ANOTHER describes writing notes, cutting & pasting images or adding explanatory text about your thoughts, experiments & ideas in order to show the development of your own art & working methods

YOUR DIGITAL SKETCHBOOK SHOULD SHOW ANNOTATIONS ON THE FOLLOWING THEMES:

• INSPIRATION • IDEAS • MATERIALS • TECHNIQUES • EVALUATION

Looking at other artists to learn from their past successes + failures
Brainstorming your solutions to the problems you’re trying to address
Investigating the alternative tools & media you have to work with (pros + cons of each)
The different methods experimented with towards developing a final piece (strengths & weaknesses)
Assessing your own progress along the way, successes & issues faced

ANNOTATION IS A THREE-STAGE PROCESS: DESCRIPTION > EXPLANATION > REFLECTION

1. DESCRIBE (WHAT?)
   e.g., + What is this an image of?
   + What have you done here?
   + What was this stage of the project for?

2. EXPLAIN (HOW?)
   e.g., + How was this work made?
   + How did you produce particular effects?
   + How did you decide on the composition?

3. REFLECT (WHY?)
   e.g., + Why did you use these specific methods?
   + Why do particular elements work better than others?
   + Why might you do things differently next time?

THE DESIGN CHOICES YOU MAKE IN HOW YOU PRESENT EACH DOUBLE-PAGE SPREAD IN YOUR DIGITAL SKETCHBOOK SHOULD REFLECT THE VISUAL STYLE OF THE WORK BEING DISCUSSED (i.e., watercolours / 8-bit computer graphics / the work of a particular artist / handmade)

PLEASE NOTE