



2011 TAIWAN INTERNATIONAL
STUDENT DESIGN COMPETITION



2011

臺灣國際學生創意設計大賽

成果專刊 Portfolio

指導單位 教育部

主辦單位 教育部高教司

執行單位 國立臺灣師範大學文化創意產業學中心

Advisor Ministry of Education

Organizer Department of Higher Education, MOE

Executive Cultural & Creative Industries Center,

National Taiwan Normal University

一．計畫源起

教育部自 2003 年起以學校現有資源為基礎，整備大學校院藝術及設計相關系所人才養成環境，除推動「大學校院藝術與設計系所人才培育計畫」外，更自 2005 年起開始辦理「藝術與設計菁英海外培訓計畫」及「鼓勵學生參加藝術與設計類國際競賽」。

「大學校院藝術與設計系所人才培育計畫」，在北、中、南針對「傳統藝術創新」、「音像數位設計」及「生活流行用品設計」等主題領域，分別由國立臺北藝術大學、國立雲林科技大學、國立臺南藝術大學、國立臺北科技大學及國立成功大學擔任主辦學校，成立 5 個教學資源中心，與各夥伴學校共同培育一支宏大且富有開拓創新能力的高素質文化人才，並已於 2007 年完成階段性任務，對於提升臺灣藝術與設計能量成果斐然。

「藝術與設計菁英海外培訓計畫」，陸續甄選國內大學校院藝術與設計領域的優秀學生，赴國際知名大學及專業公司進修或實習，進行為期一年的菁英培訓，對於接受國際設計新知、提升專業能力以及開拓國際視野有所助益；「鼓勵學生參加藝術與設計類國際競賽計畫」，則是積極推動國內學生參與國際競賽，規劃國內教育與國際比賽接軌，促使全國高級中等以上學校學生踴躍參加國際比賽，藉由參與競賽作品之準

備，提升學生創作國際水準，並透過參賽作品之觀摩學習，擴展學生視野及提昇相關人力素質，歷年來臺灣學生在國際競賽成績質量俱增，由此顯見教育部落實推動相關政策的豐碩成果。

2010 年開始舉辦的「臺灣國際學生創意設計大賽」則為教育部 2008 年開始推動的「臺灣國際創意設計大賽」—「學生組競賽」延伸而來，結合教育部現有藝術與設計人才培育計畫的競爭優勢，藉由臺灣自主性地舉辦國際級的學生設計競賽，除了用以鼓勵全球藝術與設計院校學生參與競賽之外，更可透過設計競賽活動的舉辦期間，充分善用媒體與文宣推廣臺灣。藉由國際專家學者來臺擔任評審，或是榮獲獎項的國外學生來臺領獎，進而認識臺灣與推廣臺灣設計教育的成果。

二．計畫目的

教育部為激發全球學生創意設計能量，鼓勵國際間學生創意設計交流，發掘新生代創意設計人才，展現臺灣重視創意設計之國際形象，建立臺灣之國際設計地位，並強化臺灣設計人才與國際接軌，特舉辦此競賽。

文化創意產業 教育部 大學校院藝術與設計系所人才培育計畫									
年份	2003 年	2004 年	2005 年	2006 年	2007 年	2008 年	2009 年	2010 年	2011 年
	五所大學 / 五個中心 國立臺北科技大學、國立臺北藝術大學、國立雲林科技大學、國立成功大學、國立臺南藝術大學 National Taipei University of Technology, Taipei National University of the Arts, National Yunlin University of Science and Technology, National Cheng Kung University, Tainan National University of the Arts					本計畫完成階段性任務 停止辦理			
藝術與設計菁英海外培訓計畫	無	無	產品設計類 數位動畫類	產品設計類 數位動畫類 視覺設計類	產品設計類 數位動畫類 視覺設計類	數位媒體組 平面設計組 創意設計組	數位媒體組 平面設計組 創意設計組	數位媒體組 平面設計組 創意設計組	數位媒體組 平面設計組 創意設計組
	無	無	7 件作品 國際獲獎	22 件作品 國際獲獎 221 萬元獎金	45 件作品 國際獲獎 623 萬元獎金	64 件作品國際獲獎 765 萬元獎金	71 件作品國際獲獎 513 萬元獎金	61 件作品國際獲獎 789.5 萬元獎金	53 件作品國際獲獎 233 萬元獎金
	經濟部舉辦 專業組 產品設計類	經濟部舉辦 專業組 產品設計類	經濟部舉辦 專業組 產品設計類	經濟部舉辦 專業組 產品設計類	經濟部舉辦 專業組 產品設計類	「專業組」： 產品設計類金銀銅獎各 1 名，佳作 15 名，總獎金 95 萬元 「第一屆學生組」： 產品設計類銀獎 2 名，銅獎 3 名，佳作 6 名，視覺設計類金銀銅獎各 1 名，佳作 10 名 數位動畫類 金銀銅獎各 1 名，佳作 4 名，總獎金 278 萬元	「專業組」： 產品設計類金銀銅獎各 1 名，佳作 11 名，總獎金 91 萬元 「第二屆學生組」： 產品設計類金銀銅獎 1 名，佳作 10 名，視覺設計類金銀銅獎各 1 名，佳作 10 名 數位動畫類 金銀銅獎各 1 名，佳作 6 名，總獎金 249 萬元	「專業組」： 更名為「臺灣國際學生創意設計大賽」；年度大獎 1 名，產品設計類銀銅獎各 1 名，佳作 10 名，視覺設計類金銀銅獎各 1 名，佳作 7 名，數位動畫類金銀銅獎各 1 名，佳作 8 名，總獎金 271 萬元	臺灣國際學生創意設計大賽： 年度大獎 1 名，產品設計類銀銅獎各 1 名，佳作 10 名，視覺設計類金銀銅獎各 1 名，佳作 7 名，數位動畫類金銀銅獎各 1 名，佳作 8 名，總獎金 248 萬元

三．競賽辦法

網路報名與作品上傳截止

2011年6月15日(星期三)

初選作品送件截止

2011年6月15日(星期三) 17:00(台北 GMT+08:00),
以郵戳為憑。

初選

2011年6月28日(星期二)

產品設計類入圍者模型、以及視覺設計類入圍者輸出繳交截止

2011年8月25日(星期四) 17:00(臺北 GMT+08:00)

決選

2011年9月16日(星期五)

展覽

2011年10月22-30日

頒獎典禮

2011年11月28日(星期一)

參賽資格

限定在學學生(以網路報名時間為準,須為西元1985年

5月31日之後出生,年齡26歲以內)

參賽類別

分成產品設計類、視覺設計類、數位動畫類

報名費用

免繳報名費

頒發獎項

產品設計類、視覺設計類、數位動畫類

1. 年度大獎一名：

獎金新臺幣四十萬元，獎盃一座，獎狀一紙。

2. 金獎一名：

獎金新臺幣二十五萬元，獎盃一座，獎狀一紙。

3. 銀獎一名：

獎金新臺幣十五萬元，獎盃一座，獎狀一紙。

4. 銅獎一名：

獎金新臺幣十萬元，獎盃一座，獎狀一紙。

5. 佳作若干名：

獎金新臺幣一萬元，獎狀一紙。

1st. 2008	主題: 出入 IN / OUT	參賽國家: 12 網路報名人數: 1126 人 實際收件數量: 662 件 臺灣: 559 件 (84.4%) 海外: 103 件 (16.6%)
2st. 2009	主題: 復甦 Restore	參賽國家: 18 網路報名人數: 4923 人 實際收件數量: 2459 件 臺灣: 2038 件 (82%) 海外: 421 件 (18%)
3rd. 2010	主題: 根 Fundamental	參賽國家: 24 網路報名人數: 6492 人 實際收件數量: 3498 件 臺灣: 2545 件 (73%) 海外: 953 件 (27%)
4th. 2011	主題: 之後 NEXT	參賽國家: 31 網路報名人數: 3766 人 實際收件數量: 3954 件 臺灣: 2815 件 (71%) 海外: 1139 件 (29%)



初選評審及執行小組代表合影

Picture of the preliminary evaluation accreditation team and Executive's representatives.



決選評審、教育部暨執行小組代表合影

Picture of the final evaluation accreditation team, Ministry of Education and Executive's representatives.

I. Plan History

Since 2003, the MOE has been utilizing its existing educational and school resources for the nurturing of talented young people, especially in the areas of art and design. Through the promotion of the "MOE's Program in Human Resource Development for Colleges of Art and Design the "MOE Scholarship Programs for Overseas Study in Art and Design" and the "MOE Award Incentive Program for Encouraging University/College Students to Participate in International Art and Design Contests", talented individuals have been given valuable opportunities to further develop their areas of exceptional interests and creativity.

The "MOE Programs in Human Resource Development for Colleges of Art and Design" focuses on the fields of "innovation in traditional art", "digital animation", and "product design." Selected colleges have established 5 Educational Resources Centers located in northern, central, and southern Taiwan. These 5 Educational Resources Centers are:

1. The "Creative Resource Center for Traditional Arts" at the Taipei National University of the Arts.
2. The "Taiwan Culture Luxury Design Teaching and Learning Resource Center" at the National Taipei University of Technology.
3. The "Digital Media Design Educational Center" at the National Yunlin University of Science and Technology.
4. The "Educational Resource Center for Trendy Goods Product Design" at the National Cheng Kung University.
5. The "Educational Center for Digital Arts" at the Tainan National University of the Arts.

The 5 MOE Educational Resources Centers together with their partner schools have successfully created a vast pool of excellent and creative cultural talents. Consequently, in 2007 these Centers completed their first mission stage which was to increase the number of Taiwan's arts and designs showcase successes.

Since 2005, the "MOE Scholarship Programs for Overseas Study in Art and Design" has annually selected the top students from art and design areas and provided them with a year's training at an internationally well-known university, or an internship at a well-known company to learn new design information, while raising their professional capabilities and broadening their global views. The "MOE Award Incentive Program for Encouraging University/College Students to Participate in International Art and Design Contests" encourages students to participate in international competitions, and to raise their local education competition level to an internationally competitive level which has resulted in high school and university students, eager participation. These international competitions raise students' creative standards, through competition cooperative learning experiences, thus, allowing students to broaden their perspectives and skills. Currently, Taiwanese students are doing quite well at international competitions, which testify to the success of the MOE's program to nurture Taiwan's talented students.

From 2010, the "Taiwan International Student Design Competition" is held after the "Taiwan international Design Competition—the Student

MOE Programs for Cultural and Creative Industries

Year	2003	2004	2005	2006	2007	2008	2009	2010	2011
MOE Educational Resource Centers	1. The "Creative Resource Center for Traditional Arts" at the Taipei National University of the Arts. 2. The "Taiwan Culture Luxury Design Teaching and Learning Resource Center" at the National Taipei University of Technology. 3. The "Digital Media Design Educational Center" at the National Yunlin University of Science and Technology. 4. The "Educational Resource Center for Life Trendy Goods Design" at the National Cheng Kung University. 5. The "Educational Center for Digital Arts" of Tainan National University of the Arts.					A stage mission of the plan was completed			
MOE Scholarship Programs for Overseas Study in Arts and Design	None	None	Product Design & Digital Animation	Product Design & Visual Design & Digital Animation	Product Design & Visual Design & Digital Animation	Product Design & Visual Design & Digital Animation	Product Design & Visual Design & Digital Animation	Product Design & Visual Design & Digital Animation	Product Design & Visual Design & Digital Animation
MOE Award Incentive Program for Encouraging University/College Students to Participate in International Art and Design Contests	None	None	Award 0.77 million Taiwan dollars prize for 7 pieces of work	Award 2.21 million Taiwan dollars for 22 pieces of work	Award 6.21 million Taiwan dollars for 45 pieces of work	Award 7.65 million Taiwan dollars for 64 pieces of work	Award 5.13million Taiwan dollars for 71 pieces of work	Award 7.895million Taiwan dollars for 61 pieces of work	Award 2.33 million Taiwan dollars for 53 pieces of work
Taiwan International Design Competition	Professional section in category of product design Held by Ministry of Economic Affairs	Professional section in category of product design Held by Ministry of Economic Affairs	Professional section in category of product design Held by Ministry of Economic Affairs	Professional section in category of product design Held by Ministry of Economic Affairs	Professional section in category of product design Held by Ministry of Economic Affairs	Professional Section: Award 0.95 million Taiwan Dollars 1 Gold, Silver and Bronze Prize, 15 Honorable Mentions for Product Design Category 1st Student Section: Award 2.78million Taiwan dollars 2 Silver and 3 Bronze prizes ,6 Honorable Mentions for Product Design category 1 Gold Silver, Bronze Prize 10 Honorable Mentions for Visual Design category 1 Gold, Silver and Bronze prize, 4 Honorable Mentions for Digital Animation category	General Section: Award 0.91 million Taiwan Dollars 1 Gold, Silver and Bronze Prize 11 Honorable Mentions for Product Design Category 2nd Student Section: Award 2.49million Taiwan Dollars 1 Gold, Silver and Bronze Prize 10 Honorable Mentions for Product Design Category 1 Gold, Silver and Bronze Prize 10 Honorable Mentions for Visual Design Category 1 Silver and Bronze Prize 6 Honorable Mentions for Digital Animation Category	Student Section is renamed as "Taiwan international Student Design Competition" Award 2.71 million Taiwan Dollars 1for Grand Pix 1 Silver and Bronze Prize 1 Gold, Silver and Bronze Prize 4 Honorable Mentions for Product Design Category 1 Gold, Silver and Bronze Prize 11 Honorable Mentions for Visual Design Category 1 Silver and Bronze Prize 6 Honorable Mentions for Digital Animation	Taiwan international Student Design Competition: Award 2.48 million Taiwan Dollars 1for Grand Pix 1 Silver and Bronze Prize 10 Honorable Mentions for Product Design Category 1 Gold, Silver and Bronze Prize 7 Honorable Mentions for Visual Design Category 1 Gold, Silver and Bronze Prize 8 Honorable Mentions for Digital Animation

Section" in 2008 & 2009. It integrates the competitive edges of MOE art and design talent fostering programs. By hosting international student design competitions,"Taiwan International Design Competition-the Student Section", additionally encourages art and design students world-wide to participate in contests, which can utilize media and advertisements to promote Taiwan; the program allows international judges or panelists and award winners to advertise the successes of Taiwan's art and design education programs.

II. Objectives of the Plan

Encourage international creative design exchange, develop creative design talents, express the international image of Taiwan attaching great importance to creative design, and establish the international design status of Taiwan.

III. Procedure

Online Registration and Oline Work Submission Deadline

June 15 (Wednesday) , 2011, 24:00 (Taipei local time GMT +8:00)

CD/DVD Submission for Preliminary Selection

June 15 (Wednesday) , 2011, 17:00 (Taipei local time GMT +8:00), validated by postmark date

Preliminary Selection

June 28 (Tuesday), 2011

Deadline for Mockup and Printout Submission

August 25 (Thursday), 2011, 17:00 (Taipei local time GMT +8:00)

Final Selection

September 16 (Friday), 2011

Award Exhibition

October 22-30, 2011

Award Ceremony

November 28 (Monday), 2011

Participation

Students (Based on the internet registration deadline, and the participant must be born after May 31, 1985, and be younger than 26 years of age)

The Categories

Product Design, Visual Design and Digital Animation

Registration Fee

Free

Awards

Grand Prix 1 winner

NT\$400,000 (approx. US\$12,000), an awarding cup and a certificate

Gold 1 winner (each category)

NT\$250,000 (approx. US\$8,000), an awarding cup and a certificate

Silver 1 winner (each category)

NT\$150,000 (approx. US\$5,000), an awarding cup and a certificate

Bronze 1 winner (each category)

NT\$100,000 (approx. US\$3,000), an awarding cup and a certificate

Honorable Mention winners

NT\$10,000 (approx. US\$300) and a certificate

1st. 2008	Theme IN/ OUT	Participating Countries/ Regions: 12 Number of Online Registration: 1126 Number of Project Received: 662 Taiwan: 559 (84.4%) Overseas: 103 (16.6%)
2st. 2009	Theme Restore	Participating Countries/ Regions: 18 Number of Online Registration: 4923 Number of Project Received: 2459 Taiwan: 2038 (82%) Overseas: 421 (18%)
3rd. 2010	Theme Fundamental	Participating Countries/ Regions: 24 Number of Online Registration: 6492 Number of Project Received: 3498 Taiwan: 2545 (73%) Overseas: 953 (27%)
4th. 2011	Theme NEXT	Participating Countries/ Regions: 31 Number of Online Registration: 3766 Number of Project Received: 3954 Taiwan: 2815 (71%) Overseas: 1139 (29%)



產品設計及視覺設計類決選評選狀況

Evaluation of product design category and visual design category in final selection

序 Preface

教育部吳清基部長
Ching-Ji Wu, Minister, Ministry of Education

「2011 臺灣國際學生創意設計大賽」計畫主持人林磐聳
Apex, Lin Pang-Soong, Project Director, 2011 Taiwan International Student Design Competition

年度大獎 Grand Prix

	Designer	作品名稱	Title of work
020	楊書府 Shu-Fu Yang 石艾玄 Ai-Hsuan Shih 林彥妤 Yen-Yu Lin 薛玉翎 Yu-Ling Hsueh 林志翔 Jih-Siang Lin 游佳華 Chia-Hua Yu 林晏羽 Yan-Yu Lin 鍾劭瑋 Shao-Hsuan Chung	吃電怪物	The Light Eater

產品設計 Product Design

銀獎 Silver Prize

	Designer	作品名稱	Title of work
025	李胤愷 Yin-Kai Li 蔡富羽 Fu-Yu Cai 許碩仁 Shou-Ren Syu	波浪油漆桶	Wave painting bucket

銅獎 Bronze Prize

	Designer	作品名稱	Title of work
026	林禹承 Yu-Cheng Lin	轉機 _ 防震門設計	XEREO_Earthquake-Proof Door

佳作 Honorable Mention

	Designer	作品名稱	Title of work
027	邱彥凱 Yen-Kai Chiu	休閒購物車	Critical moment
028	劉宜修 Yi-Hsiu Liu 許婷婷 Ting-Ting Hsu 劉若羚 Ruo-Ling Liu 黃郁珊 Yu-Shan Huang	時藥一藥開 C	Med O'clock-C:mile
029	林百辰 Bai-Chen Lin 何中睿 Chung-Jui He 許凱琦 Kai-Chi Hsu 洪胤哲 Yin-Che Hung	公共行動電話	SIM_Public Phone
030	陳沛瑜 Pei-Yu Chen 洪佑穎 Yu-Ying Hung	袋椅	Bag bench
031	劉維 Wei Liu 洪瑞鴻 Ruei-Hong Hong 林灝廷 Hao-Ting Lin 劉謙愷 Lien-Kai Liu	安全榔頭	Safe Hammer

佳作 Honorable Mention

	Designer	作品名稱	Title of work
032	鄭仔婷 Yu-Ting Cheng 李念臻 Nien-Chen Lee	童心斜力	Group up !
033	趙紹綸 Shao-Lun Chao	後輪差指示燈	Red Hazard
034	洪佳豪 Chia-Hao Hung	點點滴滴	Dotted Bottle
	高立洋 Li-Yang Kao 簡維秀 Wei-Hsiao Chien	奇寶	KEEPER
035	林柏翰 Po-Han Lin		
	賴俞任 Yu-Ren Lai	茶醞	Teacup
036	許瑋玲 Wei-Ling Hsu		

入圍 Finalists

	Designer	作品名稱	Title of work
037	李兆祥 Chao-Hsiang Li 周宛昀 Wan-Yun Chou	Blocks Bottle Cap	Blocks Bottle Cap
038	Ying-Hern Pow	First Aid 2.0	First Aid 2.0
039	劉宜修 Yi-Hsiu Liu 許婷婷 Ting-Ting Hsu 劉若羚 Ruo-Ling Liu 黃郁珊 Yu-Shan Huang	時藥一藥記康	Med O'clock - Med.mo
040	黃資翔 Zih-Siang Huang	冷酷手槍	Cooling Pistol
041	葉韋廷 Wei-Ting Yeh	空投	AIRDROP
042	謝富淵 Fu-Yuan Hsieh 汪政緯 Cheng-We Wang	Fear Not	Fear Not
043	謝富淵 Fu-Yuan Hsieh 汪政緯 Cheng-We Wang	Turn Socket	Turn Socket
044	吳沛文 Pei-Wen Wu	彎道警示光	ARoWS
045	蔡富羽 Fu-Yu Cai 何中睿 Jhong-Reui He 李胤愷 Yin-Kai Li	色彩掛勾	Color Hook
046	簡良穎 Liang-Ying Chien	錢包掛勾	Wallet Hook
047	詹媛婷 Yuan-Ting Jhan	充氣 U 型枕	Inflatable U-Pillow
048	劉倪鳳 Ni-Feng Liu 梁敦為 Tun-Wei Liang	方形水管	Square pipes
049	許如君 Ju-Chun Hsu 張沛喬 Pei-Chiau Chang	城·堡貝	Castle Crib
050	黃奕傑 Yi-Jie Huang	60 度的安全感	60° privacy
051	王至維 Chih-Wei Wang	浮筆	Triangle Marker
052	許乃蓉 Nai-Jung Hsu 留宗逸 Zong-Yi Liou	聰明·引導	Smart Guide

視覺設計 Visual Design

金獎 Gold Prize

	Designer	作品名稱	Title of work
056	西野圭一郎 Keiichiro Nishino	Next Come True!	Next Come True!

