

Idea Development

Name: _____

Standard evaluation

| | | | |
|--------|---------------------------|----------------------|--------------------------------------|
| 1 | Generate | ___/6 | 120 words (or 24 small sketches) |
| 2 | Count | ___/1 | Total number of ideas: _____ |
| | Circle the best ideas | ___/1 | |
| | Link into groups of ideas | ___/1 | |
| 3 | Print reference images | ___/6 | 6 printed images |
| 4 | Thumbnail compositions | ___/4 | 3 thumbnails, good quality or better |
| 5 | Rough copy | ___/6 | Great quality or better |
| Total: | | ___/25 points = ___% | |

OR

Idea development YOUR WAY

| | | | | |
|-------|---------------------------|--|----------|---------------------------------|
| 1 | Generate ideas | _____ sketches x 1% | = _____% | <i>maximum of 50 sketches</i> |
| 2 | Count | <input type="checkbox"/> ideas are counted | = 5% | Total number of ideas: _____ |
| | Circle the best ideas | <input type="checkbox"/> ideas are circled | = 5% | |
| | Link into groups of ideas | <input type="checkbox"/> ideas are linked | = 5% | |
| 3 | Print reference images | _____ images x 5% | = _____% | <i>maximum of 10 images</i> |
| 4 | Thumbnail compositions | _____ thumbnails x 5% | = _____% | <i>maximum of 10 thumbnails</i> |
| 5 | Rough copy | _____ drawing x 25% | = _____% | <i>Great quality or better</i> |
| Total | | | = _____% | |

