

Idea Development (Adapted) Name: _____

Standard evaluation

___/6	Generate	60 ideas (or 12 sketches)
___/1	Count	Total number of ideas: _____
___/1	Circle the best ideas	
___/1	Link into groups of ideas	
___/6	Print reference images	6 printed images
___/4	Thumbnail compositions	2 thumbnails, good quality or better
___/6	Rough copy	Great quality or better
Total: ___ /25 points = ____%		

Creative process with more reference images

___/3	Generate	30 ideas (or 6 sketches)
___/1	Count	Total number of ideas: _____
___/1	Circle the best ideas	
___/1	Link into groups of ideas	
___/9	Print reference images	12 printed images
___/4	Thumbnail compositions	2 thumbnails, good quality or better
___/6	Rough copy	Great quality or better
Total: ___ /25 points = ____%		

Creative process with more thumbnail drawings

___/3	Generate	30 ideas (or 6 sketches)
___/1	Count	Total number of ideas: _____
___/1	Circle the best ideas	
___/1	Link into groups of ideas	
___/6	Print reference images	6 printed images
___/7	Thumbnail compositions	4 thumbnails, good quality or better
___/6	Rough copy	Great quality or better
Total: ___ /25 points = ____%		

1 Generate!

___/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.

2. Count your total ideas/sketches: _____

___/1

- | | | | |
|---------------------------|-----------|----------------|---------------------------|
| single word | = 1 idea | Adapted target | = 60 ideas or 12 sketches |
| 2-4 word phrase | = 2 ideas | | |
| 5+ word sentence/question | = 5 ideas | | |
| SMALL SKETCH | = 5 ideas | | |

A large grid of 12 rectangular boxes, each outlined with a dotted line, intended for generating ideas or sketches. The grid is arranged in a 3x4 layout. The boxes are empty and designed for students to draw or write their ideas within them.

3. **Select the best**

Draw circles or squares around your best ideas

1

4. **Link into groups**

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

1

The form consists of a large outer rectangle defined by a dashed line. Inside this rectangle, there are several smaller rectangles also defined by dashed lines, creating a grid-like structure. The grid is composed of three main vertical columns and three main horizontal rows. The top row is divided into three equal-width boxes. The middle row is divided into three boxes of equal width, but the rightmost box is further subdivided into two smaller boxes of equal width by a vertical dashed line. The bottom row is divided into three boxes of equal width. This layout provides a space for students to categorize and link their ideas.

5. Print references

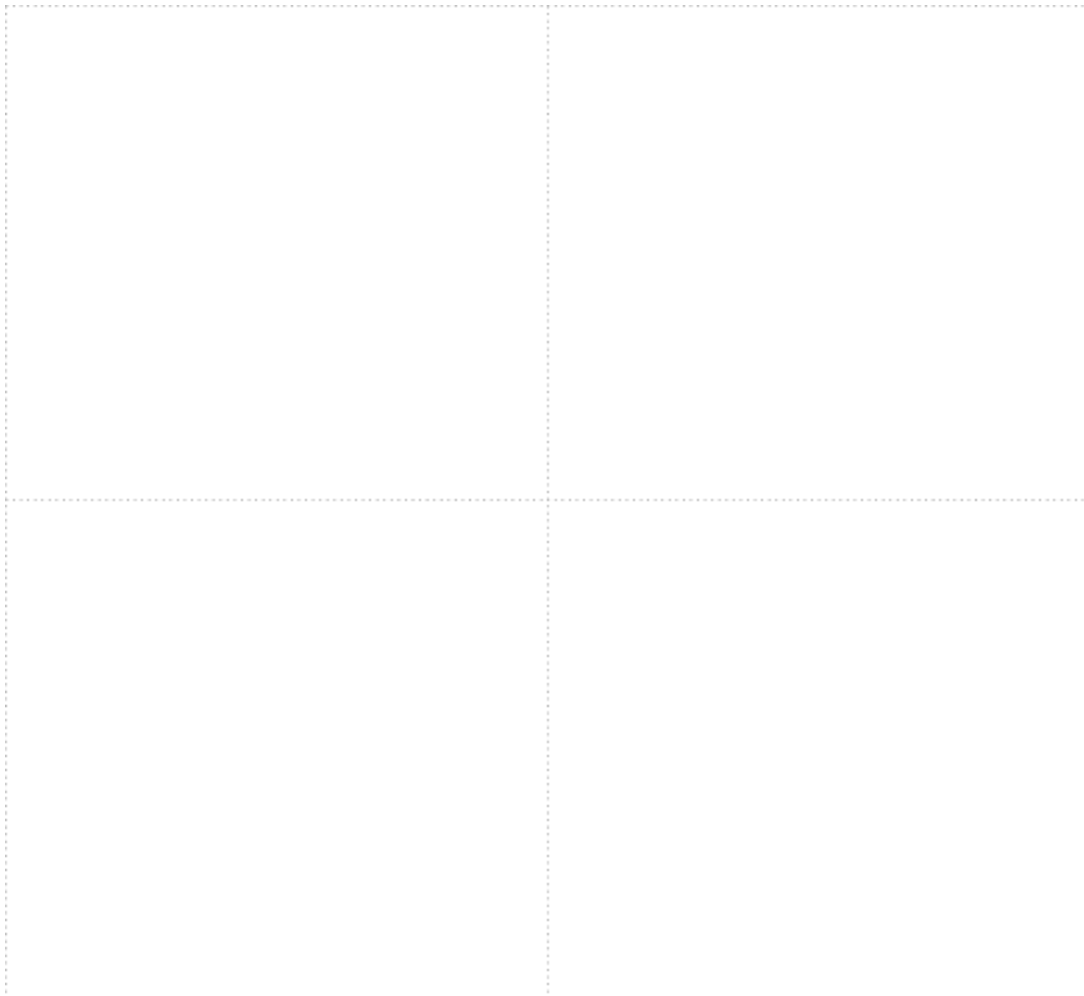
___/6

- 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.
- **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.

6. Thumbnail compositions

___/4

- Create **TWO** thumbnail drawings
- These should be based on combinations of ideas that you can come up with.
- Include both your foreground and background.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out



7. 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.