

Idea Development

Name/*Navê babetî:*

- 1 **Generate ideas/*Çêneke ramanên*** maximum of 50%/herî zêde 50%
- Number of **words** → ____ ÷ 3 = ____%
- Number of **simple** sketches/*Hejmara rêzikên sade* → ____ × 2% = ____%
- Number of **better** sketches/*Hejmara rêzikên baştir* → ____ × 4% = ____%
- 2 **Select the best and join together ideas/*herî baş ramanên hilbijêre û bi hev re tevlî wan***
- Circle** the **best** ideas
Xeleka herî baş ramanên circled/*dorpêçkirin* = □ 5%
- Link** into **groups** of ideas
Berve wan nav komên ji ramanên linked/*girêdayî* = □ 5%
- 3 **Print reference images/*Print images referansa*** maximum of 8 images/*herî zêde ji 8 images*
- ____ images x 5% = ____%
- 4 **Thumbnail compositions/*besteyên Thumbnail*** maximum of 10 thumbnails
- ____ thumbnails x 8% = ____%
- 5 **Rough copy** great quality or better
- ____ drawing/*odên* x 25% = ____%

Total/*Jumla* = ____%

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

Têbinî: Eger tu bi tînê kopî a picture ji internet, mark xwe diaxife 25%.

Generate ideas/Çêneke ramanên!

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.

Bi kar tînin de listeyên, nexşeya web, an nigar sade ku li ba bi gelek ramanên! Heger tu ji niha ve xwedî raman di hiş de, hilbijêrin ku wek tema navendî te û berfereh li ser wê. Bila ramanên xwe averê - yek idea rêça din. Drawings dikarin details of images source, ruwangeyên cihê, textures, tecrûbeyên teknîkî û hwd.

Adding up points for ideas/Zêdekirin nuqteyên ji bo ramanên:

Number of **words**

→ ___ ÷ 3 = ___ %

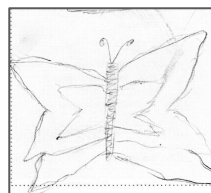
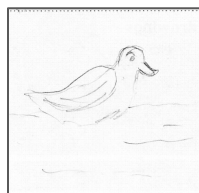
I want something that glows. Be it the hair of the stars or the background. But how do I do that? (colored pencils?)

Maybe not nature, but still powerful like fernmind like

Number of **simple** sketches

Hejmara rêzikên sade

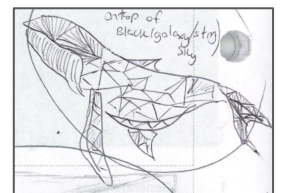
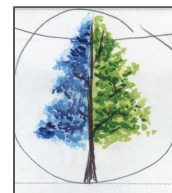
→ ___ × 2% = ___ %



Number of **better** sketches

Hejmara rêzikên baştir

→ ___ × 4% = ___ %



Select the best

Draw circles or squares around your best ideas
Draw derdorên an meydanan li dora best ramanên xwe

- You have selected the best 3-7 ideas = 5%**
Tu herî baş 3-7 ramanên hilbijart

Link the best into groups

Berve baştirîn nav komên

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

*Draw xetên hindo an jî reng berve best ramanên te nav
komên ku nikaribû baş bi hev re kar bikin.*

- You have joined the best ideas with lines = 5%**
Tu herî baş ramanên bi xetên bûne

Print references

references bo çapkirinê

Number of reference photos

Number of photos referansa li → ____ × 5% = ____%

- Print **SIX** reference images so you can accurately observe the challenging parts of your artwork. Taking your own and using own photographs is preferred, but image searches are also fine.
Print şeş images referansa li vê yekê tu dikarî bi îsabet çavderiya parçeyên Hereme hunerî ya xwe. Esasgirtina xwe û bi bikaranîna wêneyên xwe re ye, di heman demê de lêgerînê image jî xas in.
- **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.
Ma ne tenê kopî a picture ku hûn jî bibînin. Fikra e ji bo biguherîne û êlêmêntên images source ji bo afirandina hunerî ji xwe bi xwe de. Eger tu kodên kopî a picture, hûn bi plagiarizing û dê sifir ji bo nişxê fikra xwe qezenc û pîvaneke tevlêkirina afirandinê di hunerî dawî xwe.
- 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.
Up to nîvê pictures te dikarin ji nigar, tabloyên, an din hunerî yê din be to wek inspiration bi kar tînin. Wêneyên din jî divê wêneyên realîst be.
- You must hand in the **printed** copy of the images to earn the marks.
Divê tu di copy çapkirî ji images destê xwe qezenc bikin daxa.

