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** → _____   × 1%   = _____%*

*Number of **sketches** → _____ × 3%   = _____%*

2 **Select the best and join together ideas**

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

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.
- 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.***

_____ drawing x 25%   *= _____%*   *great quality or better*

Total   = _____%