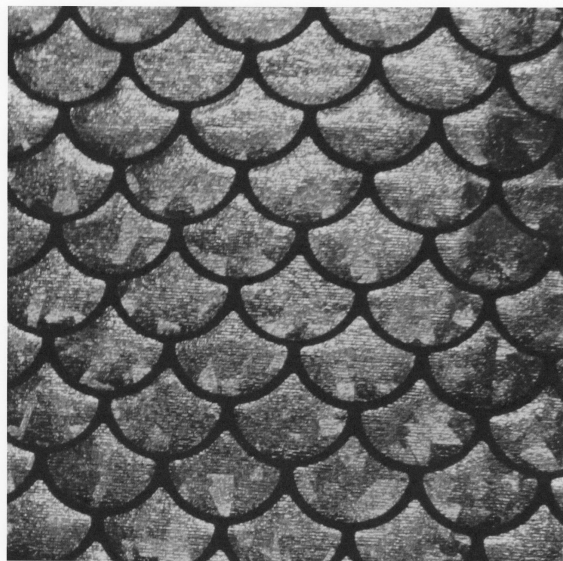
single word	= 1 idea	Adapted target	= 60 ideas or 12 sketches
2-4 word phrase	= 2 ideas	Non-adapted target	= 120 ideas or 24 sketches
5+ word sentence/question	= 3 ideas		
SMALL SKETCH	= 5 ideas		

Brain with generator on the outside and a big round base on the inside

Brain branches outside

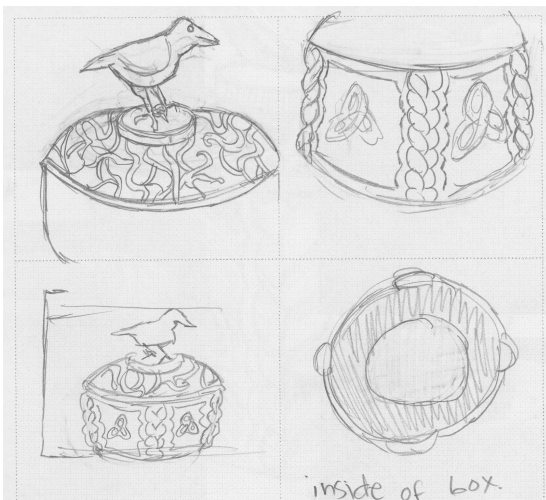
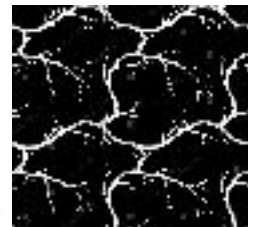
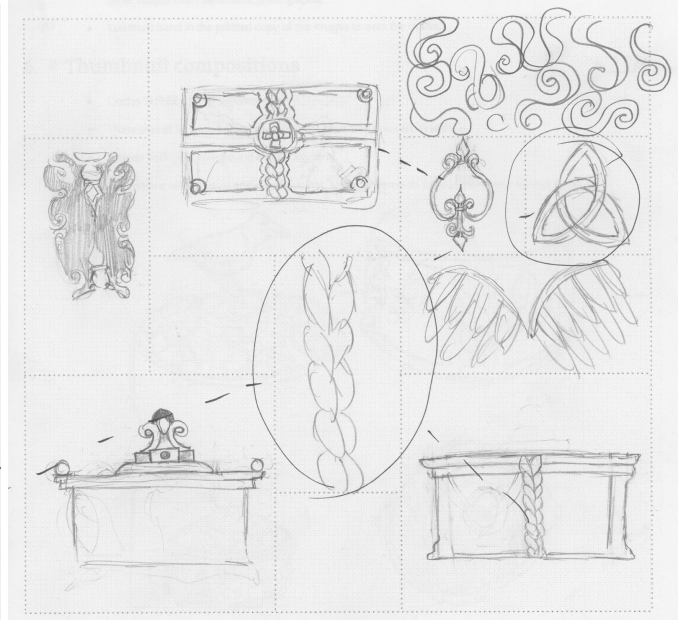
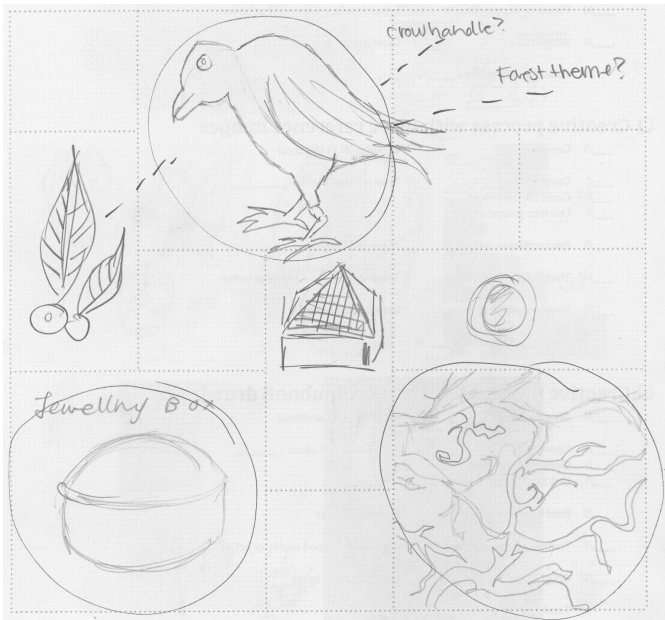
Maybe layer on top of panel





