# **Idea Development**

#### 1 Generate ideas

maximum of 50%

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.

Number of **words**  $\rightarrow$  \_\_\_\_ × 1% = \_\_\_%

Number of **sketches**  $\rightarrow$  \_\_\_\_  $\times$  3% = \_\_\_\_%

## 2 Select the best and join together ideas

Circle the best ideas circled = 0.5%Link into groups of ideas linked = 0.5%

## 3 **Print reference images**

- Print **EIGHT** reference images so you can accurately observe the challenging parts of your artwork. Taking your and using 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.

images x 5% =%	maximum of 8 images
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### 4 Rough copy

- 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.
- o If you are using colour, use paint or coloured pencil to show your colour scheme.
- o Draw in a frame to show the outer edges of your artwork.
- Remember to choose a non-central composition.

\_\_\_\_\_drawing x 25% = \_\_\_\_% great quality or better

**Total** = %