Idea Development

1 **Generate ideas** maximum of 50%

of words
$$\rightarrow$$
 ___ \div 3 = ___% # of simple sketches \rightarrow ___ \times 2% = ___% # of better sketches \rightarrow ___ \times 4% = ___%

2 Select the best and join together ideas

Circle the **best** ideas circled = \bigcirc 5% **Link** into **groups** of ideas linked = \bigcirc 5%

3 **Print reference images** maximum of 8

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____ images x 5% = ____%
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4 Thumbnail compositions max of 10

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+1 thumbnail for rough collage = □ 8%

____ thumbnails x 8% = ___%
```

5 **Rough copy** *great quality or better*

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 3 = ___% Number of **simple** sketches \rightarrow ___ \times 2% = ___% Number of **better** sketches \rightarrow ___ \times 4% = ___%

Select the best Draw circles or squares around your best ideas \square You have selected the best 3-7 ideas = 5% Link the best into groups = 5% Draw dashed or coloured lines to link your best ideas into groups that could work well together You have joined the best ideas with lines

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.

Number of reference photos

→ **× 5%** = **%**

Thumbnail compositions

- Create TWO or more 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

of **thumbnail** drawings → ____ **x 8%** = ____%

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.