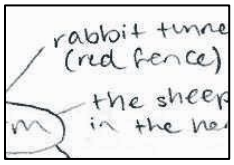
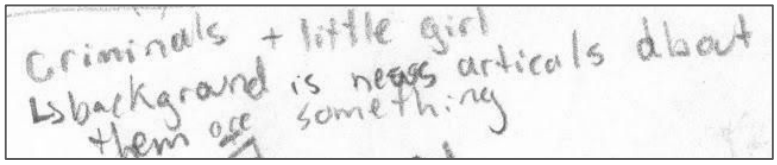
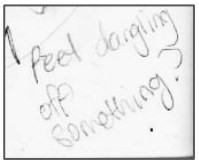
Idea Development/*Maendeleo Idea* Name/*Jina*:

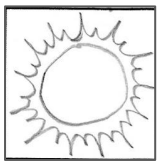
1 **Generate ideas/*kuzalisha mawazo*** maximum of 50%/*kiwango cha juu ya 50%*



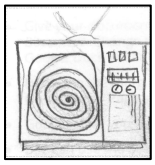
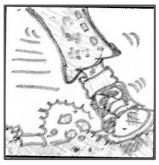


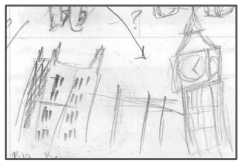


Number of **words**/*Idadi ya Maneno* → _____ ÷ 3 = _____%



Number of **simple** sketches/*Idadi ya michoro rahisi* → _____ × 2% = _____%



Number of **better** sketches/*Idadi ya michoro bora* → _____ × 4% = _____%

2 **Select the best and join together ideas**
Kuchagua mawazo bora na kujiunga nao pamoja

Circle the **best** ideas
Mduara mawazo bora circled = ▢ 5%

Link into **groups** of ideas
Kuziunganisha katika makundi ya mawazo linked/*wanaohusishwa* = ▢ 5%

3 **Print reference images/*Print images kumbukumbu*** maximum of 8 images
_____ images/*picha* x 5% = _____%

4 **Thumbnail compositions/*thumbnail nyimbo*** maximum of 10 thumbnails
_____ thumbnails x 8% = _____%

5 **Rough copy/*nakala rough*** great quality or better
_____ drawing/*kuchora* x 25% = _____%

Total/*Jumla* = _____%

NOTE: If you simply copy a picture from the internet, your mark drops to 25%.
NOTE: *Kama kunakili picha kutoka mtandao, alama yako matone kwa 25%.*

Generate ideas/*Kuzalisha mawazo!*

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 tovuti, au michoro rahisi kuja na mengi ya mawazo! Kama tayari una wazo katika akili, kuchagua kuwa kama mandhari yako kuu na kupanua juu ya jambo hilo. Hebu mawazo yako tanga - moja wazo husababisha mwingine. Michoro inaweza kuwa maelezo ya picha chanzo, mitazamo tofauti, textures, majaribio ya kiufundi, nk

Adding up points for ideas/*Kuongeza na pointi kwa ajili ya mawazo:*

Number of **words**/*Idadi ya Maneno* → ____ **÷ 3 = ____%**
Number of **simple** sketches/*Idadi ya michoro rahisi* → ____ **× 2% = ____%**
Number of **better** sketches/*Idadi ya michoro bora* → ____ **× 4% = ____%**

Select the best/*chagua bora*

Draw circles or squares around your best ideas/
Chora duara au mraba karibu mawazo yako bora

☐ **You have selected the best 3-7 ideas = 5%** ***Umechagua bora 3-7 mawazo = 5%***

Link the best into groups/*Kiungo bora katika makundi*

Draw dashed or coloured lines to link your best ideas into groups that could work well together
Chora dashed au rangi mistari kuunganisha mawazo yako bora katika makundi ambayo inaweza kazi pamoja.

☐ **You have joined the best ideas with lines = 5%**
Umejiunga mawazo bora na mistari = 5%

Print references/*marejeo Print*

- Print **SIX** reference images so you can accurately observe the challenging parts of your artwork. Taking and using your own photographs is preferred, but image searches are also fine.
  Print sita picha ya kumbukumbu hivyo unaweza usahihi kuchunguza sehemu changamoto kazi ya sanaa yako. Kuchukua na kutumia picha yako mwenyewe ni mkuu kuliko, lakini upekuzi image pia vizuri.