銀獎 Silver Prize

	Designer	作品名稱	Title of work
057	歐展言 Chan-Yen Ou	寶特瓶之後	The next of Bottles

銅獎 Bronze Prize

	Designer	作品名稱	Title of work
058	森汐美 Shiomi Mori	I want must to tell it from parents to the child	I want must to tell it from parents to the child

佳作 Honorable Mention

	Designer	作品名稱	Title of work
059	David Chmela	Plus	Plus
060	樊雨 Yu Fan	共存 共生	Coexistence
061	王亭嫻 Ting-Wei Wang 吳玉琪 Yu-Chi Wu 陳昭寧 Jau-Ning Chen 葉家瑄 Jia-Shiuan Yea	污染	Pollution
062	田佩穎 Pei-Ying Tien	NEXT	NEXT
063	堀江結華 Yuka Horie	WARM CIRCLE	WARM CIRCLE
064	王亭嫻 Ting-Wei Wang 吳玉琪 Yu-Chi Wu 陳昭寧 Jau-Ning Chen 葉家瑄 Jia-Shiuan Yea	水是生命的起源	THE ORIGIN OF LIFE
065	周健宇 Chieh-Yuu Chou	這不是我們想給孩子的	This is not what we want for our children

入圍 Finalist

	Designer	作品名稱	Title of work
066	小木曾永梨 Eri Ogiso	All might be gone some time	All might be gone some time
067	胡明月 Ming-Yue Hu	記憶泡沫	Bubble memory
068	黃正嘉 Cheng-Chia Huang	下一步，台灣 – 【智慧篇】	What's Next, Taiwan– 【Smarter】
069	Ilja Klemencov	Poster as an aesthetic and social phenomenon of the art	
070	Deon Phua	Hope of Our Future	Hope of Our Future
071	徐思穎 Szu-Ying Hsu	主食	Main food
072	加藤舞 Kato Mai	Next door	Next door
073	謝昇峰 Sheng-Feng Hsieh	Water is Life	Water is Life
074	陳家銘 Chia-Ming Chen	和平製造者	Peace Maker
075	山內文弘 Takehiro Yamauchi	抓住未來的手	Seizes the future with the hand
076	左文兵 Wen-Bin Zuo	下一個世界	Next world
077	洪觀為 Kuan-Wei Ang	接下來，是？	What 's NEXT ?
078	王亭嫻 Ting-Wei Wang 吳玉琪 Yu-Chi Wu 陳昭寧 Jau-Ning Chen 葉家瑄 Jia-Shiuan Yea	搶救水源 拯救生命	SAVE WATER SAVE LIFE
079	王亭嫻 Ting-Wei Wang 吳玉琪 Yu-Chi Wu 陳昭寧 Jau-Ning Chen 葉家瑄 Jia-Shiuan Yea	拯救？或是傷害？	Rescue ? or Destroy ?
080	Olavo D'Aguiar	Calendar Life	Calendar Life
081	羅丹 Tan Lo	時尚受害者	Fashion Victims
082	潘冠廷 Kuan-Ting Pan	世代交替的 NEXT	THE NEXT OF GENERATION
083	陳裕元 Yu-Yuan Chen	手留彈	Save by you, Kill by you
084	陳怡安 I-An Chen	噢，天啊	Oh, dear
085	Susan Yan Mach	Growing with time	Growing with time
086	高千雅 Chien-Ya Kao	生命的連結	Connection
087	李康健 Kang-Jian Lee	過去，現在和未來	Past, Present and Future
088	Muhammad Ridaudin Bin Abdul Ra	Stop Deforestation	Stop Deforestation
089	張育瑄 Yu-Hsuan Chang	棋	The Next Move
090	王媛俐 Yuan-Lih Wang	時間不能等，抓住每一刻	Time can't wait, hold your moment
091	徐偉哲 Wei-Che Hsu	進行式	Progressive Tense
092	杜雨舟 Yu-Zhou Du	傳遞	Delivery

數位動畫 Digital Animation

金獎 Gold Prize

	Designer	作品名稱	Title of work
096	王妤安 Yu-An Wang 陳志育 Chih-Yu Chen 羅鈺樺 Yu-Hua Lo 曾斯含 Ssu-Han Tseng	紅球	Red Ball

銀獎 Silver Prize

	Designer	作品名稱	Title of work
097	林敬智 Zing-Zhi Lin 朱祥溥 Xiang-Pu Zhu	小屁孩大世界	Seeing The World From Two Feet Hgih

銅獎 Bronze Prize

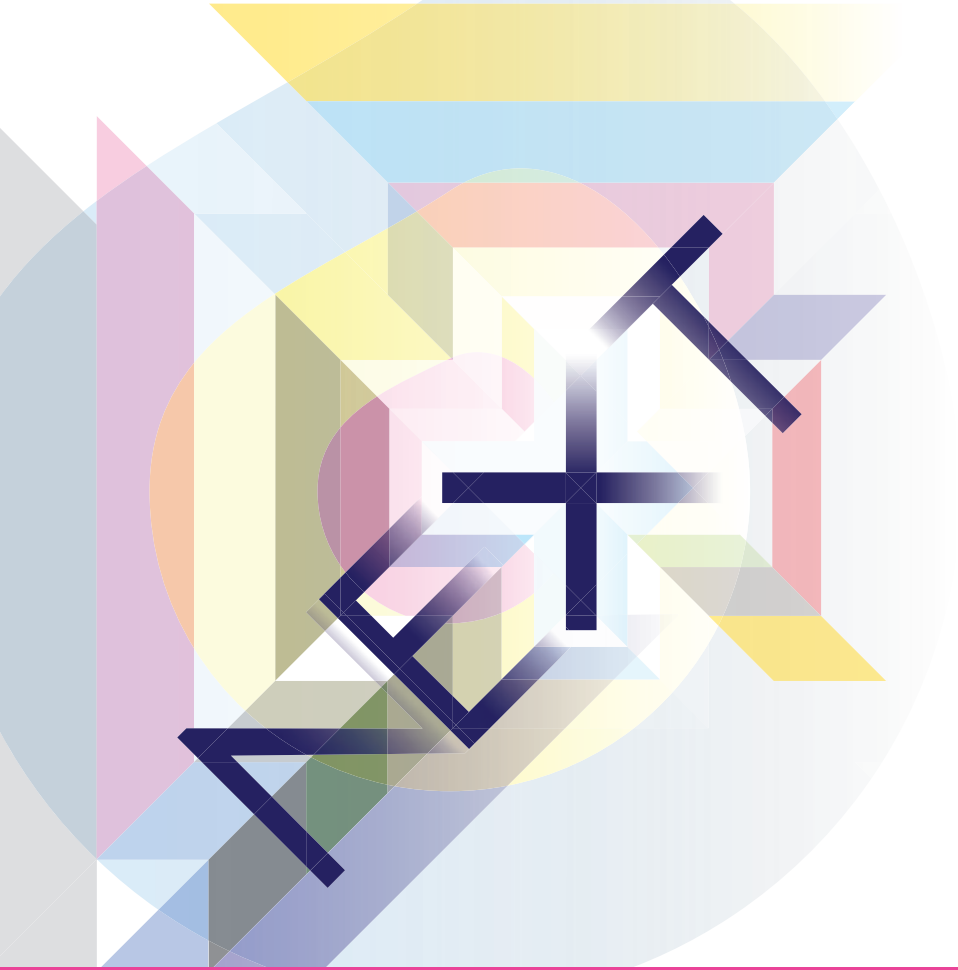
	Designer	作品名稱	Title of work
098	馬彩柔 Tsai-Jou Ma 陳妍君 Yan-Jyun Chen	爹地	PAPA

佳作 Honorable Mention

	Designer	作品名稱	Title of work
099	陳宣義 Hsuan-I Chen	四秒獸消滅行動	Beat the 4-sec, monsters
100	李明勳 Ming-Hsun Li	小粉紅	The Little Pinky
101	蔡昀潔 Yun-Chieh Tsai	咖啡戀人	Café de L'amour
102	邱士杰 Shih-Chieh Chiu 李竺潔 Chu-Chieh Li 陳變法 Bian-Fa Chen 林佑總 Yu-Szu Lin Cesar Aleman	害羞的小熊	Little Shy Bear
103	李秉政 Ping-Cheng Li 許漢文 Han-Wen Hsu 高慈敏 Tzu-Min Kao 李姿儀 Tzu-Yi Li	狄德羅的籠房	Diderot's jailhouse
104	王博彥 Po-Yen Wang	把戲	TRICK
105	蔣承翰 Chen-Han Jiang 林子勳 Zi-Xun Lin 顏竹君 Zhu-Jun Yan 陳澤生 Ze-Sheng Chen 俞兆隆 Zhao-Long Yu 柯慧玲 Hui-Ling Ke	合子	CHERISH
106	曾偉誠 Wei-Cheng Tseng 邱靖貽 Jing-Yi Chue	小屋	Precious ONE

入圍 Finalist

	Designer	作品名稱	Title of work
107	紀榮傑 Jung-Chieh Chi 古宛婷 Wan-Ting Ku	洗	Washing
108	王敏芳 Min-Fang Wang	食物之別	Between Food
109	沙明憲 Ming-Hsien Sha 廖力緯 Li-Wei Liao 蔡禾莉 He-Li Tsai 沃怡伶 Yi-Ling Wo 蔡映倫 Ying-Lun Tsai	每個世界以不同方式再破裂	Other side of the circulation
110	Saemee Han	A Spokesperson	A Spokesperson
111	黃麗穎 Li-Ying Huang	影舞者	Shadows
112	李思萱 Mint Lee	惡魔狗	Devil Dog
113	黃盈 Ying Huang 張喬輔 Chiao-Fu Chang 吳昱緯 Yu-Wei Wu 林佳儀 Chai-Yi Lin 徐乃雯 Nai-Wen Hsu	尋糸	Find The Link
114	王郁晴 Yu-Ching Wang 林彥筑 Yen-Chu Lin 程惠沂 Hui-Yi Cheng	尋	Recall
115	王則已 Tse-Yi Wang	方世界	Make a world
116	何瑀 Yeu Ho 李俞萱 Yu-Syuan Lee 劉潔明 Jie-Ming Liou 蘇天妤 Tian-Yu Su	結晶	CRYSTALISED
117	蔡旻純 Min-Chun Tsai 鄒毓婷 Yu-Ting Tsou 陳曉瑤 Hsiao-Yao Chen 楊芳綺 Fang-Ci Yang	匆容	Unhurried
118	林怡君 Yi-Jyun Lin 葉仕翊 Shih-Yi Ye	美好視界	Wondrous sight
119	余方 Yu Fang	左邊第二扇窗	Missing
120	賴邦妮 Pang-Ni Lai	火車地下室	Cellar under the Train
121	邱蘭婷 Lan-Ting Chiu 李孟儒 Meng-Ju Li 陳奇逸 Chi-Yi Chen	懇親日	Parent Visit Day
122	鄭宇婷 Yu-Ting Cheng 沈佩君 Pei-Chun Shen 范靜家 Ching-Chia Fan	怪怪	Who's Turn
123	戴莉萍 Li-Ping Tai	秀	NEXT SHOW
124	謝昕妮 Sin-Ni Sie	女人	La Femme
125	謝昕妮 Sin-Ni Sie	是的，女士	Oui, Madame





序
Preface

序 preface

100 年度臺灣國際學生創意設計大賽 成果專刊

教育部 部長序

「創新」精神是發展知識經濟的最大動力，創意作品更是跨域國界和種族差異的普世語言。一直以來，臺灣就是靠著源源不絕的創新表現，在國際間持續累積競爭力。民國 100 年，也是「臺灣設計年」，臺灣各界都舉行了盛大的展演活動，可見政府是相當用心的投注精力在扶植設計產業。教育部從 2003 年開始配合國家的「文化創意產業」政策，於 2005 年啟動「藝術與設計菁英海外培訓計畫」、「鼓勵學生參加藝術與設計類國際競賽計畫」等大型計畫，以各種配套方案和獎勵方式，積極推動國內設計人才與國際接軌。「臺灣國際學生創意設計大賽」從 2008 年的「臺灣國際創意設計大賽」學生組辦理至今，已經邁入第 4 年。

為了建立國際級的學生競藝平臺，提升我國在國際設計界的能見度，教育部每年都邀請國際上重要的產業界、學界專門人士，不遠千里來到臺灣來擔任競賽評審，2011 年除了我國籍的評審外，更有遠自俄羅斯、芬蘭、法國、美國、英國、澳洲、日本、韓國、中國大陸等國際重量級的評審。藉著邀請這些具備豐富國際競賽評審經驗的專家來臺，我們不只希望能夠將臺灣的設計作品推向國際，也積極爭取讓國際上傑出的作品進到臺灣，讓競賽活動成為臺灣設計學生與國際設計領域產、學界交流的舞台。

「臺灣國際學生創意設計大賽」舉辦 4 年以來，參與的國家數及件數都有大幅度成長，參與的件數從 2008 年共 9 國 662 件作品、2009 年共 18 國 2,459 件作品、2010 年共 24 國 3,498 件作品的規模，到 2011 年總共有 31 個國家的 3,954 件作品參賽，參賽件數 4 年來成長了將近 6 倍，參與國家也增加了 22 國，顯見我國的設計能量逐漸在國際上受到肯定。而競賽獲獎的作品，已經在 10 月底的臺北世界設計大展以及 11 月中旬在北京文博會中展出，都得到很大的肯定及迴響，擴充競賽活動的教育內涵。

設計人才培養是我國發展創意產業的重要方針，希望藉著國際比賽的舉辦，臺灣能夠發展出更多渠道，通向世界的舞台。2011 年臺灣國際學生創意設計大賽圓滿的落幕，感謝所有熱情參與的評審委員，以及國立臺灣師範大學文化創意產學中心的承辦團隊，還有所有參加本屆競賽的參賽學生與學校。你們的共襄盛舉，激盪出美妙的創意火花，更加豐富了設計競賽活動的社會意義；期待來年的大賽更加精采、多元，臺灣的創意源源不絕。

教育部 部長



序 preface

2011 Taiwan International Student Design Competition

Remark by Minister of Education, Dr. Ching-Ji Wu

"Innovation" is the greatest drive for the development of knowledge economy; creative works are the universal language that crosses borders and ethnic differences. Throughout many years, Taiwan has been relying on its endless supply of innovation to accumulate its international competitiveness. 2011 has been designated as "Taiwan Design Year" and a large number of events and exhibitions have been organized throughout all levels of society in Taiwan. This shows that the central government of Taiwan has put tremendous efforts in supporting the design industry. In support of the Cultural and Creative Industry Policy established in 2003, the Ministry of Education has launched large-scale projects in 2005, including the MOE Scholarship Program for Overseas Study in Art and Design and the MOE Award Incentive Program for Encouraging Students to Participate in International Art and Design Contests. A variety of matching programs and incentives has been set up to encourage domestic designers to reach out to the international community. It is the fourth year of the Taiwan International Student Design Competition starting from the 2008 Taiwan International Design Competition Student Section.

To establish a world-class competing platform for art and design students and to enhance Taiwan's visibility in the international design community, every year the Ministry of Education invites world-renowned professionals and experts in both industrial and academic areas to serve on the panel of judges. In 2011, our distinguished judges came not only from Taiwan but from around the world: Russia, Finland, France, the United States, United Kingdom, Australia, Japan, Korea, and China. By inviting experienced international experts to Taiwan, we hope to introduce the works of Taiwanese designers to the international community while we seek every opportunity to bring outstanding design works from all over the world to Taiwan. Our goal is to turn the competition into a platform where the art and design students in Taiwan can interact with international design experts in the industry and the academic community.

We have seen a substantial increase in the number of countries and the number of applicants participated in the contest since the first Taiwan International Student Design Competition was held four years ago. We received 662 entries from 9 countries in 2008, 2459 entries from 18 countries in 2009, 3498 entries from 24 countries in 2010, and 3954 entries from 31 countries in 2011. The number of entries has grown sixfold over the last four years with 22 more countries joining the contest. This indicates that Taiwan's design power has been gradually recognized by the international community. The award-winning works were on display at the Taipei World Design Expo in late October and at the Beijing International Culture & Creative Industry Expo in mid-November. These works had gained widespread attention and recognition in the exhibitions and expanded the educational significance of the contest.

Cultivating design talent is an important principle of the development of cultural and creative industry in our country. We hope to create more channels leading to the world stage through hosting international contests. With the successful completion of the 2011 Taiwan International Student Design Competition, we would like to express deep gratitude to the judges for their enthusiastic participation, the executive team at the Cultural and Creative Industries Center at National Taiwan Normal University, and all the participating students and schools in this contest. Your participation have ignited creative sparks and enriched the social significance of the design competition. We look forward to next year's competition with even more spectacular and diverse creative designs. We expect to see endless creativity emerge from Taiwan.

