

## ANNOTATION 3

More questions you can ask yourself when annotating. Some of these questions may not apply to your project.

How do the images you have chosen engage your audience?

Why have you chosen your images?

What is the designer trying to portray?

Who is the designer, what is their collection focusing on?

Which season's collection is it? Why have you used it?

Why do some images work for you and some do not for your ideas?

How do they relate to your project?

How do the images you have chosen differ?

Compare their line and proportion.

Why have you set out your sketchbook the way that you have?

Why have you used those images, those colours, those designers?

Whom were you trying to engage with, what were you hoping to say?

What research methods have you used? Why?

What works? What didn't and why?

What did you decide not to use and why?

What primary research have you included, why? What could you have used that you didn't and why? Have you included your own illustrations, did they work? Why? If not, why?

What secondary research did you include, what worked and what didn't and why?

Did you achieve your goals? Were your goals clear enough? Did you use good judgments or were your judgments off? What would you do in future projects, be really critical of yourself, challenge yourself continually to try new research tools and methods to explore your creative ideas but don't be negative, be positive.

How experimental were you?

What technical skills have you used?

What materials have you used?

What processes have you used?

Why did you use these techniques, materials and processes?

If you discarded them, why?

What would you like to try that you wish you had?

How does what you chose support your design?

If it didn't support your design, why?

Did you achieve your goals? Were your goals clear enough? Did you use good judgments or were your judgments off? What would you do in future projects, be really critical of yourself, challenge yourself continually to try new materials, processes and technical skills to explore your creative ideas but don't be negative, be positive.