

Idea Development / *Pangwangunan Ide*

1 **Generate ideas / *Ngahasilkeun ide***

maximum of 50% / *maksimal 50%*

Number of **words** / *Jumlah kecap* → ____ ÷ 3 = ____ %

Number of **simple** sketches / *Jumlah sketsa basajan* → ____ × 2% = ____ %

Number of **better** sketches / *Jumlah sketsa hadé* → ____ × 4% = ____ %

2 **Select the best and join together ideas / *Pilih anu pangsaéna sareng gabungkeun ideu***

Circle the **best** ideas / *Lingkaran ideu anu pangsaéna*

circled / *ngurilingan* = □ 5%

Link into **groups** of ideas / *Tumbu kana grup gagasan*

linked / *numbu* = □ 5%

3 **Print reference images / *Nyitak gambar rujukan***

maximum of 8 images

____ images / *gambar* × 5% = ____ %

4 **Compositions / *Komposisi***

maximum of 10 thumbnails

____ **thumbnails** / *gambar leutik* × 8% = ____ %

____ **digital collages** / *kolase digital* × 8% = ____ %

5 **Rough copy / *Salinan kasar***

great quality or better / *kualitas hébat atanapi hadé*

____ drawing / *ngagambar* × 25% = ____ %

Total / *Total* = ____ %

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

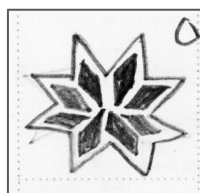
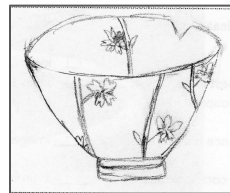
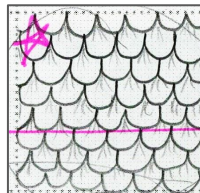
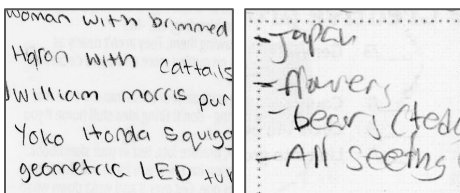
CATETAN: *Upami anjeun ngan saukur nyalin gambar tina internét, tanda anjeun turun ka 25%.*

Generate ideas / Ngahasilkeun ide

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.

Anggo daptar, peta wéb, atanapi gambar sederhana pikeun ngahasilkeun LOT ideu! Upami anjeun parantos gaduh ide, pilih éta salaku téma sentral anjeun sareng dilegakeun. Hayu gagasan anjeun ngumbara - hiji gagasan ngarah ka nu sejen. Gambar tiasa rinci ngeunaan gambar sumber, sudut pandang anu béda, tékstur, ékspérimén téknis, jsb.

Adding up points for ideas Nambahkeun titik pikeun ide



Number of **words**
 Jumlah kecap $\rightarrow \text{___} \div 3 = \text{___} \%$
 Number of **simple** sketches
 Jumlah sketsa basajan $\rightarrow \text{___} \times 2\% = \text{___} \%$
 Number of **better** sketches
 Jumlah sketsa hadé $\rightarrow \text{___} \times 4\% = \text{___} \%$