Minister of Education



序 preface

設計，生活的態度

2011 臺灣國際學生創意設計大賽有感

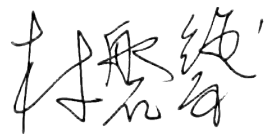
2011 年對於臺灣設計發展而言具有獨特的時代意義，一是國際三大設計社團組織：「ICSID 國際工業設計社團協會」、「ICOGRADA 國際平面設計社團協會」、「IFI 國際室內建築設計社團協會」組成「IDA：International Design Alliance 國際設計聯盟」之後首度聯合大會，由臺北市爭取到了舉辦權，象徵臺灣設計的能量被國際設計社群所肯定。二則是行政院配合建國百年將 2011 年訂名為「臺灣設計年」，展現臺灣政府透過設計加值以促進經濟發展及社會轉型，臺灣各縣市政府也都配合設計年舉辦相應的活動。

處在這樣的大環境與氣氛之下，「設計」一躍成為臺灣社會的熱門話題，觀察臺灣社會的消費行為與生活型態，可以從遍佈大街小巷的便利商店窺見一斑，更能從這樣的訊息掌握出臺灣的生活脈絡；其中可以從便利商店的雜誌架上，發現近年來「設計」類雜誌顯著地增加許多，能夠在講求坪效的便利商店中上架維持不墜，「設計」的議題可說是臺灣正夯的顯學；當然更不用說在代表臺灣 Life Style 的誠品書店中看見佔據超大櫃位的「設計圖書」與「設計雜誌」，另外還有讓人流連不已的「設計商品」。另外，近年來除了首善之區的臺北常常舉辦國際性與大型化的設計活動之外，臺中舊酒廠、臺南府城、高雄駁二等地也都紛紛主辦在地設計的活動，已經成功地串連起臺灣的設計地圖，這不僅儲備著未來臺灣設計發展的力量，也將落實區域發展的設計網絡。

新加坡推動「Design Singapore」計畫，展現出追求目標導向的國家意志，配合廉能的行政效率，常年摘下全球競爭力的桂冠；過去在首爾參觀韓國設計中心，看著入口牆壁上斗大的文字：「Design Korea, Korean Power。」，這樣精簡扼要的文字卻表達出無限旺盛的企圖與意志，說明了韓國舉國上下善用設計而創造出舉世驚艷的亮麗成績；而這就是臺灣要善用設計來奮起直追的借鏡，其中有關人力資源的規劃與養成，才是國家設計政策永續發展的關鍵，設計人才養成的策略與模式當然有待教育部門的支持與推動。

臺灣教育部從 2005 年投注「鼓勵學生參加藝術與設計類國際競賽」（該計畫簡稱「設計戰國策」），首開全球設計教育政策的先例，截至 2011 年止臺灣已經在國際設計競賽榮獲 360 人次的獎項，可說是臺灣設計教育的成功範例。2008 年參與經濟部主辦的「臺灣國際創意設計大賽（學生組）」，2010 年由教育部主辦的「臺灣國際學生創意設計大賽」，短短三年之間已經成為全球學生設計競賽最大規模的活動；2011 年的競賽以「NEXT 之後」為主題，透過國際設計組織、學校、網路進行大規模的推廣，期望透過這個主題激發學生對於自我、空間、時間…等多向度的思考，藉由設計展現自我的主張與解決方式。本年度的比賽總計徵得來自全球 31 個國家地區、369 個學校、3954 件作品，較之去年成長了 500 件之多。另外，今年報名採用網路報名，初選則採用更為環保的數位化方式進行評選，希望減少設計競賽活動對於紙張資源的消耗，如同本文標題所言：「設計，生活的態度。」，這只是一個開始，未來我們將繼續努力採用對於環境更為友善的方式來舉辦國際競賽；更希望藉由設計讓我們的生活更美好，讓世界更美好！

計畫主持人
國立臺灣師範大學視覺設計系教授



序 preface

Design – Life Attitude **Reflections on 2011 Taiwan International Student Design Competition**

The year 2011 is a significant era for design development in Taiwan. First, the International Design Alliance (IDA) which was jointly formed by The International Council of Societies of Industrial Design (ICSID), the International Council of Graphic Design Associations (ICOGRADA) and The International Federation of Interior Architects/Designers (IFI), held its first joint conference since its founding. Taipei City won the bid for organizing the event, which symbolizes recognition of Taiwan's design vitality by the international design community. Second, the Administrative Yuan coordinated with the R.O.C Centennial in naming the year 2011 as Taiwan Design Year, thereby demonstrating how the Taiwan government applied the added value of design to facilitate economic development and social transformation. Local Taiwanese governments also complemented the Design Year with corresponding events.

Under such an extensive backdrop and climate, design immediately became a popular conversational topic. For example, consumer behavior and lifestyle can be glimpsed by peeking into any convenient store found in every street corner, and these clues illuminate the pulse of Taiwan living. Convenient store magazine racks also reveal that design magazines have not only greatly increased, but have also prevailed on the racks of these stores that put high premium on sales per square foot. Indeed, design has become a flourishing doctrine in Taiwan. Needless to say, Eslite, the icon of life style in Taiwan, has dedicated a major portion of shelf space to books and magazines on design while designer items fly off its shelves. Moreover, in recent years, besides the multitude of design events frequently organized by the friendly city of Taipei, other places such as the old Taichung Brewery, Tainan Old City and Kaohsiung Pier-2 Art Center have also been busy organizing design events. These events have successfully linked into a design map of Taiwan, which is not only poised to become the power behind Taiwan's design development, but will also form the design network for regional development.

When Singapore promoted Design Singapore, it manifested the country's determination to pursue its goal. Together with an efficient administration, it consistently won the laurels in global competitiveness. In my visit to the Korean Design Center in Seoul, I saw the words, " Design Korea, Korean Power " on the entrance wall. This succinct phrase captures exuberant ambition and determination, and reflects the ability of the nation to capitalize on design to create a brilliant performance that dazzles the world; and Taiwan seeks to model after this ability to use design to strive forth. Herein, the planning and cultivation of human resource is critical to continuing development in national design policies, and of course, strategies and approach to nurturing design talents reside in the support and promotion by educational departments.

In 2005, Taiwan's Ministry of Education ventured out with the " MOE Award Incentive Program for Encouraging University/College Students to Participate in International Art and Design Contests" (briefly known as the International Design Competition), spearheading the first global design educational policies. By the end of 2011, Taiwan has won 360 awards in international design competitions, indicating the success of its design education. Within the brief period of three years, the 2008 Taiwan International Design Competition Student Group Section organized by the Ministry of Economic Affairs and the 2010 Taiwan International Student Design Competition organized by the Ministry of Education became the largest worldwide events in student design competitions. In 2011, the competition was entitled NEXT, and was extensively promoted through international design organizations, schools and the Internet. It was hoped that the theme would stimulate students to think multi-dimensionally about subjects such as themselves, space and time, and use design to manifest their selves and offer solutions. This year, there were 3,964 entries from 369 schools in 31 countries, an increase of 500 entries compared to the previous year. Furthermore, online application was adopted and preliminary evaluation was conducted using a more eco-friendly digital method to reduce paper consumption from the design competition. As expressed by the title of this article, Design- Life Attitude, this is only a beginning. We will continue to strive toward a more eco-friendly way of organizing international competitions and hope that through design, our lives and our world will become better and more beautiful !

Project Director
Professor of Visual Design Department,
National Taiwan Normal University





年度大獎
Grand Prix

Jayne Pilling

這確是耳目一新的觀影經驗，以不落俗套的方式呈現全球暖化及其帶來的可怕後果。導演述說了一則充滿原創性及想像力的故事，情節生動，拍攝手法精彩。

It is refreshing to see the issue of global warming and its consequences approached in a way that avoids cliché, via developing an original and imaginative story that is well-plotted and cinematically narrated.

Mark Oftedal

電影導演經常探討環保問題，卻少有人能做到趣味與辛辣兼而有之。《吃電怪物》針對全球暖化有獨到的看法，以趣味橫生的聯想、豐富的情節吸引觀眾，讓人看過後深入思考影片中傳達的深刻意義。

Filmmakers often address environmental issues, but rarely do they do so in such a way that is simultaneously fun and poignant. "The Light Eater" is a unique take on the problem of global warming that takes the audience on a fun flight of imagination and intrigue, and leaves us thinking about the deeper meaning conveyed in the film.

Camillevis Théry

我看這部片子時，隨著情節進展不禁越來越佩服。導演真的很聰明。這是一個用現代手法陳述的現代故事。我認為不論是場景配置或影片剪輯，都有出色的表現，音效與音樂的鋪陳也很好。本片敘述的奇異世界是對全球暖化有力的回應。動畫類評審一致同意本片十分突出，我深信本片絕對有資格獲得年度大獎。

As I went through the film, I got more and more amazed by what I was watching. The storytelling is very clever. It is a present-day topic told in a present-day way. I was impressed by the quality of the staging and cutting of the film, as well as the good use of sound and music. The strange world that is depicted here is a bright echo to the global warming issue. All the members of the animation jury agreed on the obvious quality of this work and I believe it truly deserves this years' Grand prix.



年度大獎評選狀況 Evaluation of Grand Prix

作品名稱 Title of work

吃電怪物
The Light Eater

作者姓名 Name of Applicants

楊書府、石艾玄、林彥妤、薛玉翎、
林志翔、游佳華、林晏羽、鍾劭瑄
**Shu-Fu Yang, Ai-Hsuan Shih,
Yen-Yu Lin, Yu-Ling Hsueh,
Jih-Siang Lin, Chia-Hua Yu,
Yan-Yu Lin, Shao-Hsuan Chung**

學校所在地 Location of School

臺灣 Taiwan
指導老師 Instructor

鄧偉忻、林子邦
Wei-Hsin Teng, Chi-Pong Lam

學校名稱 Name of School/University

崑山科技大學
Kun-Shan University

作品說明 Concept of the work

城市接二連三發生了許多離奇遭竊事件，多戶的燈光能源相繼消失，目擊者目睹一隻巨大的怪物，朝著燈光而來。村民決定要圍捕怪物，設下天羅地網的陷阱。此時燈泡塔發出巨大的破碎聲，整個城市陷入黑暗，眾熊們的尖叫聲與跑步聲此起彼落。黑暗中，一隻小北極熊流著淚拿著槌子走在浮冰橋上，城市的熊們濫用能源影響到了北極熊的生活，小北極熊順手把槌子丟入水裡，水中的畫面是死亡的北極熊一隻隻手牽著手，漂浮在海平面上，連成一座無法再回去的橋……這部動畫將嚴肅的暖化題材，轉化為幽默的方式以呈現，希望觀者觀賞完後能將心比心，了解人為的破壞與能源的濫用對環境造成的傷害，並親身力行的為地球做付出與貢獻，不要再當加速全球暖化的加害者。

A series of strange cases of theft then creep across the town and many of the lights go out. It is said that a giant monster hurtles towards the lights. The townsmen then decide to capture it. A loud glass shattering sound pops from the lighthouse and the city is then in total darkness where the bears are heard growling and scurrying here and there. Amongst the darkness, a tearful little bear takes a stick and walks on an iceberg bridge. The effect from the townsmen's extravagant use of energy has impacted polar bears' lives. The little bear throws the stick into the water where the dead bears hand in hand floating on the sea and form a bridge one can't use to go back to the past. This animation transfers serious issue in humorous way, hope people who finish watching this can feel more for others and realize the abuse of the energy causes huge damage on our environment, and thus do something for our Earth.







產品設計類
Product Design

銀獎 Silver Prize

Vesna Popovic

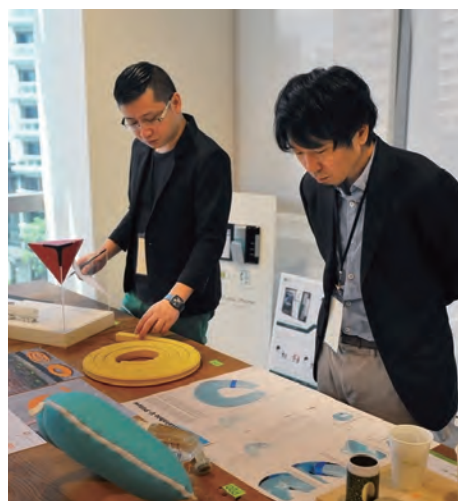
這項設計的構想來自於日常生活，是為了解決油漆桶難以打開的難題，讓人們更方便使用而設計出來的。油漆桶蓋結合罐身特色，方便打開、蓋上，無須使用其他工具。這個油漆桶的設計在正常情況下可說是簡單又好用。

This idea emerged from everyday's activities. The design addresses difficulties that users face when opening paint cans. The paint can and lid have been designed with a user in mind. The lid incorporates the features that provide an easy opening and closing of paint can, no tool required. This paint can design demonstrates simplicity and ease of use within well defined context.

楊明潔 Jamy Yang

此作品符合人性化的設計理念，是作者對於生活的細心觀察的結果。作品有考慮到使用產品過程中一些人機工程學的因素和實際問題的解決，在工程方面也有很高的生產可行性，期待這樣可以解決日常生活問題的日用品設計在市場上出現。

This work is designed after a careful observation on everyday life and hence is user-friendly. Having solved the problems involving ergonomics and other practicality issues, the design is highly desirable in engineering and is probable for production. Hopefully such a design that may help to solve some problems in our daily life can be led into the market.



產品設計類評選狀況 Evaluation of Product Design category

銅獎 Bronze Prize

Vesna Popovic

這是針對逃生門設計的新構想。本設計案鎖定的災害類型是地震，但其他類似危急狀況下亦可使用。設計目的是為防止大門變形，住戶能夠安全進出逃生門，以蜂巢式的設計來強化大門耐震度並支撐大門結構。大門本身配有急救包，便於人們疏散時取用。此一概念具有商機，但仍需要進一步研發、測試。

This is a conceptual idea of an emergency exit when a natural disaster strikes. The project focuses on an earthquake, but the idea is transferable to other similar emergency situations. The design objective is to prevent the deformation of the door and provide safe emergency exit. This is achieved by proposing a honeycomb door to increase the door's strength and enhance structural stability. The door is equipped with an emergency package to be taken when exiting. This idea has commercial potentials but requires design development and testing.

楊明潔 Jamy Yang

在現代，系統化的防災抗震公共設施設計是一個較為普遍欠缺的設計領域，作品考慮到危急情況下的操作簡易性，爭取在危難中得到寶貴的時間去拯救生命，是一個不錯的嘗試。只是有可能在生產工藝上比較有難度，值得深入探討。

Currently the design for a systemic anti-disaster, counter-quake public facility hasn't yet been developed. This design attempts to achieve easy-to-use operation under a crisis, in hoping to win more time for rescue in a disaster. The only problem lies with the production engineering, which is worth further exploration.



產品設計類評選狀況 Evaluation of Product Design category

作品名稱 Title of work

波浪油漆桶
Wave painting bucket

作者姓名 Name of Applicants

李胤愷、蔡富羽、許碩仁
Yin-Kai Li, Fu-Yu Cai, Shou-Ren Syu

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

范政揆
Eric Fan

學校名稱 Name of School/University

國立臺北科技大學
National Taipei University of Technology



作品說明 Concept of the work

在使用油漆桶時碰到一些問題。當沒任何工具你要怎麼打開油漆蓋?油漆蓋是平的，放在桌上不易拿取且拿取時怕油漆會碰到手。將波浪造型結合在油漆罐上，讓你在開蓋時有空隙可以打開，反過來放在桌上時波浪造型的空隙讓你手指可以插入，將蓋子拿取。一個簡單的波浪造型改善使用上的不便。

Two problems when we are using bucket. If we don't have any tool, the cover is not easy to open and pick up. Using the wave in bucket, you have more spaces to open and pick up the painting bucket.



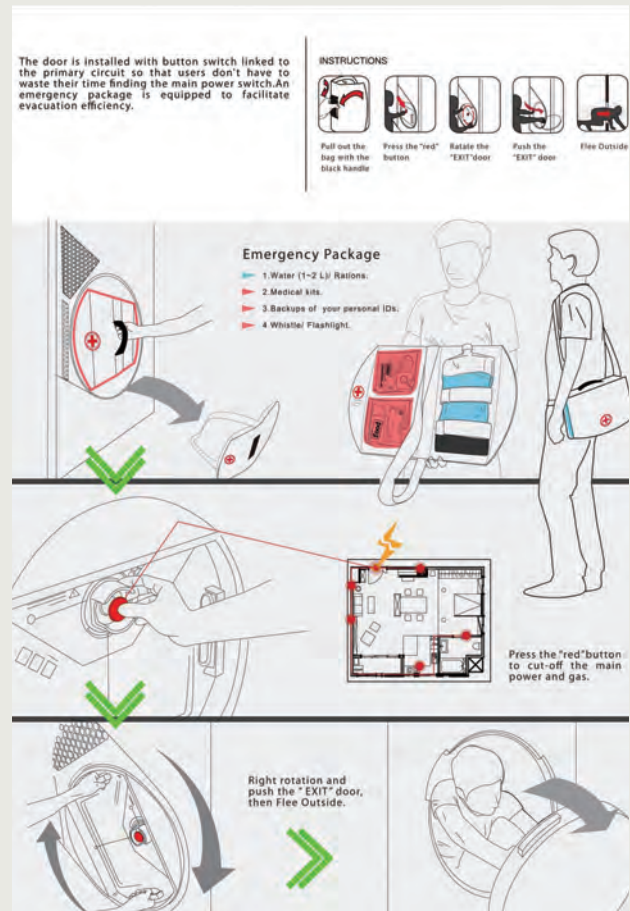
作品名稱 Title of work
轉機_防震門設計
XEREO_Earthquake-Proof Door

作者姓名 Name of Applicants
林禹承
Yu-Cheng Lin

學校所在地 Location of School
臺灣 Taiwan

指導老師 Instructor
楊博顯、葉雯玟
Po-Hsien Yang, Wen-Dih Yeh

學校名稱 Name of School/University
國立臺北科技大學
National Taipei University of Technology



作品說明 Concept of the work

目前台灣地區居住型態以集合式住宅為主，如偶遇地震時，低樓層住戶逃生門受重力擠壓後，無法開啟或開啟不順的影響較大。避免室內出入口經牆面擠壓後阻礙逃生，此防震門以抗型變材質為作為支撐逃生門的結構，搭配主電源控制鈕和急救包，減少操作和尋找所耗費的時間，提高逃生的機率，讓"延續生命"這個概念更深植人心、更重視這個議題！

Congregate-housing is the major dwelling type in Taiwan. If there is an earthquake, it is more difficult for the people living at the lower floors to escape because their doors may be deformed badly due to the toppled walls. The "Xereo" is a door designed with anti-deformation materials to ensure an emergence exit while in an earthquake. There is an emergency button for cutting off the power circuit on the door of "Xereo" so that people will not waste their time for turning off all the electric switches one by one so that they can escape as soon as possible.

作品名稱 Title of work

休閒購物車
Critical moment

作者姓名 Name of Applicants

邱彥凱
Yen-Kai Chiu

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

葉雯均、董正勇
Wen-Dih Yeh, Cheng-Yung Tung

學校名稱 Name of School/University

國立臺北科技大學
National Taipei University of Technology



作品說明 Concept of the work

SRV.h 購物車的設計是針對希望生活更便利又重視環境保護的族群，提供最輕鬆無污染的代步及購物工具。設計概念是滿足上班族及年輕族群需求為出發點，結合環保購物概念與機動性高的滑板車。適合做為學生與上班族通勤之用。SRV.h 有三種使用情境：平時可藉由 SRV.h 代步穿梭車站與人群之間；購物時，藉由簡單的收摺步驟可以在短短幾秒將滑板車變為手推車或手拉車使用。車上搭載動轉電裝置可幫助手機充電、夜間進行照明。

To solve the worst environment problem, SRV.h offers the easiest and eco-friendly transport to the people who respect their life and the world. The design concept aims at satisfying the workers and the young. This is a scooter that combines the eco-friendly concept for shopping and mobility, so it's very suitable for the commuters. When you are shopping, SRV.h can change into the cart from the scooter with simple folding steps, it makes people walk easily through the rail station, market and the crowd.