- **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 tu nakala picha kwamba kupata. *Dhana hapa ni kubadilisha na kuchanganya chanzo picha na kujenga mchoro yako mwenyewe. Kama kunakili picha, wewe ni Plagiarizing na kupata sifuri wazo kizazi yako na vigezo yoyote yanayohusiana ubunifu katika mchoro yako ya 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 yako inaweza kuwa wa michoro, uchoraji, au kazi za sanaa nyingine ya wengine kutumia kama msukumo. picha nyingine lazima kuwa kweli foto.

- You must hand in the **printed** copy of the images to earn the marks.
  Lazima mkono katika nakala iliyochapishwa ya picha ya kupata alama.

Number of reference photos/*Idadi ya picha ya kumbukumbu* → ____ × 5% = ____%

Thumbnail compositions/*thumbnail nyimbo*

- Create **TWO or more** thumbnail drawings anywhere in the idea development section.
  Kujenga TWO au zaidi thumbnail michoro popote katika sehemu wazo maendeleo.

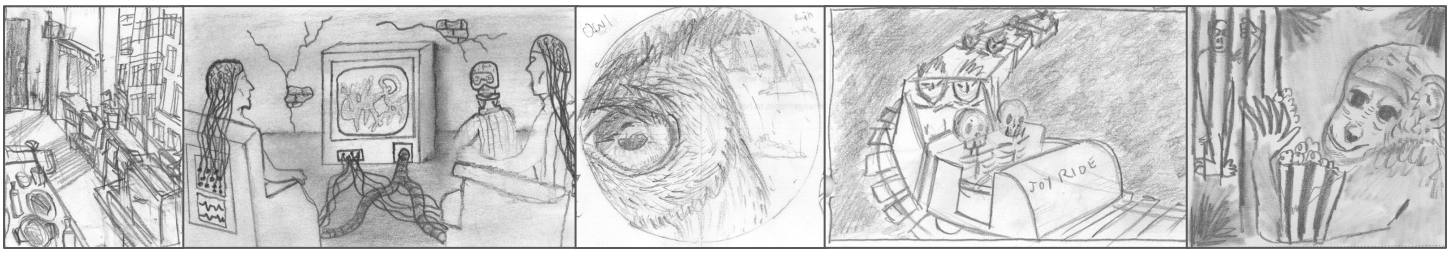
- These should be based on combinations of ideas that you come up with. Include your **background**.
  Hizi zinapaswa kuwa na misingi ya mchanganyiko wa mawazo kwamba kuja na. Ni pamoja na background yako.

- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
  Majaribio kwa pembe isiyo ya kawaida, mitazamo, na mipango ya msaada kufanya mchoro yako kuonekana.

- Draw a frame around your thumbnails to show the edges of the artwork.
  Chora sura karibu thumbnails yako kuonyesha pembe za mchoro.

Adding up points for THUMBNAIL drawings/*Kuongeza na pointi kwa thumbnail michoro*

Number of **thumbnail** drawings/*Idadi ya thumbnail michoro* → **____ × 8% = ____%**



Rough drawing/*kuchora rough*

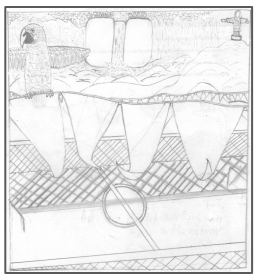
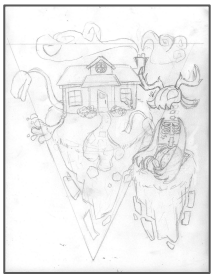
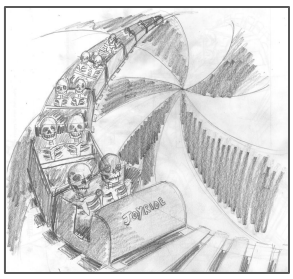
- Take the best ideas from your thumbnails and combine them into an improved rough copy.
  Kuchukua mawazo bora kutoka thumbnails yako na kuchanganya yao katika nakala kuboresha ngumu.

- Use this to work out the bugs and improve your skills before you start the real thing.
  Tumia hii kufanya kazi nje ya 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.
  Kama ni kutumia rangi, matumizi ya rangi au kalamu rangi kuonyesha rangi yako mpango.

- Draw in a frame to show the outer edges of your artwork.
  Kuchora katika sura ya kuonyesha kingo ya nje ya kazi ya sanaa yako.

- **Remember to choose a non-central composition.**
  Kumbuka kuchagua muundo zisizo kati.

Examples of ROUGH drawings/*Mifano ya ROUGH michoro*

Rough drawing/*Rough kuchora* → **up to 25% = ____%**