

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 own and using your 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 × 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 × 25% = _____% *great quality or better*

Total = _____%