作品名稱 Title of work

**時藥一藥開 C
Med O'clock-C:mile**

作者姓名 Name of Applicants

**劉宜修、許婷婷、劉若羚、黃郁珊
Yi-Hsiu Liu, Ting-Ting Hsu,
Ruo-Ling Liu, Yu-Shan Huang**

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

**謝孟達
Meng-Dar Shieh**

學校名稱 Name of School/University

**國立成功大學
National Cheng-Kung University**



作品說明 Concept of the work

「時藥」，為提供給患有慢性疾病、用藥行為複雜的銀髮族使用的居家用藥產品。不同於電子式按鍵操作，「時藥」結合時鐘的概念，使用者能像是閱讀時鐘般，直覺式的設定服藥時間。簡化既繁複又惱人的藥物分類及服用的過程，提供一種簡單易懂、又不易出錯的服藥方式，使長輩們用藥安心，家人也放心。而由於時代及社會結構的轉變，子女長時間在外工作、獨留老人的空巢家庭日趨增加。希望透過產品，藉由分藥與吃藥的循環，提供一互動、情感交流的空間，拉近家人彼此的心。

"Med O'clock", is a domestic medicine products designed for the senior citizens suffering from chronic diseases and complex medicine-taking behaviors. Differ from the electronic button operation, "Med O'clock" combines the concept of a clock. Just like reading a clock, the users may set the time intuitively. It simplifies the complexion and the irritation of drug-classification and medicine-taking, provides an easy to understand and almost error-free way to take medications. A relief for the elders when it comes to medicine-taking and a product the entire family can rely on. Due to the time and society structure changes, people work longer hours, leaving poor lonely elders at home, causing an increase in "empty-nest families". Through our products, we hope to create an opportunity for the families to interact with each other and bond their hearts once again.

作品名稱 Title of work

公共行動電話
SIM_Public Phone

作者姓名 Name of Applicants

林百辰、何中睿、許凱琦、洪胤哲
Bai-Chen Lin, Chung-Jui He,
Kai-Chi Hsu, Yin-Che Hung

學校所在地 Location of School

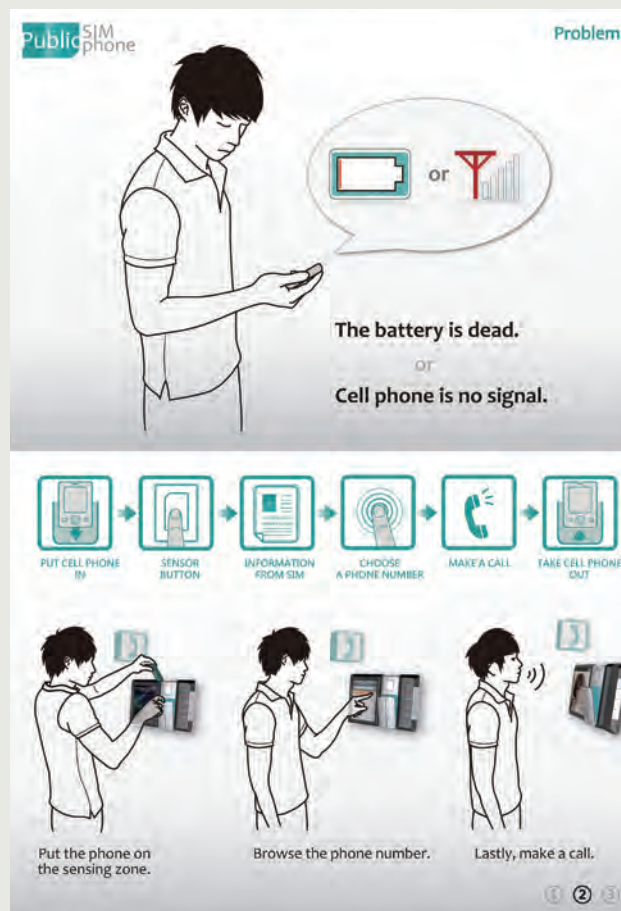
臺灣 Taiwan

指導老師 Instructor

范政揆
Cheng-Kuei Fan

學校名稱 Name of School/University

國立臺北科技大學
National Taipei University of Technology



作品說明 Concept of the work

解決生活中，手機常發生沒電、沒訊號的窘境，設計一台公共電話 "SIM_Public Phone"。運用 RFID 技術讀取 SIM 卡，再從螢幕點選電話簿中的聯絡人，即可通話，且此功能可省去無零錢、電話卡的不方便，費用會直接計算在手機電話費內。

The mobile is important in our life, but we usually forget to charge. We create a kind of public phone, SIM_Public Phone, solve the problem when battery is dead or mobile is no signal.



作品名稱 Title of work

袋椅
Bag bench

作者姓名 Name of Applicants

陳沛瑜、洪佑穎
Pei-Yu Chen, Yu-Ying Hung

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

盧祥華
Shyang-Hua Lu

學校名稱 Name of School/University

大葉大學
Da-Yeh University



作品說明 Concept of the work

Bag Bench 休息時，讓包包也有專屬空間。當外出坐在長椅上等待時，我們習慣將行李放在身體左右側，如此一來會佔掉許多位置。我們重新思考行李能夠擺放的位置，以下為 Bag Bench 特點：薄殼一碳化孟宗竹片高週波熱壓膠合成型。將 9mm 厚的膠合彎曲單板結合後，互相牽制，形成非常強固的結構效果。強固一椅背具彈性，支撐強度足夠，可以緩和受衝擊的破壞力，使用週期長。傳統鑄鐵椅腳，質感自然，重量穩固。體貼一休息時讓包包也有專屬空間，行李物件不佔空間。夠寬的扶手可以提供置物及工作的功能。

When people sit on the bench and wait for someone, usually they put their bags beside them. However, bags would take much space. Therefore, we rearrange the space for bags and use the features of bamboos - flexible and tenacious. In consideration of ergonomics, we broaden the connection between the back and length of the bench, so people can put their bags in the extra space. Moreover, for correlation, the curve of the middle of the bench is as same as we designed the table. We make good use of the traditional material, bamboo, and combine the industrial process which is made by "induction and flame hardening processes".

作品名稱 Title of work

安全榔頭
Safe Hammer

作者姓名 Name of Applicants

劉維、洪瑞鴻、林灝廷、劉謙愷
Wei Liu, Ruei-Hong Hong,
Hao-Ting Lin, Lien-Kai Liu

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

官政能、丑宛茹
Cheng-Neng Kuan, Wan-Ru Chou

學校名稱 Name of School/University

實踐大學
Shih-Chien University



作品說明 Concept of the work

安全榔頭以簡單的內置夾子解決以手固定釘子的安全問題，讓使用者能夠更安全的使用榔頭。位於把手的釘子放置空間讓高空作業時不再需要咬著釘子或放在口袋。

The major safety concern of spiking is using your thumb stand the nail, Safe Hammer solved the problem by built-in clip to save your thumb.



作品名稱 Title of work

**童心斜力
Group up!**

作者姓名 Name of Applicants

**鄭仔婷、李念臻
Yu-Ting Cheng, Nien-Chen Lee**

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

**林德安
Andre Lin**

學校名稱 Name of School/University

**國立臺北教育大學
National Taipei University of Education**



作品說明 Concept of the work

產品為針對小學生打掃現況所設計的拖把水桶組。學校為適於團體分工合作的環境，水桶運用蹺蹺板原理，可一或二人一起提起水桶，輕鬆提起之外亦可培養互助合作精神，且行走於平地及樓梯間不受身高差距、行走晃動所影響。有別於傳統水桶提起時總是重心不穩，對於初次接觸打掃的小學生更是容易傾倒。以小學生人因考量，拖把擰水時動作簡單省力；不再因舊式拖把擰水動作吃力且髒兮兮，而產生抗拒感。期望讓孩子初次接觸打掃時更加方便，並感到輕鬆愉快。

This is a cleaning set which designed for elementary school students. Since the seesaw effect, the bucket can be used by either one or two students. It's not only providing an easier practice experience, but teaching them to learn about cooperation of others. The process of squeezing water from the mop we designed is less strength and easier to deal with. We offer these first timers a convenient and happy experience of cleaning up once they start.

作品名稱 Title of work

後輪差指示燈
Red Hazard

作者姓名 Name of Applicants

趙紹倫
Shao-Lun Chao

學校所在地 Location of School

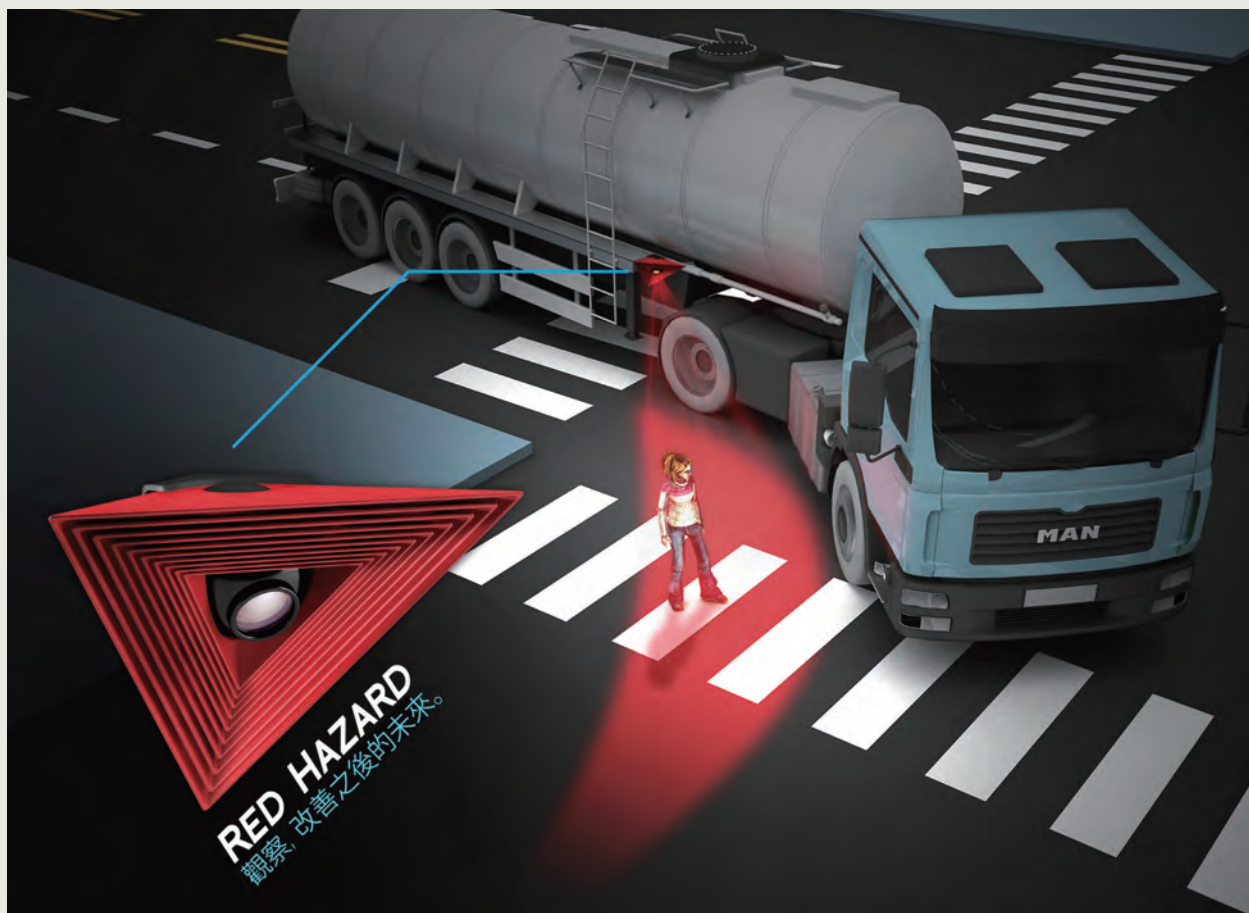
臺灣 Taiwan

指導老師 Instructor

陳彥廷
Yan-Ting Chen

學校名稱 Name of School/University

國立臺灣科技大學
National Taiwan University of Science
and Technology



作品說明 Concept of the work

每年在台灣平均有 800 件砂石車意外，大型車輛在轉彎時，是前輪轉向，後輪是留在原地緩慢的轉動，所以會形成一個扇形的切角。上述的駕駛視野死角，加上後輪差，形成一個死亡黑洞，很多意外都是發生在這個死角上，所以被大型車輛輾斃在後輪的最多。Red Hazard 安全警示燈，裝在大型連結車二側的後輪前方，為了提醒砂石車旁的行人與小型車，轉彎時與方向燈同步會先發出警示聲響，除此之外，指示燈還會將後輪會經過的區域，用紅光先行投影在馬路上，告知周邊的行人此為危險區域請勿跨越。觀察，改善之後的未來。Red Hazard 讓人們有了更進一步的保障。

The roads of the Taiwan witness over 800 truck accidents each year. And 30% of all accidents are caused because of inside radius. When tractor trailer trucks or container trucks turn left or right on the corner of street, their rear wheels' inside radius will move and make a deadly curved area. Therefore, it is extremely hazardous when pedestrians and smaller vehicles next to the big trucks. The Red Hazard is installed in front of the both sides of rear wheels. In order to notice the pedestrians and smaller vehicles next to truck, it will horn beep while turning. Meanwhile, driver will hear the beep sound from dashboard. In addition, when the truck makes the left turn, Red Hazard will emit a red curved triangle shape on left side, and vice versa. This red area indicates where the rear wheels will go through.



作品名稱 Title of work

點點滴滴
Dotted Bottle

作者姓名 Name of Applicants

洪佳豪
Chia-Hao Hung

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

謝志成
Jeï-Chen Hsieh

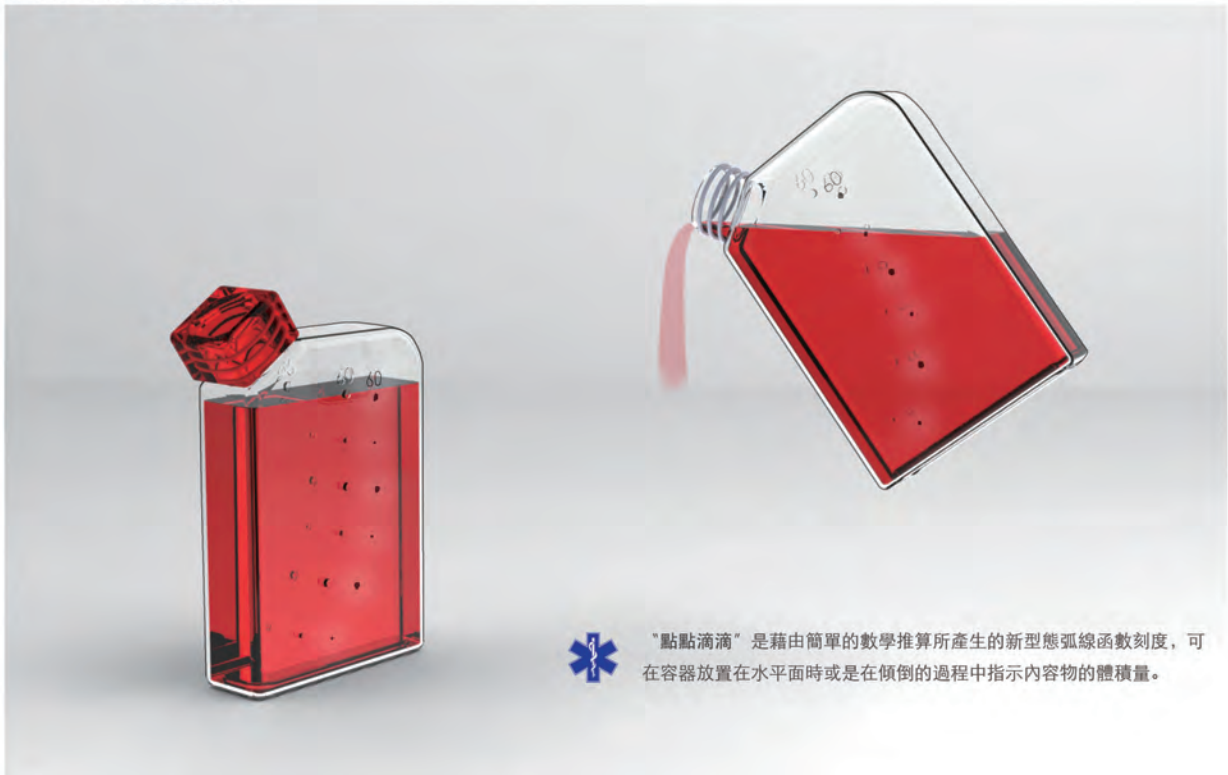
學校名稱 Name of School/University

東海大學
Tung-Hai University

點點滴滴 +

about challenge solution usage

藥水瓶 - 體積標示記號的改良



“點點滴滴”是藉由簡單的數學推算所產生的新型態弧線函數刻度，可在容器放置在水平面時或是在傾倒的過程中指示內容物的體積量。

作品說明 Concept of the work

在生病時，服用藥用糖漿通常會遭遇到一些不便，這些不便往往是除了生病本身，另一個令人頭痛的問題。例如，像是精確地倒取正確用量藥物—這個既漫長且麻煩的程序。眾所皆知，標示在藥水瓶包裝上的傳統體積標記，只能在藥水瓶平放在水平面上時指示藥水的體積量，而在傾倒的過程中，它是完全喪失作用的，因此往往需要不停地重複許多傾倒和觀察的動作才能得到精確的液體使用量。“點點滴滴”是一種透過方程式計算所得到的函數刻度，它同時融合兩種不同形式的體積刻度，轉化傳統直線條形式的刻度以點狀的方式呈現，它不僅適用於一般水平放置的情況，也可以在倒取液體的過程中使用。

Using medicinal syrups usually has some associated difficulties – it is a long and troublesome procedure, traditional measuring cups have a straight line scale as the medicinal syrup bottle is upon a level surface. However, the straight line scale is useless while in pouring process. We often repeat pouring movements in order to make sure we can get the correct amount of medicinal syrups we want. The Dotted Bottle is a revolutionary volume scale which is a function defined by intersections of two different types of volume scales. The scale is not only used in ordinary condition, but also measurable while in pouring process. Users can pour and measure at the same time, and pour in exact quantities of syrups in single movement. The Dotted Bottle scale makes it quick and easy to measure medicinal syrups, without having to pour, check and adjust the amount of medicinal syrups in gradually to reach the desired level. It is easy to pour and measure simultaneously.

作品名稱 Title of work

**奇寶
KEEPER**

作者姓名 Name of Applicants

**高立洋、簡維秀、林柏翰
Li-Yang Kao, Wei-Hsiao Chien,
Po-Han Lin**

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

**黃啟梧、鄭正雄
Chi-Wu Huang, Jeng-Shiung Jeng**

學校名稱 Name of School/University

**國立臺北科技大學
National Taipei University of Technology**



作品說明 Concept of the work

KEEPER 是一個為災後重建生活所設計的用具。利用管狀結構與翻板的觀念轉變出災區基本生活所需的椅子、推車和床並結合睡袋、急救包及收納袋等功能，椅子解決災民席地而坐的問題，推車則利於搬運物資，另外床架使災民免受地面溼氣與凹凸不平的不舒適且提高睡眠品質，增加災民在災區生活上的便利與舒適性。KEEPER 能夠折收成較小體積的狀態並透過堆疊的方式方便運送至災區，在受災的這段時間它扮演著生活上重要的幫手，希望災民能夠更快速的重建家園並且走出災難創傷。

KEEPER is a kind of apparatus for living after serious disaster. Using the structure of tubes and reverse board to transform into a chair, wagon or bedstead, it also combine the function of sleeping bag, first-aid dressing and pouch. It solves the problem of having to on the ground. The wagon could be convenient for moving goods and materials. The bed helps to avoid the humidity and rough stony ground to improve sleeping quality. It makes the lives of disaster survivors more convenient and comfortable. KEEPER can be moved to the disaster areas in small volume by stacking upon each other and make it acting like an important helper during these time. We hope Keeper can make the victims to build their home faster and forget the mental scar from the serious disaster.



