

\_\_\_\_/6  
(# OF IDEAS)

**1** GENERATE! Come up with LOTS of small pictures! These can be: thumbnails of source images, detail views, different viewpoints, textures, cool images, and so on..

If needed, use the back of this page.

\_\_\_\_/1  
(COUNTING)

TOTAL SKETCHES = \_\_\_\_\_ SINGLE SKETCH = 1 idea

	ADAPTED	NON-ADAPTED	GRADE 11/12
0 PTS	0-1 IDEAS	0-3 IDEAS	0-5 IDEAS
1 PT	2-3	4-7	6-11
2 PTS	4-5	8-11	12-17
3 PTS	6-7	12-15	18-23
4 PTS	8-9	16-19	24-29
5 PTS	10-11	20-23	30-35
6 PTS	12+	24+	36+

Adapted Gr 11/12


\_\_\_\_/2  
(BEST IDEAS/  
CONNECTIONS)

**2** EDIT AND COMBINE!  
B Draw squares around your best ideas.  
B Draw dashed connection lines between the ideas that work best together.



\_\_\_\_/3  
(NUMBER &  
QUALITY)

**3** DRAW THUMBNAILS! Create three thumbnail drawings - quick sketches that you use to try out your ideas. They should be based on the best ideas and combinations from Step 2. EXPERIMENT: unusual angles and compositions can be the things that make your artwork stand out from everyone else's.

\_\_\_\_/6  
(QUALITY OF  
DRAWING)

**4** PRELIMINARY DRAWING! Draw a frame below, then take the best possibilities from above and combine them into an improved composition. If you tackle the most challenging parts of your artwork now, you may be able to work out the bugs before you start your good copy.

\_\_\_\_/2  
(TWO IMAGES)

**5** GET REFERENCES!  
Gather source images (or preferably objects) so you can accurately observe the challenging parts of your artwork. Avoid using pictures that are already drawings, paintings or other artworks.

\_\_\_\_/20  
TOTAL