Select the best

Pilih anu pangsaéna

Draw circles or squares around your best ideas

Gambar bunderan atawa kuadrat sabudeureun

gagasan pangalusna anjeun

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

☐ *Anjeun geus milih 3-7 gagasan pangalusna = 5%*

Link the best into groups

Tumbu pangalusna kana grup

Draw dashed or coloured lines to link your best ideas into groups

that could work well together

Gambar garis putus-putus atanapi warna pikeun ngaitkeun ideu

pangsaéna anjeun kana grup anu tiasa dianggo babarengan

☐ You have joined the best ideas with lines = 5%

☐ *Anjeun geus ngagabung ideu pangalusna kalawan garis = 5%*

Print references / Citak rujukan

- 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.
Nyitak ENAM gambar rujukan supados anjeun tiasa sacara akurat niténan bagian anu nangtang tina karya seni anjeun. Nyandak sareng nganggo poto anjeun nyalira langkung dipikaresep, tapi milarian gambar ogé saé.
- **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.
Ulah ngan saukur nyalin gambar nu manggihan. Gagasanna nyaéta pikeun ngédit sareng ngagabungkeun gambar sumber pikeun nyiptakeun karya seni anjeun nyalira. Upami anjeun ngan saukur nyalin gambar, anjeun plagiat sareng bakal nampi nol pikeun generasi ide anjeun sareng kriteria naon waé anu ngalibetkeun kreativitas dina karya seni akhir anjeun.
- 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.
Nepi ka satengah gambar anjeun tiasa tina gambar, lukisan, atanapi karya seni anu sanés pikeun dianggo salaku inspirasi. Gambar anu sanés kedah janten foto anu réalistic.
- You must hand in the **printed** copy of the images to earn the marks.
Anjeun kedah nyerahkeun salinan gambar anu dicitak pikeun kéngingkeun tanda.

Number of reference photos / Jumlah poto rujukan → ____ × 5% = ____%

Thumbnail compositions / *Komposisi gambar leutik*

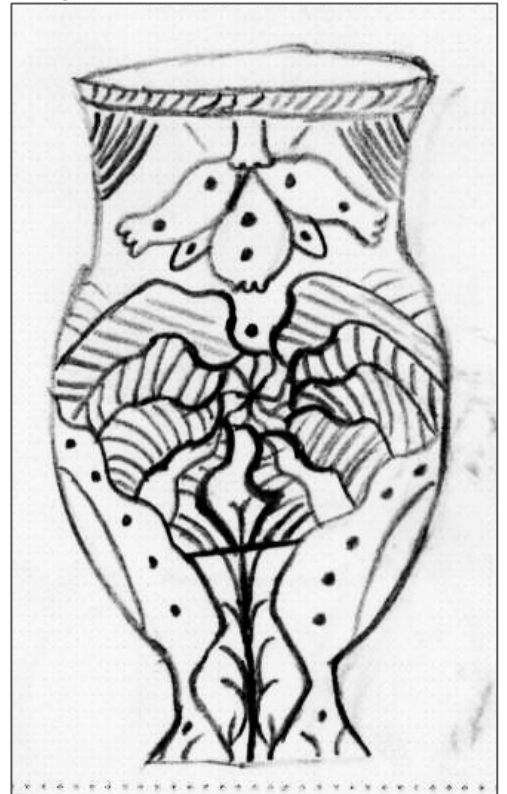
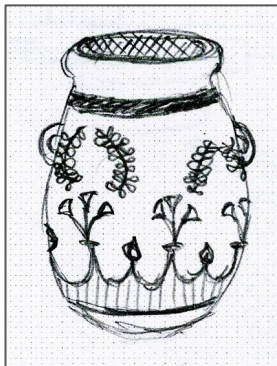
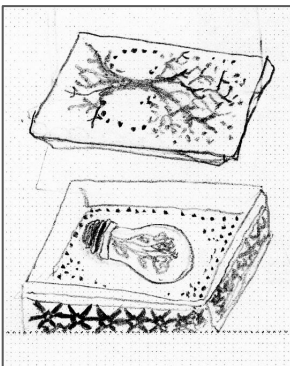
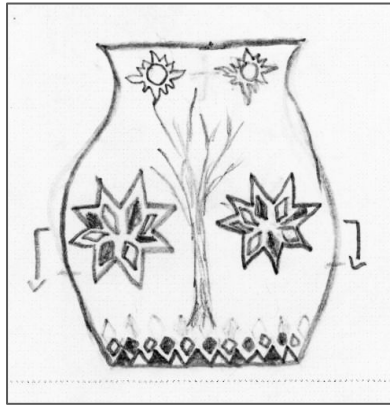
- Create **TWO or more** thumbnail drawings anywhere in the idea development section.
Jieun DUA atanapi langkung gambar gambar leutik dimana waé dina bagian pamekaran ide.
- These should be based on combinations of ideas that you come up with. Include your **background**.
Ieu kudu dumasar kana kombinasi gagasan nu datang nepi ka. Kalebet latar anjeun.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
Ékspérimén sareng sudut anu teu biasa, sudut pandang, sareng pangaturan pikeun ngabantosan karya seni anjeun menonjol.
- Draw a frame around your thumbnails to show the edges of the artwork.
Gambar pigura sabudeureun gambar leutik Anjeun pikeun mintonkeun edges karya seni.