作品名稱 Title of work

茶醞
Teacup

作者姓名 Name of Applicants

賴俞任、許瑋玲
Yu-Ren Lai, Wei-Ling Hsu

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

黃子坤
Philip Hwang

學校名稱 Name of School/University

國立臺北科技大學
National Taipei University of Technology



作品說明 Concept of the work

在這個步調快速的年代，你有多久沒有停下腳步，好好的享受一杯茶？Tea cup 是一款能夠泡茶紙杯，有別於使用現有的茶包，而是將茶葉現泡，讓你在等待的一分鐘，靜下身心感受茶葉所散發的香味，享受現泡的好滋味。使用說明：Tea cup 可與現有紙杯一樣，堆疊起來置放。使用時，僅需先將附於杯子內壁之內層拉開，再取適量茶葉放入內部，接著用熱水沖泡，靜待一兩分鐘，即可享受現泡的好滋味。創新點在於可以利用紙杯去泡茶，將泡茶所需之器具簡化，隨時都能享受新鮮的現泡茶。本產品除了可放置茶葉外也同樣可以放置茶包，讓茶包接觸茶的時間不會過久而變得苦澀。

Living in the fast-paced society, how long haven't you rest for a while to taste a cup of tea? Tea cup is a product with which you can make tea. Different from the current teabags, you can make tea immediately. While you are waiting for one minute, you could smell the fragrance of tea and enjoy the moment of making tea immediately. Instruction: Tea cup is like paper cup which you can pile up. While using it, you just need to pull apart the inner layer of tea cup into which you put enough tea leaves and pour boiled water. Waiting for one to two minutes, you could enjoy the good taste of tea. The innovative point is that you could make tea with paper cup. The equipment of making tea is simplified. You could enjoy the fresh tea at any time. In addition to putting tea leaves, you can also put tea bags into the Tea cup. Following this way, teabags aren't brewed up for such a long time that it tastes bitter.

作品名稱 Title of work

Blocks Bottle Cap

作者姓名 Name of Applicants

**李兆祥、周宛陶
Chao-Hsiang Li, Wan-Yun Chou**

學校所在地 Location of School

臺灣 Taiwan

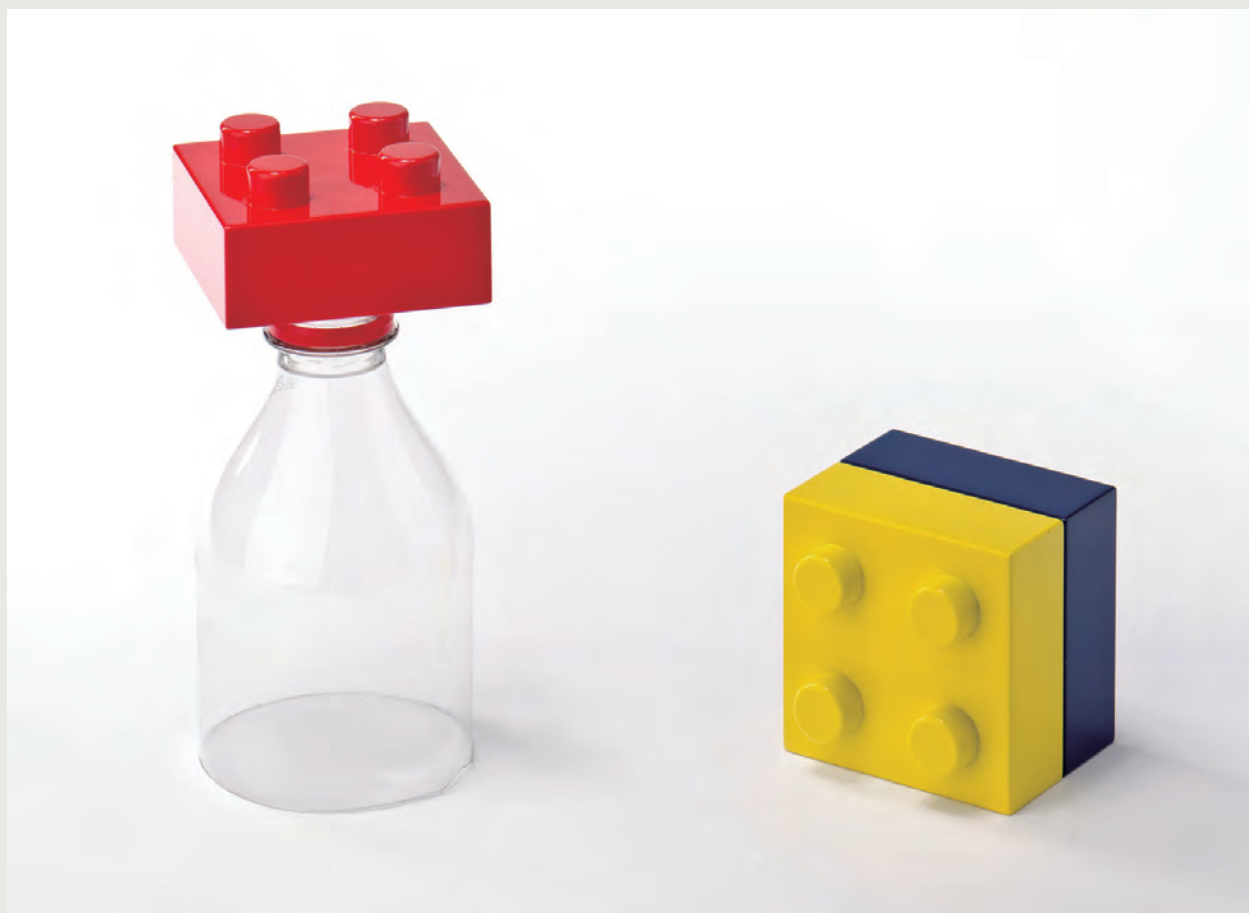
指導老師 Instructor

陳文印、葉雯玟

Wen-Yin Chen, Wen-Dih Yeh

學校名稱 Name of School/University

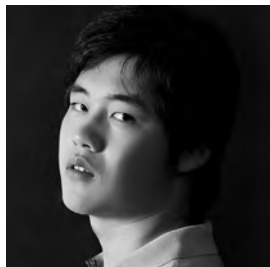
**國立臺北科技大學
National Taipei University of Technology**



作品說明 Concept of the work

他們的未來，就交給這小小的瓶蓋！環保再利用，瓶蓋變積木。奉獻愛心的同時也能減碳，更可能改變他們的未來！積木，激發無窮潛力。孩子的下一步，就從遊戲開始！

This design integrates cap and blocks to let child which in the third world could be inspired by blocks. It's ECO and maybe could change their future.



作品名稱 Title of work

First Aid 2.0

作者姓名 Name of Applicants

Ying-Hern Pow

學校所在地 Location of School

新加坡 Singapore

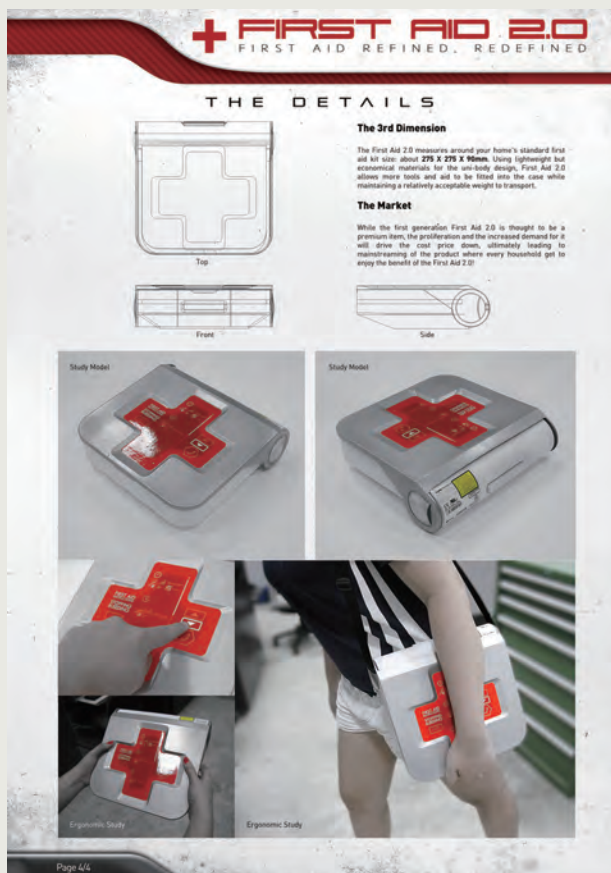
指導老師 Instructor

Peer M. Sathikh

學校名稱 Name of School/University

南洋理工大學

Nanyang Technological University



作品說明 Concept of the work

你是否想過何以急救箱無法發揮應有的功用，甚至往往在你最需要的時刻讓你失望透頂？你是否看著面前一堆藥，感到不知所措，也不知該怎麼敷上傷口？再想想這個畫面：你拿了個急救藥箱打算幫助受傷的人，卻發現這個男人/女人得送醫診治；更糟的是，你根本不曉得自己現在身在何處。別慌，急救 2.0 一次解決所有問題。急救箱配有衛星定位系統，只要用戶啟動求救信號，附近的醫院便能追蹤用戶目前位置。急救箱的前蓋附有一個 LED 觸控式螢幕，你可以輕鬆操作，首頁即可看到一般常見外傷清單，再點選你所需項目即可。LED 另附一條照明帶，即使使用者身在暗處也能輕鬆操作

Have you ever wondered why first aid often don't serve up to its aims, or rather, fail to meet your expectations when you needed it the most? Have you ever panicked over the pile of medicine that you don't know how to administer onto the wound? Consider this scenario too: You brought the first aid kit to help a wounded, only to realize that this man / woman has to be treated in a hospital; still, can be worse, you don't know the exact location that you are at now. Fear not, because First Aid 2.0 answers to all these problems. Featuring GPS locator, relevant hospital could track the user's location upon activating the distress signal. The front cover of the first aid kit now houses an LED touch screen that allows you to look for the correct way of administering aid easily, as these entries on frequent injuries will be bookmarked at the front page. LED strip tapered along the box help illuminate the area when mounted onto a wall which makes it easy for user to locate at dark places.

作品名稱 Title of work

時藥—藥記康

Med O'clock - Med.mo

作者姓名 Name of Applicants

劉宜修、許婷婷、劉若羚、黃郁珊
Yi-Hsiu Liu, Ting-Ting Hsu,
Ruo-Ling Liu, Yu-Shan Huang

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

謝孟達

Meng-Dar Shieh

學校名稱 Name of School/University

國立成功大學

National Cheng-Kung University



作品說明 Concept of the work

「時藥」，為提供給患有慢性疾病、用藥行為複雜的銀髮族使用的居家用藥產品。不同於電子式按鍵操作，「時藥」結合時鐘的概念，使用者能像是閱讀時鐘般，直覺式的設定服藥時間。簡化既繁複又惱人的藥物分類及服用的過程，提供一種簡單易懂、又不易出錯的服藥方式，使長輩們用藥安心，家人也放心。而由於時代及社會結構的轉變，子女長時間在外工作、獨留老人的空巢家庭日趨增加。希望透過產品，藉由分藥與吃藥的循環，提供一互動、情感交流的空間，拉近家人彼此的心。

"Med O'clock" is a domestic medicine products designed for the senior citizens suffering from chronic diseases and complex medicine-taking behaviors. Differ from the electronic button operation, "Med O'clock" combines the concept of a clock. Just like reading a clock, the users may set the time intuitively. It simplifies the complexion and the irritation of drug-classification and medicine-taking, provides an easy to understand and almost error-free way to take medications. A relief for the elders when it comes to medicine-taking and a product the entire family can rely on. Due to the time and society structure changes, people work longer hours, leaving poor lonely elders at home, causing an increase in "empty-nest families". Through our products, we hope to create an opportunity for the families to interact with each other and bond their hearts once again.



作品名稱 Title of work

冷酷手槍
Cooling Pistol

作者姓名 Name of Applicants

黃資翔
Zih-Siang Huang

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

楊博顯、葉雯玟
Po-Hsien Yang, Wen-Dih Yeh

學校名稱 Name of School/University

國立臺北科技大學
National Taipei University of Technology



作品說明 Concept of the work

火災來臨時，您是否能正確使用滅火設備？許多家庭中備有乾粉滅火器後就經常忽略定期換藥，乾粉劑過期後無法使用，且使用後會造成環境髒亂也會傷害呼吸；此產品針對這個問題，將滅火器操作方式模擬槍的用法，運用手槍發射子彈的方式，操作性直覺且快速，扣下板機擊出氣體冷卻火源，還可以讓使用者自行替換環保海龍滅火瓶，就像更換彈藥一樣，取代需要廠商才能更換的乾粉劑；此外，購買滅火器瓶也會附贈練習用的氣瓶，所以平時家中的使用者可以做練習，減少一般民眾不常使用滅火器，而緊急時刻手忙腳亂的狀況，並且提高產品使用熟練度。環保是現今設計考量的重要因素之一，滅火器氣瓶前端的手電筒可以輔助照明、協助逃離火災現場，手電筒之電力以自給自足的太陽能蓄電模式，並同時提供瓶身之夜光待命功能所需的電力，夜光待命功能讓使用者快速發現產品之放置位置。

When a conflagration is coming, can you take the fire extinguisher at once? Although extinguishers may be prepared and installed in many dwellings, the fire-extinguishing chemicals are not exchanged and renewed regularly because they are usually ignored due to the low use frequency that caused the dry powder become overdue, besides, the dry powder may cause pollution to environment even damage respiratory tract of human. In order to solve this problem, I redesigned the fire extinguisher to Cooling Pistol, the usage of Cooling Pistol is like how we using gun, it can load the gas bottle just like loading bullets and shoot the gas out for putting fire source off. The straight and fast mode of operations can remind user replace the gas of Cooling Pistol instead of calling for service. Furthermore, each Cooling Pistol attached a gas bottle for practicing the Cooling Pistol at home so that user can use it proficiently in emergency. The Green design is one of important conditions we need to consider these years, therefore, the head of Cooling Pistol had installed a flashlight which consume electric power by solar cell to light up the dark so we can escape from fire scene. There is a luminous mode of the surface of Cooling Pistol will turn on automatic at night and the electric power it consumes is also from the solar cell. The luminous mode is for user to find out where Cooling Pistol had installed quickly.

作品名稱 Title of work

**空投
AIRDROP**

作者姓名 Name of Applicants

**葉韋廷
Wei-Ting Yeh**

學校所在地 Location of School

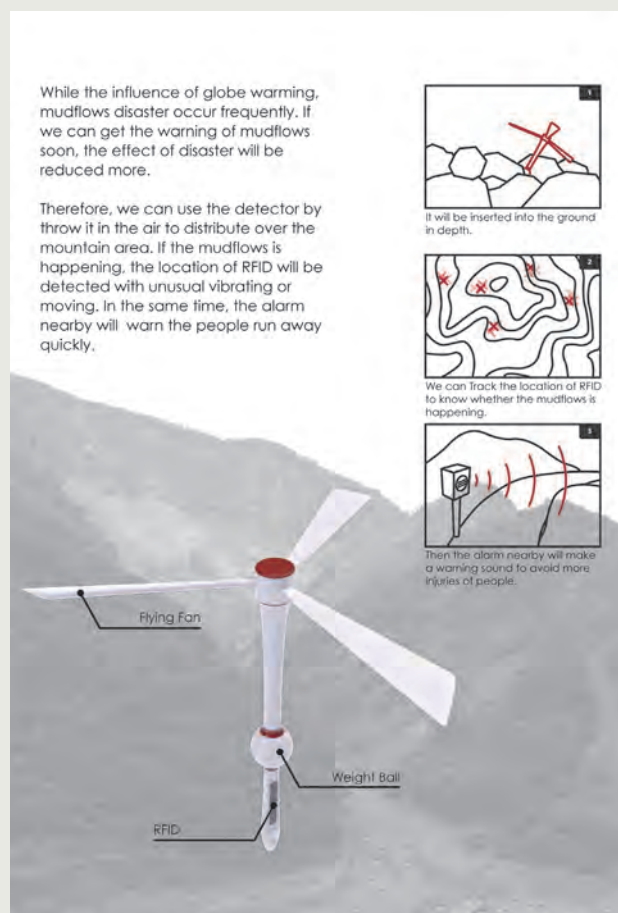
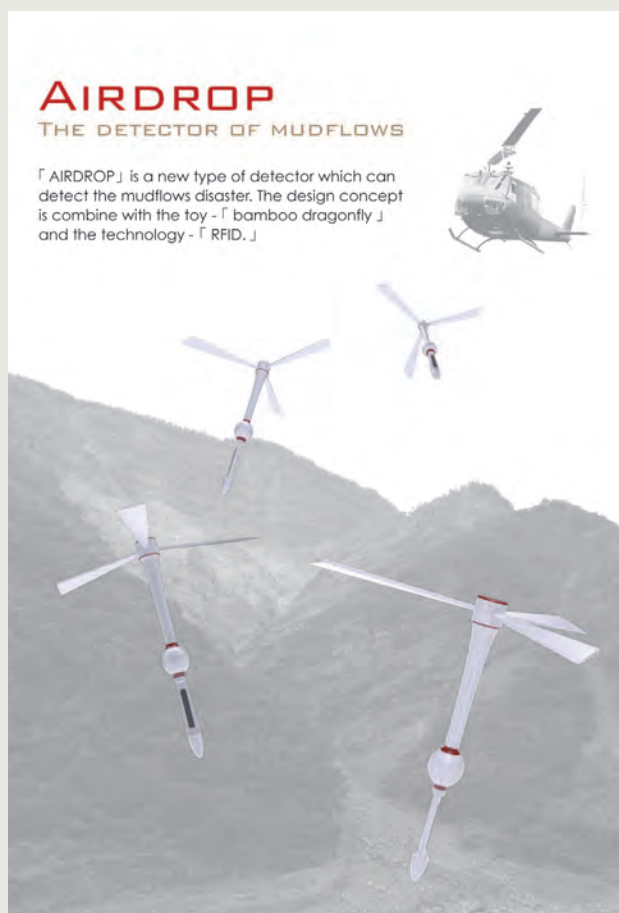
臺灣 Taiwan

指導老師 Instructor

**謝孟達
Meng-Dar Shieh**

學校名稱 Name of School/University

**國立成功大學
National Cheng-Kung University**



作品說明 Concept of the work

此為一種新型的探測器，可以探測土石流災害。其設計概念是結合了玩具「竹蜻蜓」和科技「RFID」技術。隨著全球暖化的影響，土石流災害頻傳，如果我們能迅速得知土石流的預警，災害影響將會減少很多。因此，我們可以透過自空中散佈此探測器分布於山區，若土石流發生時，RFID 的位置便會被檢測到異常震動或移動，並在同一時間發出警告讓附近的人群逃離。

"AIRDROP" is a new type of detector which can detect the mudflows disaster. The design concept is combine with the toy-"bamboo dragonfly" and the technology-"RFID." While the influence of globe warming, mudflows disaster occur frequently. If we can get the warning of mudflows soon, the effect of disaster will be reduced more. Therefore, we can use the detector by throw it in the air to distribute over the mountain area. If the mudflow is happening, the location of RFID will be detected with unusual vibrating or moving. In the same time, the alarm nearby will warn the people run away quickly.



