Idea Development

Name:

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1 1	Standara	evaluation
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1	Generate	/6	120 words (or 24 small sketches)
2	Count Circle the best ideas Link into groups of ideas	/1 /1 /1	Total number of ideas:
3	Print reference images	/6	6 printed images
4	Thumbnail compositions	/4	3 thumbnails, good quality or bette
5	Rough copy	/6	Great quality or better
	Total:	/25 points	s =%

or

☐ Idea development YOUR WAY

1	Generate ideas	sketches x 1%	=%	maximum of 50 sketches
2	Count Circle the best ideas Link into groups of ideas	ideas are countedideas are circledideas are linked	= 5% = 5% = 5%	Total number of ideas:
3	Print reference images	images x 5%	=%	maximum of 10 images
4	Thumbnail compositions	thumbnails x 5%	=%	maximum of 10 thumbnails
5	Rough copy	drawing x 25%	=%	Great quality or better
		Total	= %	

Use lists, a web map, or simple drawings to come up with a LOT of ideas! If you already have an idea in mind, or that as your central theme and expand upon it. Let your ideas wander - one idea leads to another. Drawings can details of source images, different viewpoints, textures, technical experiments, etc.				
Count your total sket Target = 120 words or 24 sketches	5 words = 1 sketch			

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Generate ideas!

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	res around your best ideas				
Link into groups Oraw dashed or coloured lines to link your best ideas into groups that could work well together					
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3.	Prit	I T.	refe	ren	Ces

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- Print **SIX** reference images so you can accurate 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.

4. Thumbnail compositions

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- Create THREE thumbnail drawings
- These should be based on combinations of ideas that you can up with.
 Include both your foreground and background.
 Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out

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5. Rough drawing

• Take the best ideas from your thumbnails and combine them into an improved rough copy.

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- 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.