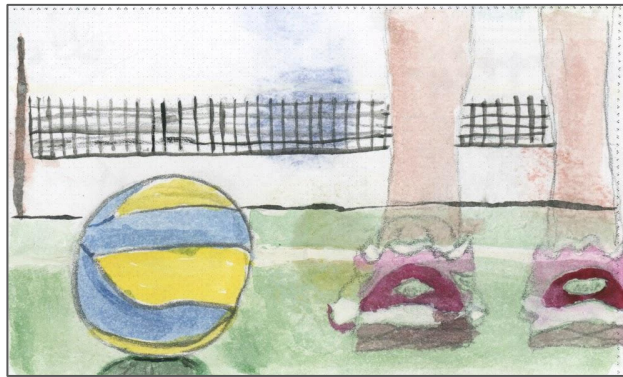
Thumbnail compositions

besteyên Thumbnail

- Create **TWO or more** thumbnail drawings anywhere in the idea development section.
Create du an jî zêdetir thumbnail nigar derê di beşa bi pêşketina ramana.
- These should be based on combinations of ideas that you can up with. Include your **background**.
Divê em van li ser combinations ji ramanên ku hûn dikarin xwe bi xwe dispêre. Usa jî background xwe.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
Experiment bi angles nedîtî, re rabigihîne, û amadekarîyên ji bo alîkariyê bide hunerî ji te stand derket.
- Draw a frame around your thumbnails to show the edges of the artwork.
Draw a frame li dora thumbnails xwe nişanî kevîyên hunerî.

Adding up points for THUMBNAIL drawings

Zêdekirin nuqteyên bo nigar THUMBNAIL

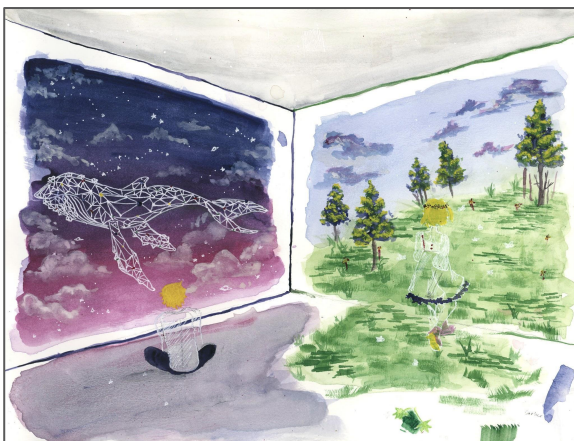


Number of **thumbnail** drawings
Hejmara thumbnail nigar → ___ × 8% = ___%

Examples of ROUGH drawings

Wergerandî yê şêwekariyê bandera

Rough drawing
odên Rough → **up to 25%** = ___%



• Remember to choose a non-central composition.

Rough drawing

odên Rough

- Take the best ideas from your thumbnails and combine them into an improved rough copy.
Take the best ramanên ji thumbnails te û êlêmêntên wan nav an copy asê başkirin.
- Use this to work out the bugs and improve your skills before you start the real thing.
Vê bi kar bîne kar ji bugs û geş kirina te berî ku tu dest tiştê rast.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
Eger tu bi bikaranîna color, boyax bikaranîna an pencil bi reng nîşan xaxê color xwe.
- Draw in a frame to show the outer edges of your artwork.
Draw di çarçoveya nîşan keviya derve yê hunerî te.
- **Remember to choose a non-central composition.**
Bînin bîra xwe hilbijêrî a pêkhateyeke ne-navendî.