作品名稱 Title of work

Fear Not

作者姓名 Name of Applicants

**謝富淵、汪政緯
Fu-Yuan Hsieh, Cheng-We Wang**

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

許言 Yen Hsu

學校名稱 Name of School/University

**明志科技大學
Ming-Chi University of Technology**



作品說明 Concept of the work

在修繕家具時，沉重鐵鎚舉起來的時候很難對準細小的鐵釘，老是害怕釘鐵釘會釘到手。患老花的人或力氣較小的女性這問題更大，些許不穩就容易傷害到手。要是想將鐵釘以 45 度角釘入，好掛取物品時，很容易因為施力不當而損壞牆壁表面。Fear Not 可以解決這問題。將握把末端拆下，將釘子置入、固定牆上，即可輕鬆敲入釘子，絕對不會傷到手。Fear Not 的設計為雙向式，可調整鐵釘角度以符合使用者的需求。這產品解除使用者的恐懼，因為在身心靈感受的細膩關懷，縮短產品與人的距離。

When it is time to fix furniture and a heavy hammer raised, aiming for that tiny nail and hammer could be a scary moment, because the hammer may land on the fingers instead. This is even a bigger problem for those elders who need reading glasses or those girls who do not have the muscles – a slight mistake and Whack! Screams! Putting the nails in with 45-degree angle for holding is also a problem, because with a slip of hand and the wall surface is damaged. Fear Not solves this problem. Detached the end of the handle of the hammer, place the nail in, fix it on the wall, whack, and the nail is in place. Never again will you be sucking a smashed finger! The design of Fear Not is bi-directional, the entry angle is adjustable to meet the needs of users. This product alleviates the fear of the user, and because of this caring consideration in humanity, it makes the product closer to the hearts – and not the fingers – of the users.

作品名稱 Title of work

Turn Socket

指導老師 Instructor

許言 Yen Hsu

作者姓名 Name of Applicants

**謝富淵、汪政緯
Fu-Yuan Hsieh, Cheng-We Wang**

學校名稱 Name of School/University

**明志科技大學
Ming-Chi University of Technology**

學校所在地 Location of School

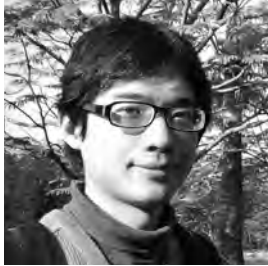
臺灣 Taiwan



作品說明 Concept of the work

現代科技產品皆須靠電力作為開啟能源，而插座就像大地提供能量來源，當各式電器的電線從延長線衍伸而出時，便形成如同樹根般無限蓬勃的展開。當今的延長線插座孔間距固定，電器產品的插頭規格卻不一致，導致一些規格較大的插頭占據二個插座孔，使得延長線無法被完全使用。(Turn Socket) 應用了六角形的形式，提供使用者可透過翻轉行為，解決延長線因電器產品的不同規格而導致插頭互相干擾的問題。

All the modern technologies require to power on with electricity. The plug just like an earth where provide the energy. When the wire extends from different electrical equipment is just like the root of tree extending vigorous. The distance between sockets on an extension cord is fixed, but with plugs on your appliances all come in different shapes and forms, some larger plugs may take up two socket spaces, and that limits the extension cord's use. Turn sockets uses hexagon as the primary shape design, and it allows users to turn the plugs to resolve the problem of interfere between different socket spec.



作品名稱 Title of work

彎道警示光
ARoWS

作者姓名 Name of Applicants

吳沛文
Pei-Wen Wu

學校所在地 Location of School

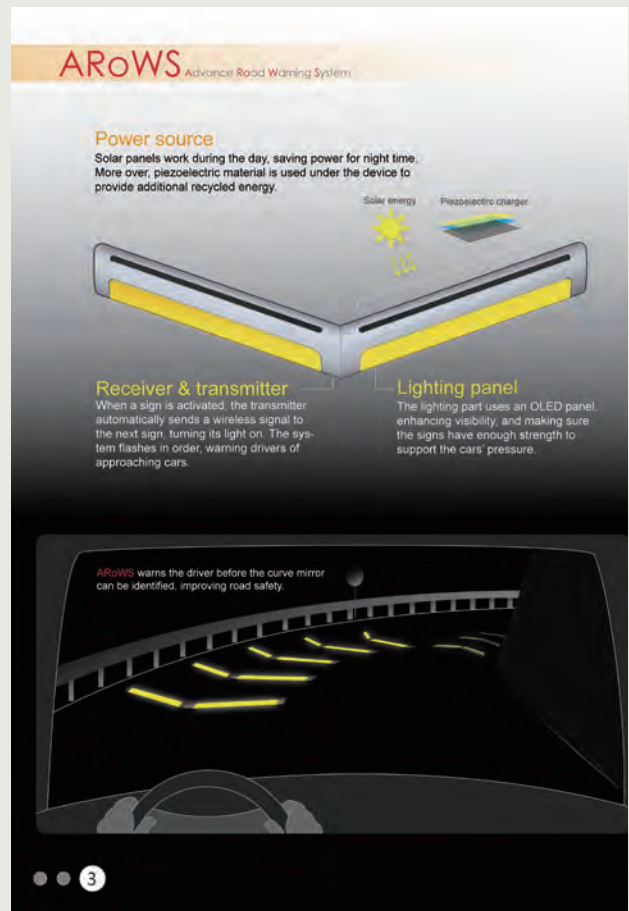
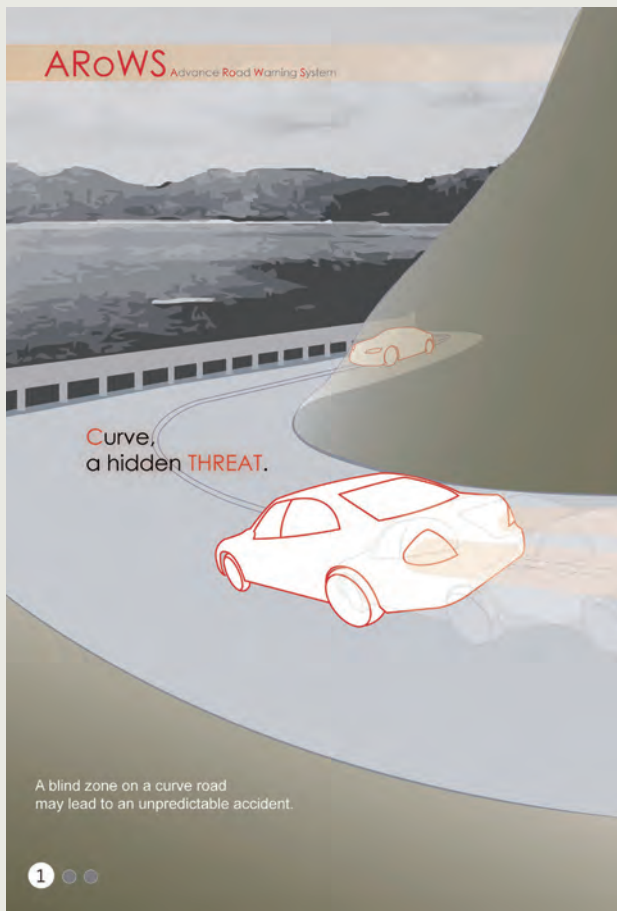
臺灣 Taiwan

指導老師 Instructor

范政揆
Eric Fan

學校名稱 Name of School/University

國立臺北科技大學
National Taipei University of Technology



作品說明 Concept of the work

彎曲的道路常出現視覺死角，容易造成相對的來車因閃避不及發生車禍。此設計為在地面上裝置雙向的指標形 OLED 閃燈，令駕駛人在遠處即可察覺，並且得知對向來車的靠近。此裝置會偵測來車，並依來車方向依序亮起，達到安全警示的效果。

There's a blind zone on the curve road, could cause accidents if the driver doesn't notice the coming car. This design is a series of arrow-shaped signal. When a car approaches the curve, it will be detected by the sensor, then the signals will light up one by one, warning driver on the other side.

作品名稱 Title of work

色彩掛勾
Color Hook

作者姓名 Name of Applicants

蔡富羽、何中睿、李胤愷
Fu-Yu Cai, Jhong-Reui He, Yin-Kai Li

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

范政揆
Eric Fan

學校名稱 Name of School/University

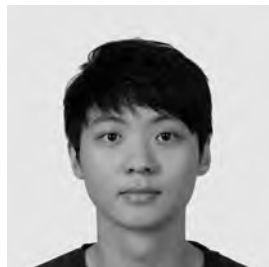
國立臺北科技大學
National Taipei University of Technology



作品說明 Concept of the work

色彩掛勾利用顏色辨識尺寸，在使用掛勾時變得更加容易。利用 12 色相環，讓位置與長度很好辨識。多餘的鋼線可以收納在色彩掛勾裡。有明顯的按鈕，使用者好操作。

Color Hook Picture is easy to balance. With 12 colors to mark its length, position is easy to identify. Cable is easy to hide. Cable remains inside container and is hidden from view. Lock is easy to operate. There is an obvious button that is easy to press. Solve the problems of balancing a picture, hiding extra cable, and operating difficult locks.



作品名稱 Title of work

錢包掛勾
Wallet Hook

作者姓名 Name of Applicants

簡良穎
Liang-Ying Chien

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

林群超
Chyun-Chau Lin

學校名稱 Name of School/University

樹德科技大學
Shu-Te University



作品說明 Concept of the work

婦女買菜時常因為太多東西而造成手部疼痛，付錢時不方便拿取，放在口袋裡又怕錢包被偷走，此設計巧妙的結合可以放錢的地方，讓婦女能無憂無慮的買菜。

In general, housekeepers need to purchase and carry living goods from stores. They always suffer from hand pain during shopping. Besides, it is not convenient for the users to take cash from their wallets or purses when they carry goods in hand and pay money to the cashier at the same time. Hence, the innovative design, wallet-hook, is proposed to provide proper solutions for the users to carry shopping goods as well as keep and reach money easily.

作品名稱 Title of work

充氣 U 型枕
Inflatable U-Pillow

作者姓名 Name of Applicants

詹媛婷
Yuan-Ting Jhan

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

林群超
Frank Lin

學校名稱 Name of School/University

樹德科技大學
Shu-Te University



作品說明 Concept of the work

此設計是針對吊點滴的病人，吊點滴時總是需要推著點滴架行動，不僅僅阻礙了行動也相當的不方便，針對這些問題設計了充氣 U 型枕，此 U 型枕加上了可掛上點滴的設計，出外行動時可掛上點滴，回到病床可拿下掛回點滴架，怕點滴袋移動跑位所以在下方又設計了鬆緊帶，可以固定點滴袋晃動，掛上此 U 型枕不但方便舒適也不會阻礙行動也方便收納。

This design is for the patients who need intravenous injection. You have to push the IV stand if you want to go to somewhere when you are giving an intravenous injection, but it is not easy to move and it is quite inconvenient. The Inflatable U-Pillow is designed for solving those problems. The users can hang the IV bag on the Inflatable U-Pillow when they are going out, and then hang it back on the IV stand when back to hospital beds. When you are walking, there is a band under the Inflatable U-Pillow to fix the IV bag. The design is not only more convenient and comfortable but also easy to storage.



作品名稱 Title of work

方形水管
Square pipes

作者姓名 Name of Applicants

劉倪鳳、梁敦為
Ni-Feng Liu, Tun-Wei Liang

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

傅俊霖、陳文誌
Vincent Fu, Wen-Zhi Chen

學校名稱 Name of School/University

長庚大學
Chang-Gung University



作品說明 Concept of the work

改善以往圓形水管的收納與使用方式。使用方式上方形握柄易於抓握也不易打結，兩側各有兩個凸點與凹點的卡溝，在收納時可以沿著卡溝收納；收納到最後成為一個整齊扁平的圓盤型，可以放在角落的空間，不僅易於收納也節省空間，使用上更容易操作。

Square pipes overcome the problem of storage from round pipes before. These pipes are easy to grab and hard to tie. And there are two ditches on the two sides make them easy to storage. When we storage them, they can be a flat circle, making our lives easier!

作品名稱 Title of work

城·堡貝
Castle Crib

作者姓名 Name of Applicants

許如君、張沛喬
Ju-Chun Hsu, Pei-Chiau Chang

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

陳建雄、卓有信
Jian-Syong Chen, You-Sin Jhuo

學校名稱 Name of School/University

國立臺灣科技大學
National Taiwan University of Science
and Technology




 Castle crib 城·堡貝
 伴隨成長 一路守護父母心中至寶

宛如城堡般的可愛嬰兒床，呵護眾所期待的王子公主們，陪伴孩子們成長至不再需要嬰兒床的型態為止

作品說明 Concept of the work

在一般家庭裡，父母們購買嬰兒床後都會有經驗，即當孩子成長至再也睡不下嬰兒床，嬰兒床通常只有被閒置或堆放雜物的命運，造成資源浪費，因此為延長嬰兒床的使用年限，將嬰兒床設計成可拆解變化為其它兒童家具的機構，這些兒童家具包含書桌椅及木馬，讓原本的嬰兒床可重複被利用，持續陪伴孩子成長；造型設計以城堡意象為概念，表達保護父母心目中的小王子與小公主之形象意念，給予孩子及家長們安心感受，同時家具設計上也有些許小巧思，企圖記錄孩子們的成長過程，保存孩子們的兒時回憶。

In general the family, parents will have to buy cribs when children grow up to never sleep less than cots, cribs usually only be the fate of idle or materials, resulting in waste of resources, so as to extend crib useful life, designed to be disassembled to change crib for other institutions of children's furniture, including furniture, desk and chair these children and trojans, so that the original of the crib can be used repeatedly, continuously spend with his children; design to the concept of images castle express protection of the parents in mind the small image of the prince and princess ideas, to give children and parents feel at ease, while furniture design is also slightly small thinking, an attempt to record the children's upbringing, for the preservation of children's childhood memories.



作品名稱 Title of work

60度的安全感
60° privacy

作者姓名 Name of Applicants

黃奕傑
Yi-Jie Huang

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

王明堂
Ming-Tang Wang

學校名稱 Name of School/University

國立高雄師範大學
National Kaohsiung Normal University



作品說明 Concept of the work

一直以來，小便斗的設計總要求使用者在使用時比肩而立，然而，這樣的使用方式，常使使用者在身旁有其他使用者時，感到不適和尷尬，這種方式無法有效保障使用者的私人隱私，常造成走光等令人不快的經驗。"60° privacy" 是一新型的公共小便斗設計，藉由不對稱的型態及有角度的切割，加上感應器的引導，讓使用者自然而然的側身使用產品，使其對牆面夾60度的夾角，藉由角度的產生，確保使用時身體側面的視線內不會有其他使用者，減低心理的壓力，也不會有曝光的問題。創造一個更隱私、更有安全感的如廁環境。

Traditional urinal design require users to stand side by side when they are emission. It is always uncomfortable and embarrassing when using urinal especially when the toilet is crowded. "60° privacy" is a urinal which provide the experience in emission that is more privacy and comfortable. Users will be 60 degrees against the wall when they using the urinal. That characteristic makes users separated by the urinal between each others. Finally, you won't have to be awkward because a man standing just a shoulder next to you when you're emission.

作品名稱 Title of work

**浮筆
Triangle Marker**

作者姓名 Name of Applicants

**王至維
Chih-Wei Wang**

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

**黃子坤、范政揆
Philip Hwang, Eric Fan**

學校名稱 Name of School/University

**國立臺北科技大學
Taiwan University of Science and
Technology**



作品說明 Concept of the work

以三角形作為筆身的概念白板筆，相較起以往圓形的筆身更不易滾動掉落，書寫更加靈活舒適。筆蓋斜面的磁鐵設計，當三角白板筆附在白板上時，筆身與白板產生懸空角度，拿取時更為輕鬆方便。

This is a marker which uses the triangular shape as a body of pen. In comparison to cylindrical shape as a body of pen, it does not roll and fall easily and is more flexible and comfortable in writing. The side of the marker cap is made of a magnet design in which when the marker is adsorbed on the whiteboard, there is a floating angle in between the body of the pen and whiteboard, it could be easier and convenient to pick up.



作品名稱 Title of work

聰明·引導
Smart Guide

作者姓名 Name of Applicants

許乃蓉、留宗逸
Nai-Jung Hsu, Zong-Yi Liou

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

范政揆
Eric Fan

學校名稱 Name of School/University

國立臺北科技大學
National Taipei University of Technology



作品說明 Concept of the work

當你拿到票卡時，常常搞不清楚要如何正確的放入票閘口，對長者、小孩、或是觀光客來說更是困難。本產品利用具有方向性的形狀以及圖示化的提示，讓使用者可以更直覺的拿取票卡，在不會影響票卡提供的資訊之下，造型的優點更可以減少 10% 的紙資源。

When you use your ticket, you are always confused which way around to insert it? Use the ticket intuitively. It's easy for tourists, the elderly and children, suitable for all tickets that use a ticket gate trains, high speed rail and other entrance ticket.



視覺設計類
Visual Design

金獎 Gold Prize

Pekka Loiri

這份得獎海報採用個人插畫風格吸引觀者駐足，為災後的人們提供安慰，讓人產生生命的信念。作品題材嚴肅，風格嚴謹、充滿希望與力量，又保有敏感纖細，美好地傳達出人群團結與撫慰的力量，告訴大家明天必定更加美好。

此作品視覺語言充分展現創作者的同理心及說故事的功力，隱藏其間濃烈的感情，以微妙的方式處理得恰到好處。只要孩子還在，總有明天；只要有明天，就會有未來。這張海報能同時讓觀者停下腳步去欣賞、去思考，能有不同的見解，也能有不一樣的感覺。

This winner poster is able to simultaneously stop the audience and create a source of comfort and faith in life after a disaster. The approach of it is personal illustration-like. It is simultaneously serious and hopeful, powerful, mighty and sensitive statement for a serious topic. This work communicates beautifully the power of communion, comfort and the fact that tomorrow everything is already a little bit better.

The visual language of the poster shows the poster artist's empathy and the ability to tell the story subtly simultaneously with strong feelings. As long as there are children there is tomorrow, and as long as there's tomorrow there's always the future. This Poster has the ability simultaneously to stop, raise, speak and smell.

Serge Serov

我喜歡這幅作品裡的空間分配，畫面不紊亂，略有動態感。N.E.X.T 四個字母從背景浮出，非常柔和，將此次比賽的主題處理的很好。

I like the space allocation of this work; the view is organized and dynamic. The four alphabets, N.E.X.T displayed in the background are soft and very appropriate for the theme of the work

銀獎 Silver Prize

Pekka Loiri

這是對一項生態問題有力的陳述。作者以其毫不留情的插畫風格喚起觀者的注意。

這份近似單色的海報看似簡單卻能有效傳達作者的意圖。海報中憤怒的寶特瓶讓觀者停下腳步，仔細思考，無法掉頭不顧。作者對自己畫作風格充滿自信，創造出強烈的視覺效果，觀眾在發現作品名稱與插畫所呈現問題的關聯後，也會驚呼出聲：「我知道了！」。

A powerful speech of an ecological problem. The author raises the viewers by his/hers harsh style of illustration.

This almost monochrome visual language of the poster is severely simple and effective. The angry bottle stops the viewer and makes one to think. You have to take this austere and efficient message seriously. You just simply can't turn your back to this. This Poster artist believes strongly in his / hers own style to make visual impact. The poster viewer finds an aha-experience (Eureka!) when finding the connection between the title (Next) and the illustrated problem. There's no need of elucidation.

金炫 Kim Hyun

「便利的保特瓶，雖然使用上方便，未來卻會對環境造成災難」，作者用強烈的筆觸來表達這樣的概念，非常吸引目光。筆劃間的空隙中所看到的生物：魚、蝦等，看起來快窒息的样子，創造了極大的緊張感，尤其是用象徵東洋的「墨」來表達，這點獲得了很好的評價。但是最大的缺點是標題的 "Next"，字與字之間的排版仍有改善的空間。

"Convenient as PET bottles may be for people, they will cause great disasters for the environment in the future"- which is strongly conveyed by the artist and catches the eye of the audience immediately. The animals crammed into the tiny space of the strokes, such as fish and shrimps, look like they are on the verge of suffocating. This creates tension for viewers. Even better is that the work is created with the ink, symbolizing the Oriental, which wins a wide approval from the jury. The biggest problem lies with the title, "NEXT", where the layout of the spacing between alphabets still have room to improve.

