## Idea Development

## 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 $\rightarrow$ $\qquad$ $\div 5$ $\qquad$

Number of simple sketches $\rightarrow$ $\qquad$ $\times 1 \%$ $\qquad$ \%

Number of better sketches $\rightarrow$ $\qquad$ $\times 2 \%$ $\qquad$ \%

## 2 Select the best and join together ideas

Circle the best ideas
circled = $05 \%$
Link into groups of ideas
linked $=05 \%$

## 3 Print reference images

- $\quad$ 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.
$\qquad$ images x 5\%
$=$ $\qquad$ maximum of 8 images


## 4 Thumbnail compositions

- Create THREE thumbnail drawings anywhere in the idea development section.
- These should be based on combinations of ideas that you can up with. Include your background.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
- Draw a frame around your thumbnails to show the edges of the artwork.
$\qquad$ thumbnails $\times 5 \%$
$=$ $\qquad$ max of 10 thumbnails


## 5 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.
$\qquad$ drawing x 25\% $\qquad$ \%
great quality or better

Total = __ $\%$ NOTE: If you simply copy a picture from the internet, you get $\mathbf{2 5 \%}$.

