

# Idea Development

Name: \_\_\_\_\_

## Standard evaluation

___/6	Generate	120 ideas (or 24 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	3 thumbnails, good quality or better
___/6	Rough copy	Great quality or better
Total: ___/25 points = ___%		

## Creative process with more reference images

___/3	Generate	60 ideas (or 12 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	3 thumbnails, good quality or better
___/6	Rough copy	Great quality or better
Total: ___/25 points = ___%		

## Creative process with more thumbnail drawings

___/3	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
___/7	Thumbnail compositions	6 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
- 2-4 word phrase = 2 ideas
- 5+ word sentence/question = 5 ideas
- SMALL SKETCH** = 5 ideas

Target = 120 ideas or 24 sketches

The form consists of a large rectangular area defined by dotted lines. This area is divided into 24 smaller rectangular boxes of varying sizes, arranged in a grid-like pattern. The boxes are currently empty, intended for students to draw small sketches or write 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, several smaller rectangles are also defined by dashed lines, creating a grid-like structure. The divisions are as follows: a vertical dashed line near the left edge; a horizontal dashed line near the top edge; a vertical dashed line near the right edge; a horizontal dashed line near the bottom edge; a vertical dashed line near the left edge, lower down; a horizontal dashed line near the top edge, further right; a vertical dashed line near the right edge, further left; a horizontal dashed line near the bottom edge, further right; and a vertical dashed line near the left edge, near the bottom. This layout provides multiple boxes for students to place and link their ideas.



## 5. Print references

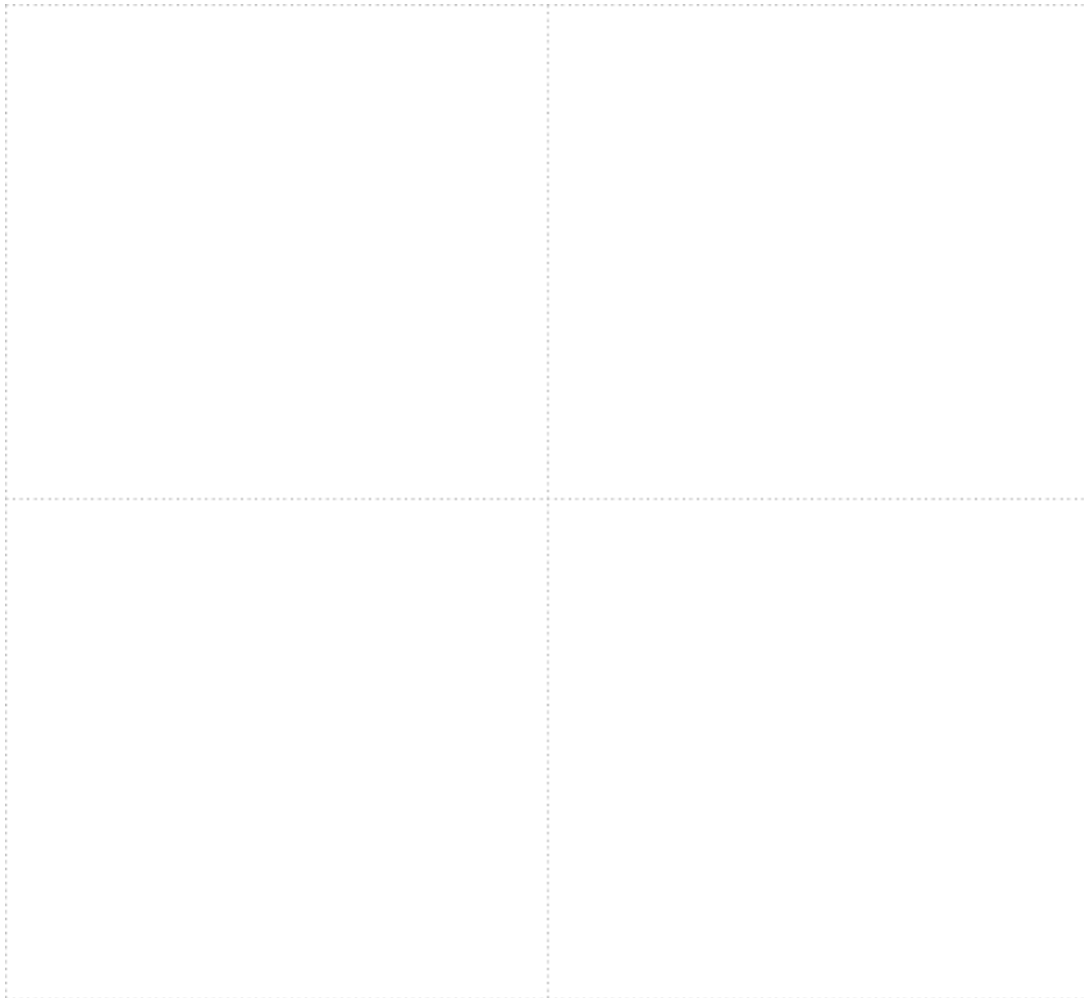
\_\_\_/6

- 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 **THREE** 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.