銅獎 Bronze Prize

Pekka Loiri

這份海報宛如一則美麗的故事，同時也是一份主題嚴肅的報告。

海報在探討的是文化、傳統以何種方式代代相傳，維繫不墜。設計者也希望以海報方式述說這則故事，讓無法閱讀文字的人也得以了解故事內容。海報欲傳達的訊息極為重要，此一敘事方式與比賽主題《NEXT》十分切合。「雖然用來表達主題的僅為生活中的小事物，但卻能更增進對彼此的了解。」另外，這張海報溫暖、刻意笨拙的風格令人聯想到經典的海報插畫。

Poster like a beautiful story. It's like a report of a very important subject.

This Poster tells how culture and traditions will be maintained and distributed from generation to another. The designer makes the grade to tell the story in the form of a poster also for those who are not able to read the text. The message of this poster is important and story narrative like this, fits perfect way for the title of the NEXT; "how small, trivial impressive things like this can increase understanding of each other". Warm and deliberately clumsy style of it reminiscent of the classic posters illustrations.

Serge Serov

作品處理的方式簡單、以線性表現，沒有過於花俏的技巧。我喜歡他的處理方式，該作品或許可說是此次比賽的傑出代表。

With a simple and linear approach, this work displays the concept of simplicity. I like the way it is presented. The work may be a representation of outstanding work of this competition.



視覺設計類評選狀況 Evaluation of Visual Design category



作品名稱 Title of work

Next Come True!

作者姓名 Name of Applicants

**西野圭一郎
Keiichiro Nishino**

學校所在地 Location of School

日本 Japan

指導老師 Instructor

**岡本滋夫
Shigeo Okamoto**

學校名稱 Name of School/University

**名古屋學藝大學
Nagoya University of Arts and Sciences**

作品說明 Concept of the work

日本在今年失去了美麗的遠景，但我們永不放棄，因為我們曾經面臨相當多的變故，仍能力挺至今。只要還有孩童，未來仍大有可期。

Japan lost the beautiful future this year. But we will never give up. Because it is what we have experienced many times before. Next come true as long as there are children.



作品名稱 Title of work

寶特瓶之後
The next of Bottles

作者姓名 Name of Applicants

歐展言
Chan-Yen Ou

學校所在地 Location of School

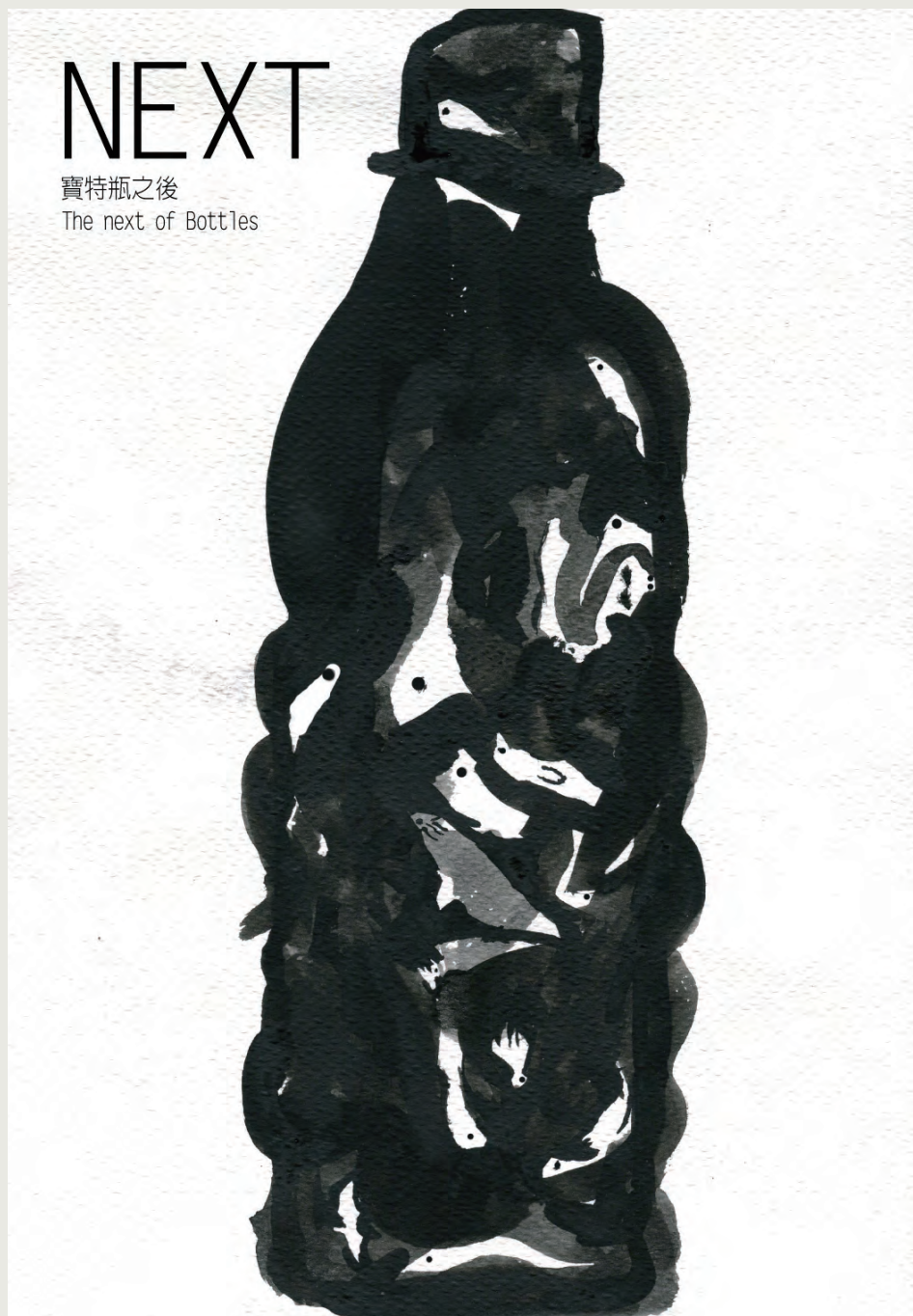
臺灣 Taiwan

指導老師 Instructor

蔡璽琳
Hsi-Lin Tsai

學校名稱 Name of School/University

國立土庫商工
National Tuku Vocational High School
of Commerce and Industry



作品說明 Concept of the work

方便的寶特瓶，帶來了許多便利。但寶特瓶之後，是生態浩劫的開端。

In a convenient plastic bottles and brought a lot of convenience. but, The next of Bottles, beginning of the ecological catastrophe.



作品名稱 Title of work

**I want must to tell it from
parents to the child**

作者姓名 Name of Applicants

**森汐美
Shiomi Mori**

學校所在地 Location of School

日本 Japan

指導老師 Instructor

**小谷恭二
Kyoji Kotani**

學校名稱 Name of School/University

**名古屋學藝大學
Nagoya University of Arts and Sciences**

作品說明 Concept of the work

因為科技的日新月異，對能在任何時間及地點玩遊戲的現代的日本小孩而言，接觸到日本傳統文化並從傳統文化中學習的機會相對減少。此張海報以日本文化中的摺紙文化作為象徵，藉由母親的手將紙鶴交給小孩，而小孩主動去接觸紙鶴，表達文化由父母這一代傳承給下一代的喜悅。

Recently, children became possible to play a game anytime and anywhere. Because the game machine has developed. And, the chance to touch the culture of Japan where a modern child includes old play is slightly. There is a thing that can be learnt from the culture very much. "Culture that tied to the next generation" was expressed by using the paper folding culture in the illustration from which the paper crane was handed from mother to the child. When the child tries to touch the culture voluntarily directly by learning the culture to parents, it is glad.



親から子へ伝わる愛のように、
文化も伝えて行きたい。

作品名稱 Title of work

Plus

作者姓名 Name of Applicants

David Chmela

學校所在地 Location of School

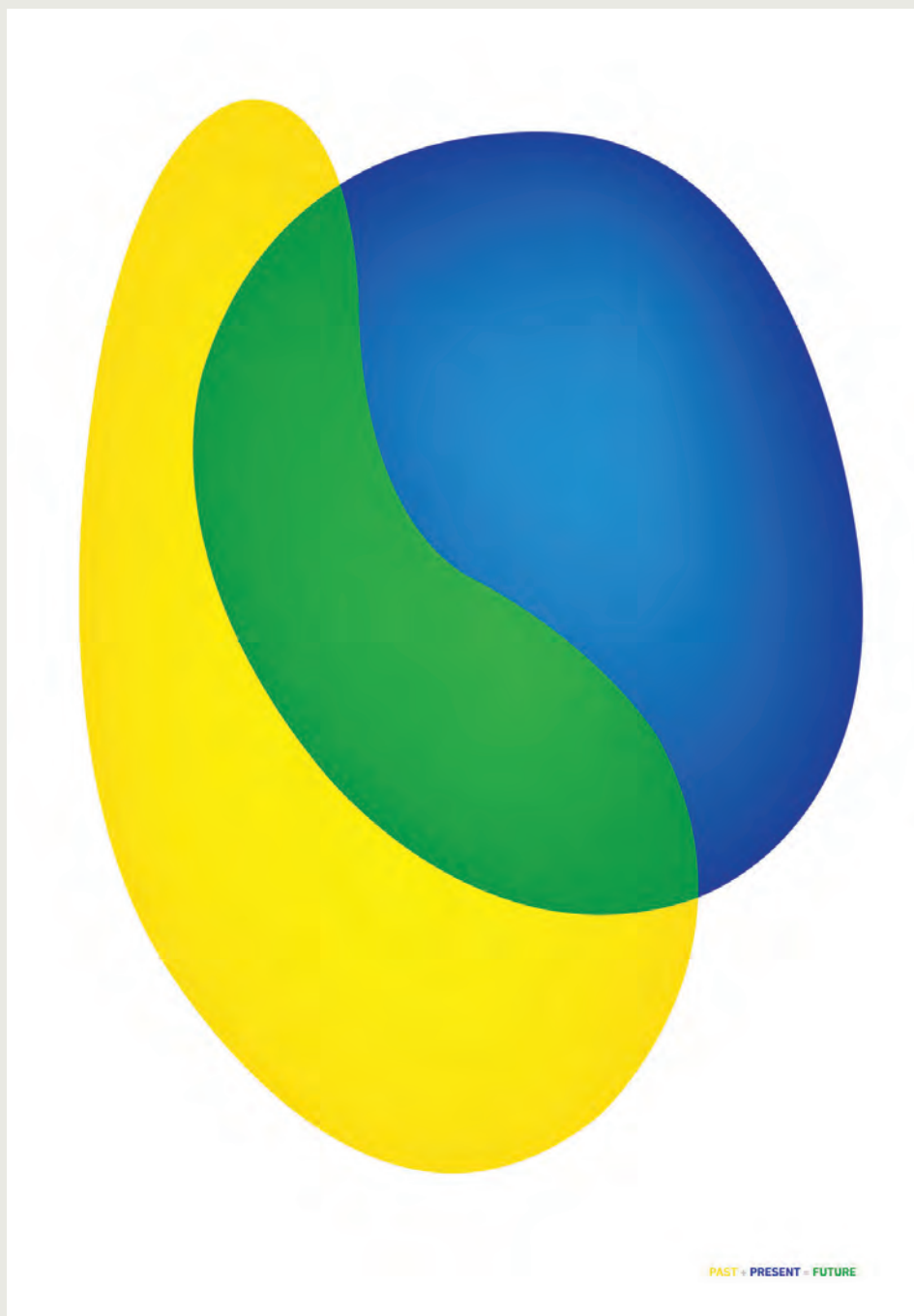
斯洛伐克 Slovak Republic

指導老師 Instructor

Peter Paliatka

學校名稱 Name of School/University

Slovak University of Technology



作品說明 Concept of the work

我在這份海報中意圖傳達一項概念：過去 + 現在 = 未來。我把兩個象徵未來的形狀重疊放置，黃色代表過去，藍色表示現在，而他們結合成的小圈圈便是未來。萬事萬物均密切相關，因此未來如何端視昨日與今日的決定。

In this poster I wanted to express the sentence PAST+PRESENT=FUTURE. I wanted to express this by two futuristic shapes multiply each other. The yellow shape represent Past, the blue one is Present and their conjunction is Future. Everything is connected, so the Future is also depend on yesterday's and today's decision.



作品名稱 Title of work

共存 共生
Coexistence

作者姓名 Name of Applicants

樊雨
Yu Fan

學校所在地 Location of School

中國 China

指導老師 Instructor

郭線廬、史綱
Xian-Lu Guo, Gang Shi

學校名稱 Name of School/University

西安美術學院
Xi-An Academy of Fine Arts

作品說明 Concept of the work

“魚，我所欲，熊掌，亦我所欲也。兩者不可皆得，舍魚而取熊掌也。”然而，當既得利益和近期效應如同一餐熊掌般鮮美地擺在面前，卻要捨它而取環境保護這條只能養不能吃的魚時，捨不捨？

“共生，共存”也就由此存在了，這在各地貫徹可持續發展觀的今天，成了眾多企業面臨的義利抉擇。如何再能使日月共輝，大地與萬物共存，就引發了人們的思考。

Fish, my objectives, bear's paw, but also my objectives. The two are not Chieh-te, to take care of fish and eat also." However, immediately vested interests and short-term effects as delicious as a meal to eat in the face, has to take care that the environment can only support can not eat this fish, the homes give up "Coexistence, coexistence," which also exist, which implement the sustainable development concept in the country today, many enterprises became the face of justice and benefit choices. How then can co-hui sun and the moon, the earth and all things exist to lead people's thinking.



作品名稱 Title of work

污染

Pollution

作者姓名 Name of Applicants

王亭嫻、吳玉琪、陳昭寧、葉家瑄
Ting-Wei Wang, Yu-Chi Wu,
Jau-Ning Chen, Jia-Shiuan Yea

學校所在地 Location of School

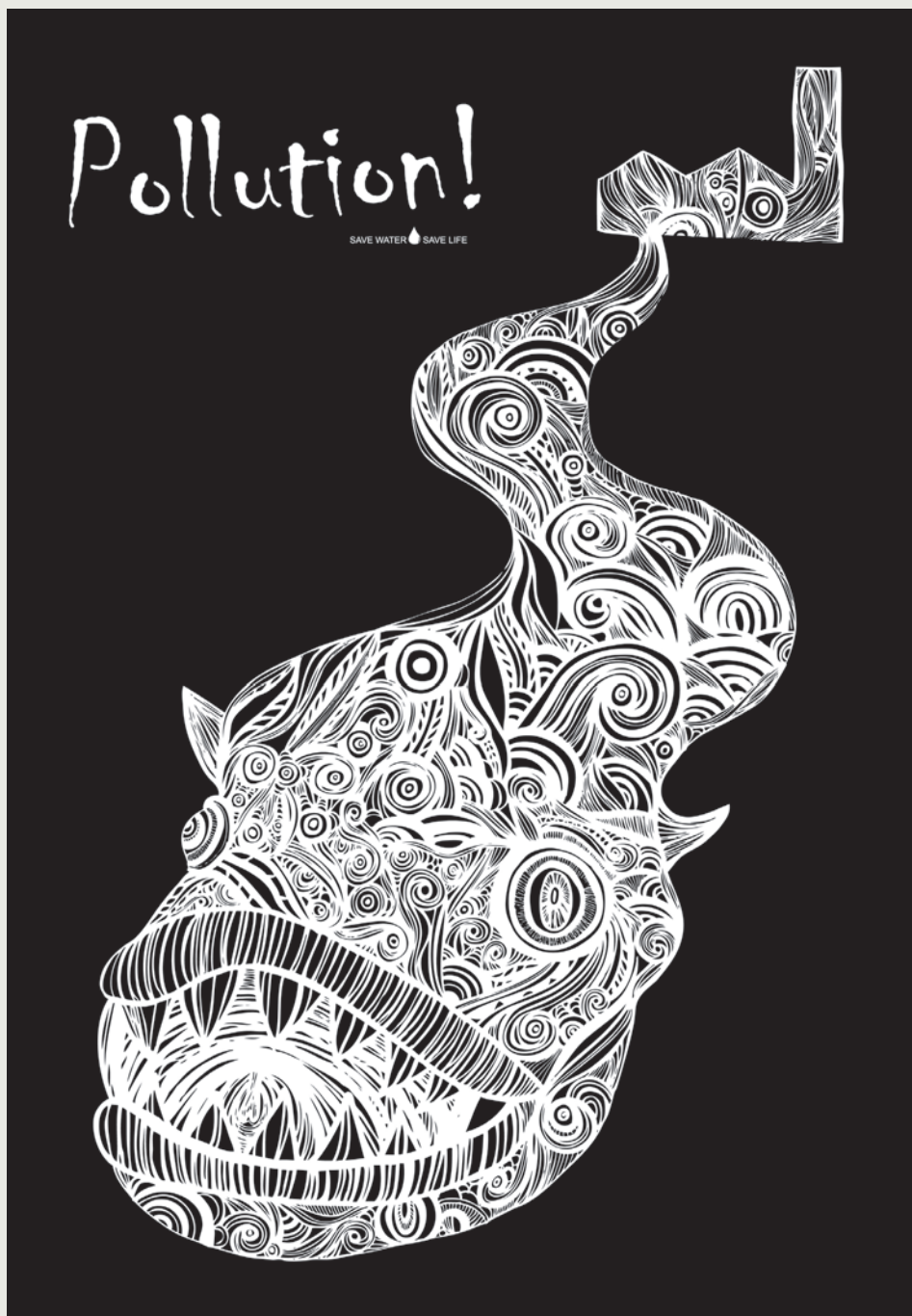
臺灣 Taiwan

指導老師 Instructor

游明龍、王冠棋
Ming-Lung Yu, Kuan-Chi Wang

學校名稱 Name of School/University

台南應用科技大學
Tainan University of Technology



作品說明 Concept of the work

描述不乾淨的水威脅著我們的環境。工業汙水、酸雨、家庭廢水為代表，水與怪獸的形象做結合，象徵水遭受汙染失去原本的純淨變成有害的汙染物反噬著我們的生活環境。

This series show how unclean water cause natural environment hazard. Sewage discharged from factories, acid rain and monsters symbolizes how clean water been contaminated and how it strikes back on the earthly environment we live.





作品名稱 Title of work

NEXT

作者姓名 Name of Applicants

**田佩穎
Pei-Ying Tien**

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

**王愉嘉、單煒明
Yu-Chia Wang, Wei-Ming Shan**

學校名稱 Name of School/University

**嶺東科技大學
Ling-Tung University**

作品說明 Concept of the work

我們總是不斷的在面對許多的事物，而這些的總總，光靠自己是沒有辦法解決現在的問題，假如每個人都能伸手幫助與關懷，那麼我們的世界一定會變得很美好，每天都是綻放不完的花朵。

We're always in the face of many things, but things can't be all solved only by ourselves. If everyone can reach out and help and care, then our world must become very good, just like the endless blooming flowers every day.



作品名稱 Title of work

WARM CIRCLE

作者姓名 Name of Applicants

**堀江結華
Yuka Horie**

學校所在地 Location of School

日本 Japan

指導老師 Instructor

**小谷恭二
Kyoji Kotani**

學校名稱 Name of School/University

**名古屋學藝大學
Nagoya University of Arts and Sciences**



WARM CIRCLE

日本の本に寄り添おう

作品說明 Concept of the work

此張海報以綿羊代表溫暖，象徵著只要大家同心協力，日本便會溫暖，並從地震的傷害中恢復過來。

Japan that heading to revival from the earthquake. Japan will be warm with getting together. Used a sheep to represent the warmth.



