

Idea Synthesis, Summer Assignment

AP 2D Art and Design

A tremendous portion of the way that your portfolio will be graded is the guiding question that you select to use in your Sustained Investigation (60% of your score). Choosing a good guiding question is going to set you up to create great artwork that conveys your message and is easy to evaluate; whereas choosing a question that is harder to evaluate sets you up to work really hard and not accomplish the goal of communicating effectively with your work.

Review the information [here](#), using the hyperlink, QR code or Direct Link below.



Direct Link:

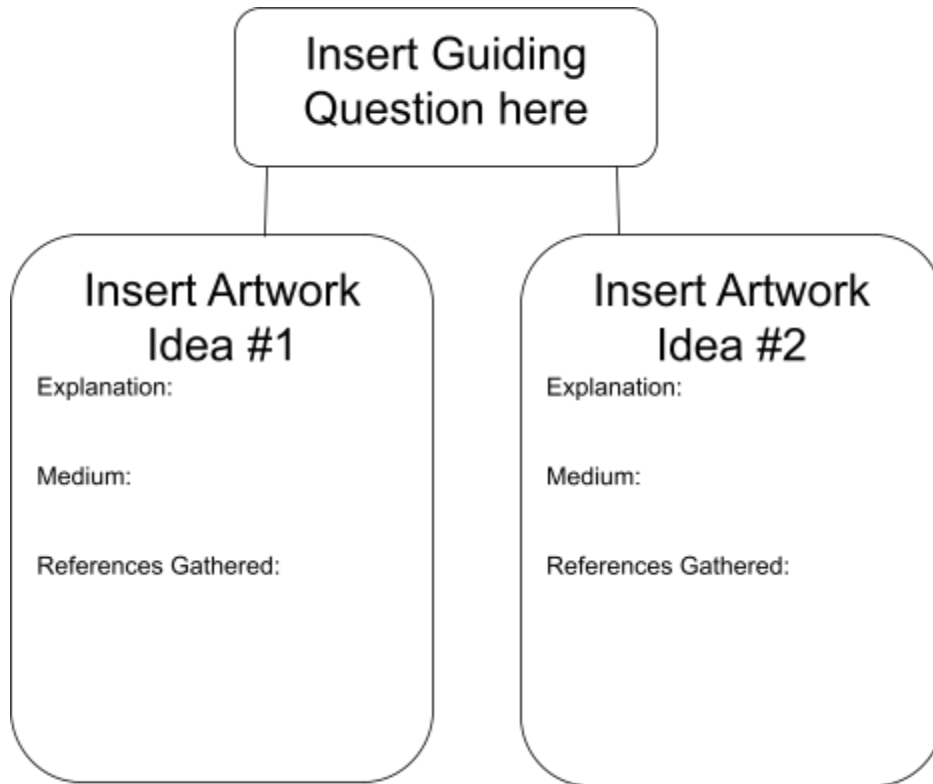
<https://library.fiveable.me/ap-art-design/unit-3/guiding-questions/study-guide/qsZmpWigwGWIOdkXqnY9>

Be sure to avoid the following when considering a guiding question (modified from Fiveable):

1. Copyrighted characters—Unless you are Bob Kane, Batman is not your creation. The College Board is hip to this. It's morally wrong to present it as your artwork, it's also illegal. Avoid all copyrighted characters, images, trademarks, logos, etc.
2. Fan Art—You shouldn't use content replicated from videos, graphic novels, etc. If you create your own characters and develop a storyline, that's a very different thing than "fan art".
3. Trite ideas—These are things like "My Friends", "Music", "Hands", "A day at the beach", "My Family", "Eyes are the Windows of the Soul", etc. They are very simplistic and don't offer much beyond a simple visual representation. If you really want to do portraits of your family, for example, think of how it can become an inquiry
4. Simplistic Concepts- A simple idea like "Portraits of my family" can be changed to something like "What shared activities bring my family closer together?" which would allow you to show a depth of exploration of the topic.
5. Pretty much ANYTHING on Pinterest or an AP Idea list—Try to avoid these lists, unless you are using it as a starting point to think of another investigation. These are listed because they have been done soooooo many times, BY OTHER PEOPLE. If you think you can bring something to it that the previous 57,498 people who did exactly that topic, did... go for it. But, it really is better to find a topic that has some personal relevance to you.
6. Internal Relevance—Avoid a topic that is so YOU specific, others can't really access it. While you want your Guiding Question and Inquiry to be personally relevant, it can't exclude everyone else. As much as you might want to do "How do I feel when I listen to my favorite music?" your audience won't have access to the music. They might never have heard it even if you list it. Depicting these ideas visually is also exceedingly hard.

When you return to school in August, be sure you have completed the following checklist:

	<p><u>Read</u> and <u>research</u> the information above. Carefully consider your guiding question. Come to class on Day 2 ready to discuss your ideas with the group (AP students in your class)</p>
	<p><u>Create</u> a flow chart organizing a list of THREE possible questions and a minimum of TWO ideas of Artwork for EACH question (total of 6). See the example below. Add to the chart if you would like to brainstorm further. It can be as creative or as straightforward as you would like.</p>
	<p><u>Explain</u> how each artwork answers the guiding question, <u>list</u> the medium that you would like to use and any reference material you have gathered for each idea.</p>



Example of entire Flowchart due Day 2 of class:

