Idea Development

Name:

1 Generate ideas

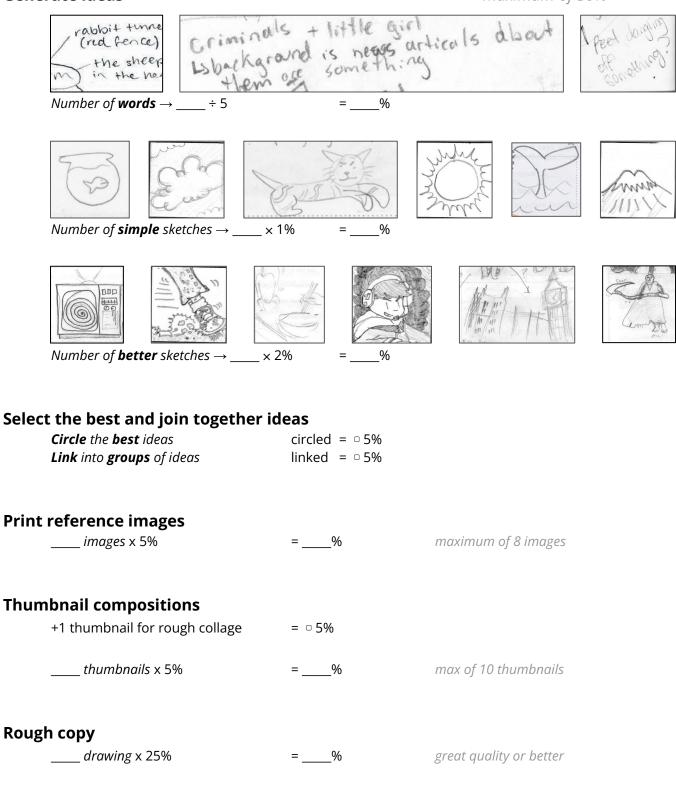
2

3

4

5

maximum of 50%



Total = ___%

NOTE: If you simply copy a picture from the internet, your mark drops to 25%.

Generate ideas!

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.

Adding up points for ideas:

Number of words \rightarrow ____ \div 5 = ___% Number of simple sketches \rightarrow ____ \times 1% = ___% Number of better sketches \rightarrow ____ \times 2% = ___%

Select the best

Draw circles or squares around your best ideas

 \Box You have selected the best 3-7 ideas = 5%

Link the best into groups

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

Print references

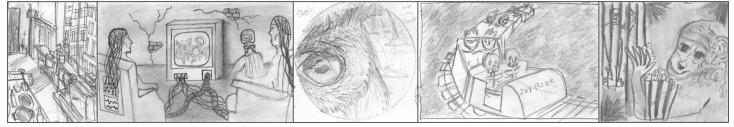
- Print **SIX** reference images so you can accurately observe the challenging parts of your artwork. Taking and using your own photographs is preferred, but image searches are also fine.
- **Do not simply copy a picture that you find.** The idea is to edit and combine source images to create your own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

Thumbnail compositions

- Create **THREE** thumbnail drawings anywhere in the idea development section.
- These should be based on combinations of ideas that you come 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.

Adding up points for THUMBNAIL drawings

Number of **thumbnail** drawings \rightarrow ____ x 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.

Examples of ROUGH drawings

Rough drawing \rightarrow up to 25% = ___%

