



# Idea generation

## Linnea Sinclair's clay vessel

**6.1**  
1 of 2

**1** **Conceptual** *Option C: Image Research*

Come up with 120% of what pictures? There can be hundreds of source images, detail views, different viewpoints, textures, color images, and so on...

**Count your total time:**  
How many = 1 idea

Image ID	Scale 10	Scale 10	Scale 10
1.jpg	0.7	0.7	0.7
2.jpg	1.1	0.7	0.7
3.jpg	4.5	0.7	1.2
4.jpg	0.7	12.75	18
5.jpg	0.4	16.75	24
6.jpg	10.71	20.25	30
7.jpg	12	24	30

August 1972

**2** **Fill 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!

**Step 2: EXPERIMENT** unusual angles and compositions can be the things that make your artwork stand out from everyone else's.

**5** **Preliminary drawing**

Draw a frame before, then take the best possibilities from above and combine them into an improved composition. If you battle the most challenging parts of your artwork now, you may be able to work out the bugs before you start your good copy.