1 Generate ideas!

___/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 sketches: _____

___/1

Target = 120 words or 24 sketches

5 words = 1 sketch

| | | | |
|--|--|--|--|
| | | | |
| | | | |
| | | | |
| | | | |

Select the best

Draw circles or squares around your best ideas

1

Link into groups

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

1

| | | | |
|--|--|--|--|
| | | | |
| | | | |
| | | | |
| | | | |

3. Print references

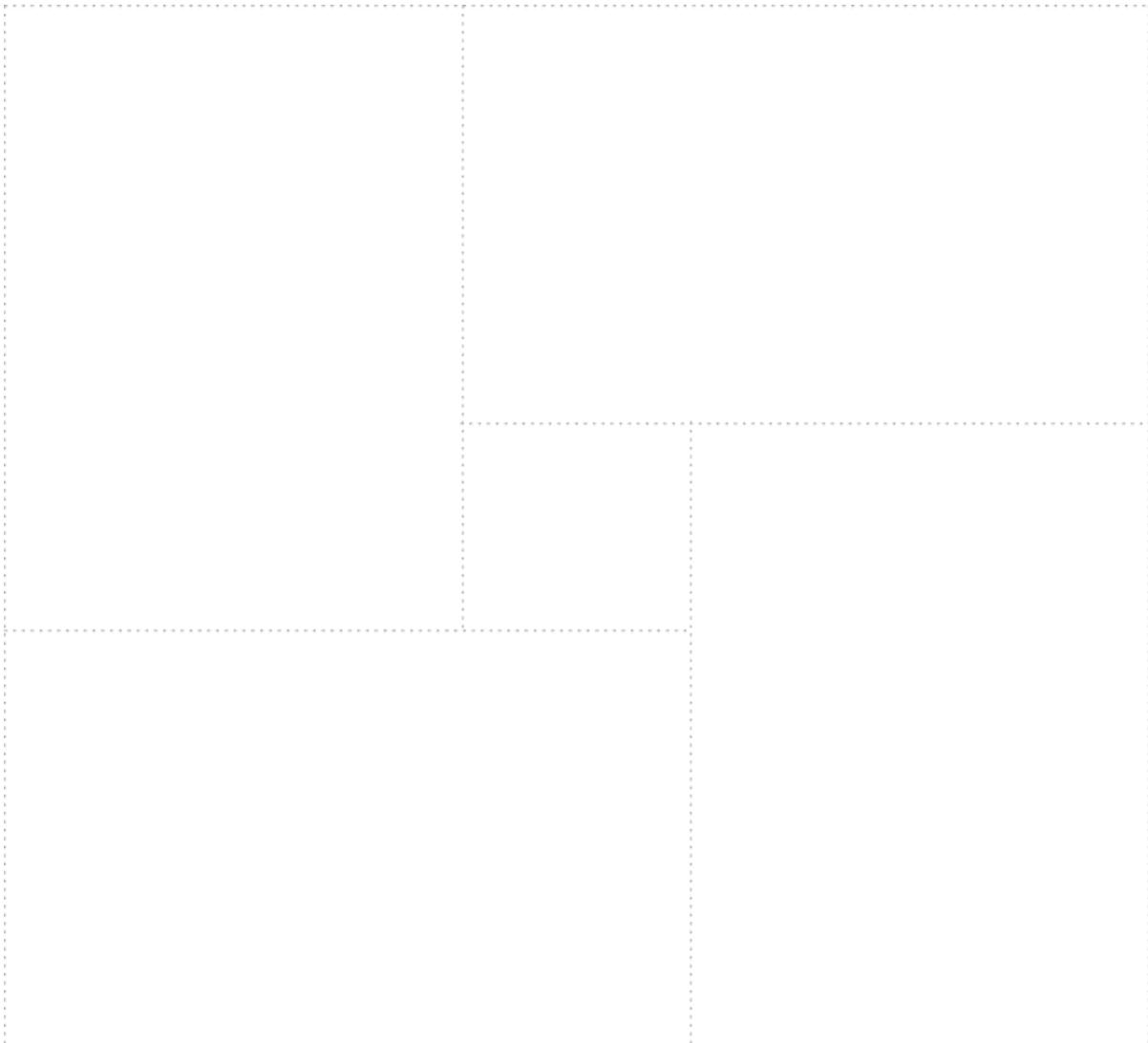
___/6

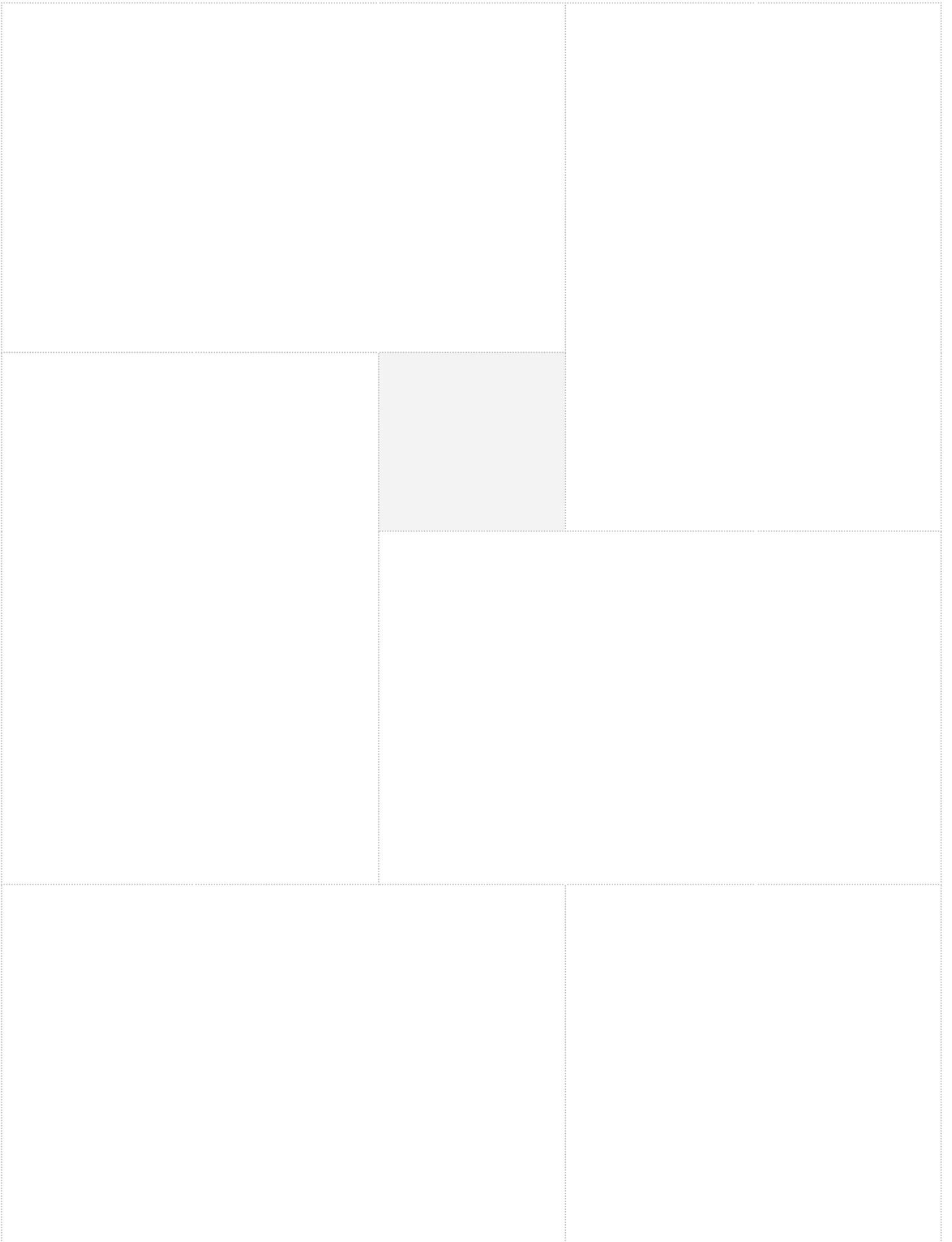
- Print **SIX** reference images so you can accurately observe the challenging parts of your artwork. Taking your own and using your own photographs is preferred, but image searches are also fine.
- **Do not simply copy a picture that you find.** The idea is to edit and combine source images to create 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.

4. Thumbnail compositions

___/4

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





5. 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.