Idea generation

Hayden Coyle's clay vessel



☐ Standard evaluation - *Tathmini ya kiwango*

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au

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		Total Jumla	= _____%	

1 Generate ideas! - *Kuzalisha mawazo!*

___/6

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___/1

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___/1

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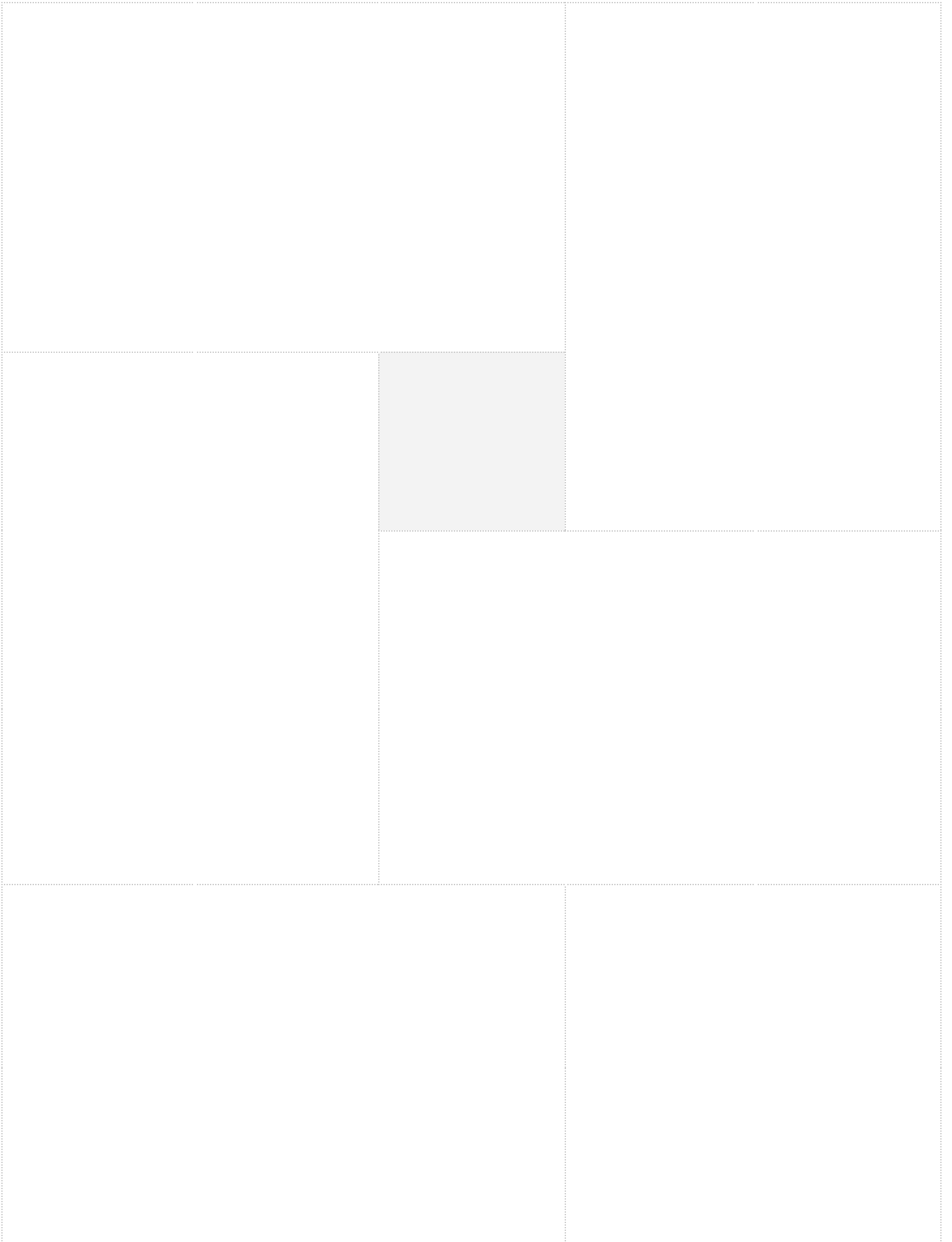
___/6

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4. Thumbnail compositions - *nyimbo za picha*

___/4

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5. Rough drawing - Mchoro mkali

___/6

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