

Idea Development/Maendeleo Idea

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

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

- Print **SIX** reference images so you can accurately observe the challenging parts of your artwork. Taking your own 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.
- *Print SIX kumbukumbu picha hivyo unaweza usahihi kuchunguza sehemu changamoto kazi ya sanaa yako. Kuchukua yako na kutumia picha mwenyewe ni mkuu kuliko, lakini upekuzi image pia vizuri.*
- *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.*
- *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.*
- *Lazima mkono katika nakala iliyochapishwa ya picha ya kupata alama.*

____ images/picha x 5% = ____%

Idea Development/*Maendeleo Idea*

4 **Thumbnail compositions/*thumbnail nyimbo*** maximum of 10 thumbnails

- 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.

- *Kujenga TATU thumbnail michoro popote katika sehemu wazo maendeleo.*
- *Hizi zinapaswa kuwa na misingi ya mchanganyiko wa mawazo kwamba unaweza kuendelea na. Ni pamoja na background yako.*
- *Majaribio kwa pembe isiyo ya kawaida, mitazamo, na mipango ya msaada kufanya mchoro yako kuonekana.*
- *Chora sura karibu thumbnails yako kuonyesha pembe za mchoro.*

_____ thumbnails x 8% = _____%

5 **Rough copy/*nakala rough*** great quality or better

- 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.**

- *Kuchukua mawazo bora kutoka thumbnails yako na kuchanganya yao katika nakala kuboresha ngumu.*
- *Tumia hii kufanya kazi nje ya mende na kuboresha ujuzi wako kabla ya kuanza kitu halisi.*
- *Kama ni kutumia rangi, matumizi ya rangi au kalamu rangi kuonyesha rangi yako mpango.*
- *Kuchora katika sura ya kuonyesha kingo ya nje ya kazi ya sanaa yako.*
- **Kumbuka kuchagua muundo zisizo kati.**

_____ 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%.*