

## **6 PHASES OF CREATIVE PROBLEM-SOLVING: A condensed version**

PHASE 1. Point of Entry. Identifying preconceived notions.

Example: Point of entry puzzles.

PHASE 2. Expansion. Broaden our knowledge base through search and research. Identify our options in the following:

THEMES. Example: Religious, Landscapes, Love, Political, etc.

SUBJECT MATTER. Example: The Crucifixion, Rouen Cathedral, Mother & Child, Guernica, etc.

INTERPRETATION: Example: Classic, Romantic & Realism

COMPOSITION: Plane/Recession, Vertical/Horizontal, etc.

MEDIUM: Example: Paint, Sculpture, Photography, etc.

MATERIALS: Oil, Watercolor, Bronze, Clay, Wood, Glass, etc.

FORMING PROCESS: Example: Paint, Carve, Mold, Collage, etc.

PHASE 3: Converge. From the list of possibilities identified in Phase 2, make a selection.

PHASE 4: Develop. Create the work based upon the choices made.

PHASE 5: Evaluate: Critique the results, using the criteria established in Phase 3.

PHASE 6: Exploitation: Exploit the lessons learned from critical analysis.