Adding up points for THUMBNAIL drawings

Nambahkeun titik pikeun gambar THUMBNAIL

Number of **thumbnail** drawings

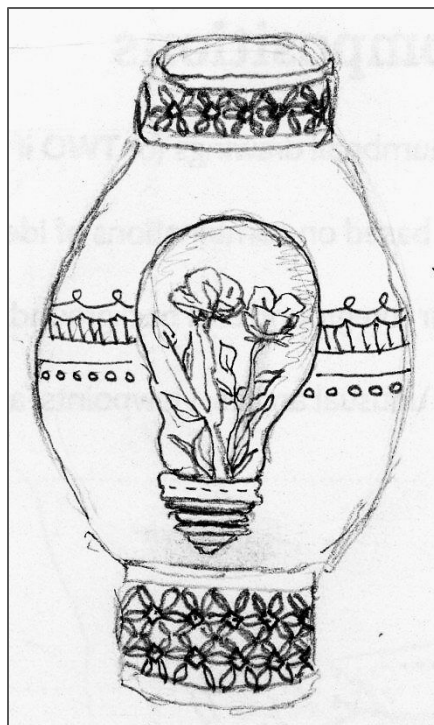
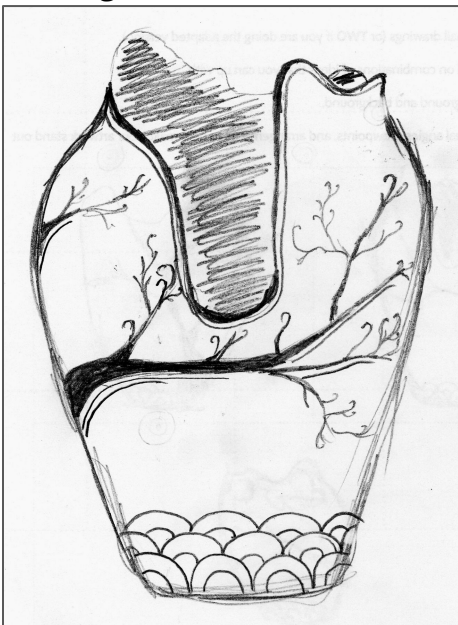
Jumlah gambar leutik → ____ × 8% = ____%



Rough drawing / Ngagambar kasar

- Take the best ideas from your thumbnails and combine them into an improved rough copy.
Candak ideu pangsaéna tina gambar leutik anjeun sareng gabungkeun kana salinan kasar anu langkung saé.
- Use this to work out the bugs and improve your skills before you start the real thing.
Anggo ieu pikeun ngabéréskeun bug sareng ningkatkeun kaahlian anjeun sateuacan ngamimitian hal anu nyata.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
Upami anjeun nganggo warna, paké cét atanapi pensil warna pikeun nunjukkeun skéma warna anjeun.
- Draw in a frame to show the outer edges of your artwork.
Gambar dina pigura pikeun nembongkeun ujung luar karya seni Anjeun.
- **Remember to choose a non-central composition.**
Inget pikeun milih komposisi non-sentral.

Examples of ROUGH drawings *Conto gambar ROUGH*



Rough drawing
Ngagambar kasar
→ up to 25% = ____%

