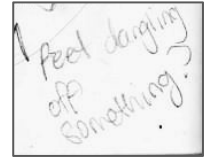
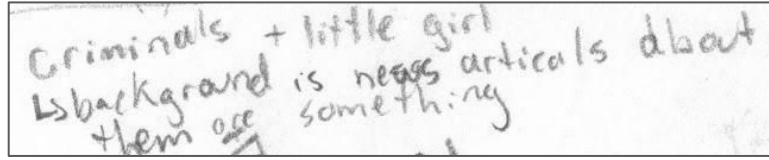
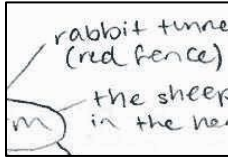


Idea Development

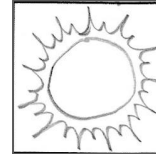
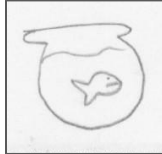
Name: _____

1 Generate ideas

maximum of 50%



Number of **words** → _____ × 1% = _____%



Number of **sketches** → _____ × 3% = _____%

2 Select the best and count your ideas

Circle the **best** ideas

circled = □ 5%

Count your ideas

counted = □ 5%

3 Print reference images (usually 6)

_____ images × 5%

= _____%

maximum of 8 images

4 Rough copy

_____ drawing × 25%

= _____%

great quality or better

Total = _____%

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*** → ____ × 1% = ____%
*Number of **sketches*** → ____ × 3% = ____%

Select the best

Draw circles or squares around your best ideas

You have selected the best 2-3 ideas = 5%

Count your ideas: _____

You have joined the best ideas with lines = 5%

Print references

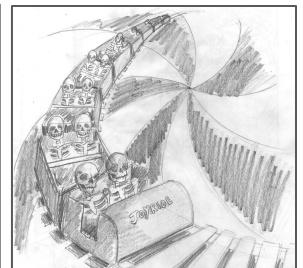
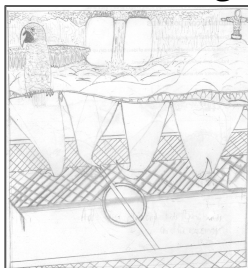
Number of reference photos → ____ × 5% = ____%

- 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.
- 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.

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 → up to 25% = ____%