作品名稱 Title of work

水是生命的起源

THE ORIGIN OF LIFE

作者姓名 Name of Applicants

王亭嬋、吳玉琪、陳昭寧、葉家瑄

Ting-Wei Wang, Yu-Chi Wu,

Jau-Ning Chen, Jia-Shiuan Yea

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

游明龍、王冠棋

Ming-Lung Yu, Kuan-Chi Wang

學校名稱 Name of School/University

台南應用科技大學

Tainan University of Technology

作品說明 Concept of the work

水是維持生命的要素，以水滴造形構成葉子、鳥、人類，象徵水對自然、動物及人類的重要性，如果沒有水，生命就會消逝。

Water is the source of life. This series express the image of leaves, birds and human beings with water droplets to show the importance of water toward human beings. Life will die out without water supply.



作品名稱 Title of work

這不是我們想給孩子的
**This is not what we want for
our children.**

作者姓名 Name of Applicants

周倜宇
Chieh-Yuu Chou

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

廖志忠
Chih-Chung Liao

學校名稱 Name of School/University

國立雲林科技大學
**National Yunlin University of
Science and Technology**



作品說明 Concept of the work

近日，日本東北大地震造成核電廠損壞，許多地方都受到了輻射污染。而早在 25 年前，車諾比事件已經告訴我們，核子電力的發展，應是伴隨著巨大的危險。然而為了文明和經濟的發展，我們最終還是選擇了這條危險的道路…近日，臺灣政府剛通過了四號核電廠的預算。選擇這條路的同時，我們應反思，在選擇彷彿一個更美好的生活之際，我們是否真的為我們的下一代選擇了一個更美麗的未來？畫面使用平日生活中必需的鮮奶做為連結，成長中的孩子需要攝取鮮奶中的營養，然而若我們迎來的是一個空氣中無處沒有輻射的未來，孩子們攝取營養的同時，喝下去的卻是更多令人痛心的病變。而那，並非是我們希望留給下一代的。

Recently the earthquake of northeast Japan damaged the nuclear power plant and made many area be polluted by nuclear. When we choose to develop our civilization and economy, do we really choose the beautiful future for the next generation?

Few days ago, Taiwan government just pass the 4th nuclear power plant's budget. We choose the dangerous road eventually. However, we shouldn't stop thinking that what we really want to choose and what we really want for our children.



作品名稱 Title of work

All might be gone some time

作者姓名 Name of Applicants

**小木曾永梨
Eri Ogiso**

學校所在地 Location of School

日本 Japan

指導老師 Instructor

**小谷恭二
Kyoji Kotani**

學校名稱 Name of School/University

**名古屋學藝大學
Nagoya University of Arts and Sciences**

作品說明 Concept of the work

此作品的主題為瀕臨絕種的動物及其所屬的食物鏈，而現在瀕臨絕種的生物越來越多，人類應該更重視這個議題，因為所有的生命都是息息相關的。

I expressed a poster for one endangered species and the food chains. Themes are an endangered species food chains. In recent years there are more endangered species. And we just have not been represented in the food chain as well so far.



作品名稱 Title of work

記憶泡沫

Bubble memory

作者姓名 Name of Applicants

胡明月

Ming-Yue Hu

學校所在地 Location of School

中國 China

指導老師 Instructor

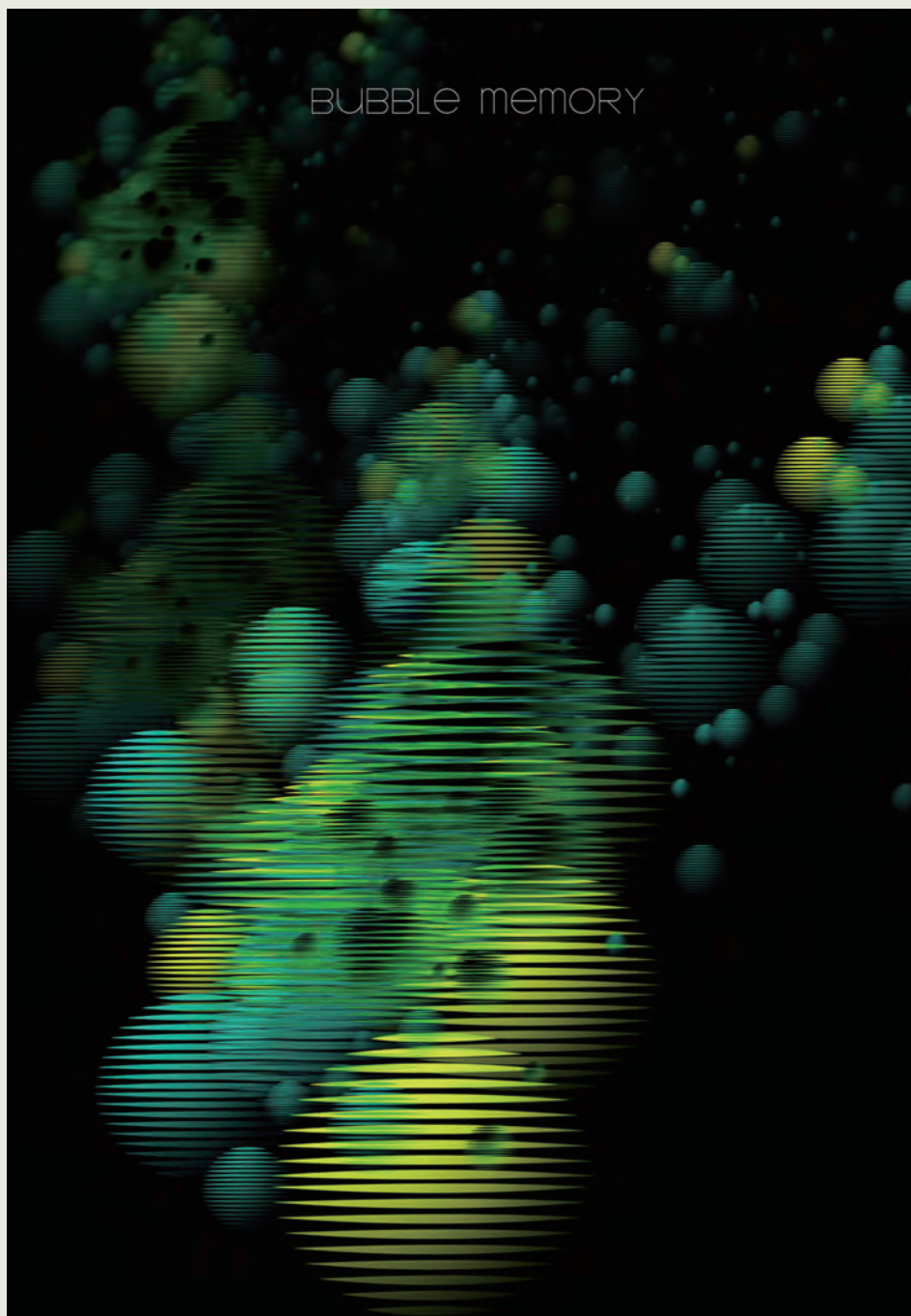
譚靖漪

Jing-Yi Tan

學校名稱 Name of School/University

同濟大學

Ton-Gji University



作品說明 Concept of the work

Bubble memory 詮釋的是混沌的時空變換，這個無形的記憶是屬於整個時間、空間和一切事物的開端的。

Bubble memory is talking about the change of time, space and the beginning of everything.



作品名稱 Title of work

下一步，台灣 - 【智慧篇】

What's Next, Taiwan - 【Smarter】

作者姓名 Name of Applicants

黃正嘉

Cheng-Chia Huang

指導老師 Instructor

朱莉蕎

Joyce Chu

學校名稱 Name of School/University

國立臺北科技大學

National Taipei University of Technology

學校所在地 Location of School

臺灣 Taiwan



作品說明 Concept of the work

從系列作品探討台灣在各領域之開發過程中遇到的 "抉擇" 問題，沒有要給觀賞者一個問題的解答，目的是要引發人們對於這個議題的領悟與反思，每個人都能有不同的解答。【智慧篇】一個是早期人們的兒時玩物，一個是現今孩子們的主要玩具。兩個物件分別象徵了文化的傳承和科技的發展，兩者對於台灣的產業都有顯著的影響，而身於台灣的我們又該如何去取捨拿捏，顧前顧後，值得深思。

Taiwan has faced many "choice problems" in various areas during developing the country, the series works do not give the viewer an answer to the question, the purpose is to cause people to comprehend and reflect on these subject, everyone might has different answers. 【Smarter】 One is the early childhood plaything of folks, the other is today's main toy of children. Two objects symbolize the cultural heritage and technological development, both have a significant impact on the industry in Taiwan, and being a citizen of it, how should we choose just the right and keep the past wisdom and make an effort in future, it is worth considering.

作品名稱 Title of work

Poster as an aesthetic and social phenomenon of the art

作者姓名 Name of Applicants

Ilja Klemencov

學校所在地 Location of School

立陶宛 Lithuania

指導老師 Instructor

Anatoly Klemencov

學校名稱 Name of School/University

VILNIUS ACADEMY OF FINE ARTS



作品說明 Concept of the work

或許聽起來十分弔詭，但我想在此說出我的感受：這次塞爾維亞舉辦的國際學生海報競賽，全球共有多達一千餘名學生參加，而我以「他們可能消失」得到首獎，我體認到海報屬於藝術的一種，而我便是平面設計工作者。對我來說，海報設計是衝動、是靈感、也是展現我個人藝術才能的一種可能，重要的是，還能傳達出我看待這個世界的觀點。我完全了解海報不應只求贏得名次。海報應該為了欣賞的人們、顧客或設計者自身的滿足而設計，把重要訊息分享到世上各個角落。獎項對於一個理想世界是必要的，這樣的世界需要專業的作品，也能夠欣賞創意噴湧而出的設計。我想海報的基本元素包括動態、韻律、對比與即興創作。

As paradoxically it could be but I would like to mention, that participation in an International Student Poster Contest in Serbia, entered by more than 1000 student around the world and winning the first prize for the poster "They Can Disappear" was the occasion, after which I realized the poster currently is the branch of art, in which I discovered myself as a graphic designer. Coincidentally, spontaneously in the right place placed symbol, by its own emotional impact and impact on viewers, sometimes streets ahead of other artwork created by a classical approach. The poster for me is a great impulse, inspiration for a young designer as well as possibility to show-off my personal artistic style, moreover in the art it's very important to convey my own personal world-view. I perfectly understand that none of the poster is created for the sole purpose – just to win the poster contest. It should be designed for the viewer, customer or for designers own pleasure, when you want to tell something very important to the world. The award is necessary for an ideal world, where there is "space" for a professional and tedious work and spontaneous bursts of design creation. Dynamics, rhythm, contrast, improvisation - that's basic keys of a poster.



作品名稱 Title of work

Hope of Our Future

作者姓名 Name of Applicants

Deon Phua

學校所在地 Location of School

新加坡 Singapore

指導老師 Instructor

陳大鵬

Tai- Pang Tan

學校名稱 Name of School/University

淡馬錫理工學院

Temasek Polytechnic

作品說明 Concept of the work

人類與自然的戰爭永無休止。唯有當兩方各退一步、達成協議，真正的和平才會降臨。這也是我所期許於未來的。另一方面，此作品中有毒的生物的圖像象徵著大自然的另一方面，也象徵著達成協議的過程是危險且艱困、但卻是必要的。

Mankind and nature are always warring. True peace will only come when both sides come to a negotiation, and that's what I am looking forward to Next. The otherwise subtle poisonous creatures are emphasized to portray the other side of Mother Nature, the dangerous side, suggesting that the process will be dangerous and hard, but essential for Peace.



作品名稱 Title of work

主食

Main food

作者姓名 Name of Applicants

徐思穎

Szu-Ying Hsu

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

劉建成

Jian-Cheng Liou

學校名稱 Name of School/University

國立臺灣師範大學

National Taiwan Normal University



作品說明 Concept of the work

運用麵條與3C產品線頭的陳列，說明人與資訊密不可分的關係，資訊將是人類的主食。

Information has become an important part in our live ,we "eat" it everyday!



作品名稱 Title of work

Next door

作者姓名 Name of Applicants

加藤舞

Kato Mai

學校所在地 Location of School

日本 Japan

指導老師 Instructor

小谷恭二

Kyoji Kotani

學校名稱 Name of School/University

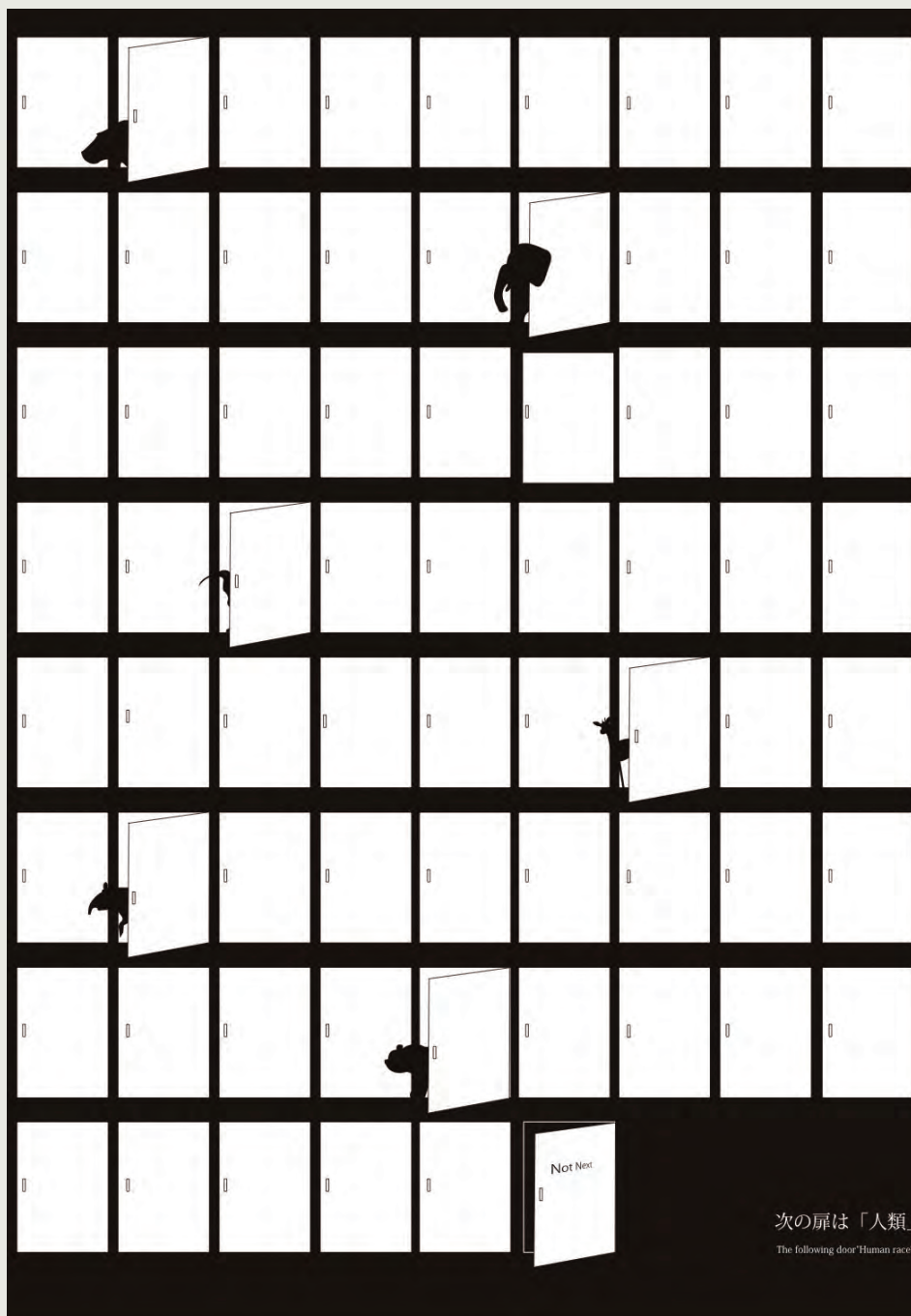
名古屋學藝大學

Nagoya University of Arts and Sciences

作品說明 Concept of the work

觀者可以從這張海報中許多半開的門看到瀕臨絕種的動物的臉，而右下方最後一扇門則是開著卻沒有任何的東西。由於人類對環境的毀壞造成許多物種的消失，我們應該更重視這樣的議題，若繼續破壞環境，最後進到物種消失的門的生物可能就是人類自己。

Here is an animal of the threatened species in a lot of doors. Animals produce the face from a little space and we are seen. Only the last door opens greatly, and the inside has still become vacant. It is the one by man due to the environmental deterioration that a lot of animals only of this disappeared. When the environmental deterioration is advanced as it is, it might be a human race that loses the roof over one's head next. Next, the animal that enters this door might become a human race. We should notice the glance from the animal, and have it not enter this door.



作品名稱 Title of work

Water is Life

作者姓名 Name of Applicants

謝昇峰

Sheng-Feng Hsieh

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

蘇文清

Wen-Ching Su

學校名稱 Name of School/University

國立臺灣師範大學

National Taiwan Normal University



作品說明 Concept of the work

水：WATER 永：FOREVER 中國字中的水，多一點即是永。對水資源多一點珍惜與愛護，才讓生命得以永恆與延續。當乾淨的水資源慢慢減少，像刻度慢慢往下降時，生命也將會受到威脅。希望大家珍惜水資源從小事做起，一點點慢慢的累積，讓生命得以延續。

With one more stroke to the Chinese character that means water, "水", it becomes "永", meaning "eternity". Eternity is built upon water. Let's conserve water or life will not last. As when the scale of clean water plunges, All creatures are threatened. For the eternity of life, let's strive to conserve water. Start from however small things you can do. Let's collaborate to keep that one more stroke make clean water eternal.





作品名稱 Title of work

和平製造者
Peace Maker

作者姓名 Name of Applicants

陳家銘
Chia-Ming Chen

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

方菁蓉、廖卿枝
Ching-Jung Fang, Ching-Chih Liao

學校名稱 Name of School/University

銘傳大學
Ming-Chuan University

作品說明 Concept of the work

當炸彈從空中丟下的那一刻，當子彈從槍裡射出的那一刻，都代表著一個美夢的消失，一條生命的殞落。假如有一天，戰鬥機丟下的不再是毀壞家園的炸彈，機槍射出的不再是奪人性命的子彈，我相信，世界和平是真正的實現了。

When bombs fall from the sky, and bullets are shot, people's lives and dreams are taken away. If there is one day that warplanes don't throw bombs, and guns don't shoot, I believe that is the real peace.



NEXT
If war brings no fears anymore

作品名稱 Title of work

抓住未來的手
Seizes the future with the hand

作者姓名 Name of Applicants

山內丈弘
Takehiro Yamauchi

學校所在地 Location of School

日本 Japan

指導老師 Instructor

岡本滋夫、內田和邦
Shigeo Okamoto, Kazukuni Uchida

學校名稱 Name of School/University

名古屋學藝大學
Nagoya University of Arts and Sciences



作品說明 Concept of the work

現代人從科學發展中得到了更豐富的文明。但是也可以說，另一方面發達的科技開始侵蝕人類。不久的將來，人的身體幾乎可能完全被機械代替。這張海報要傳達的信息是：但即是那樣，抓住未來的還是人的手。

The present generation was able to obtain rich civilization by scientific development. However, it may be said that, on the other hand, it's a beginning of corrodes a person by the developed science. The human bodies may be replaced to a machine at the most in the near future. This poster conveys a message: However, it's the hands which could hold the future.





作品名稱 Title of work

下一個世界
Next world

作者姓名 Name of Applicants

左文兵
Wen-Bin Zuo

學校所在地 Location of School

中國 China

指導老師 Instructor

曾光
Guang Zeng

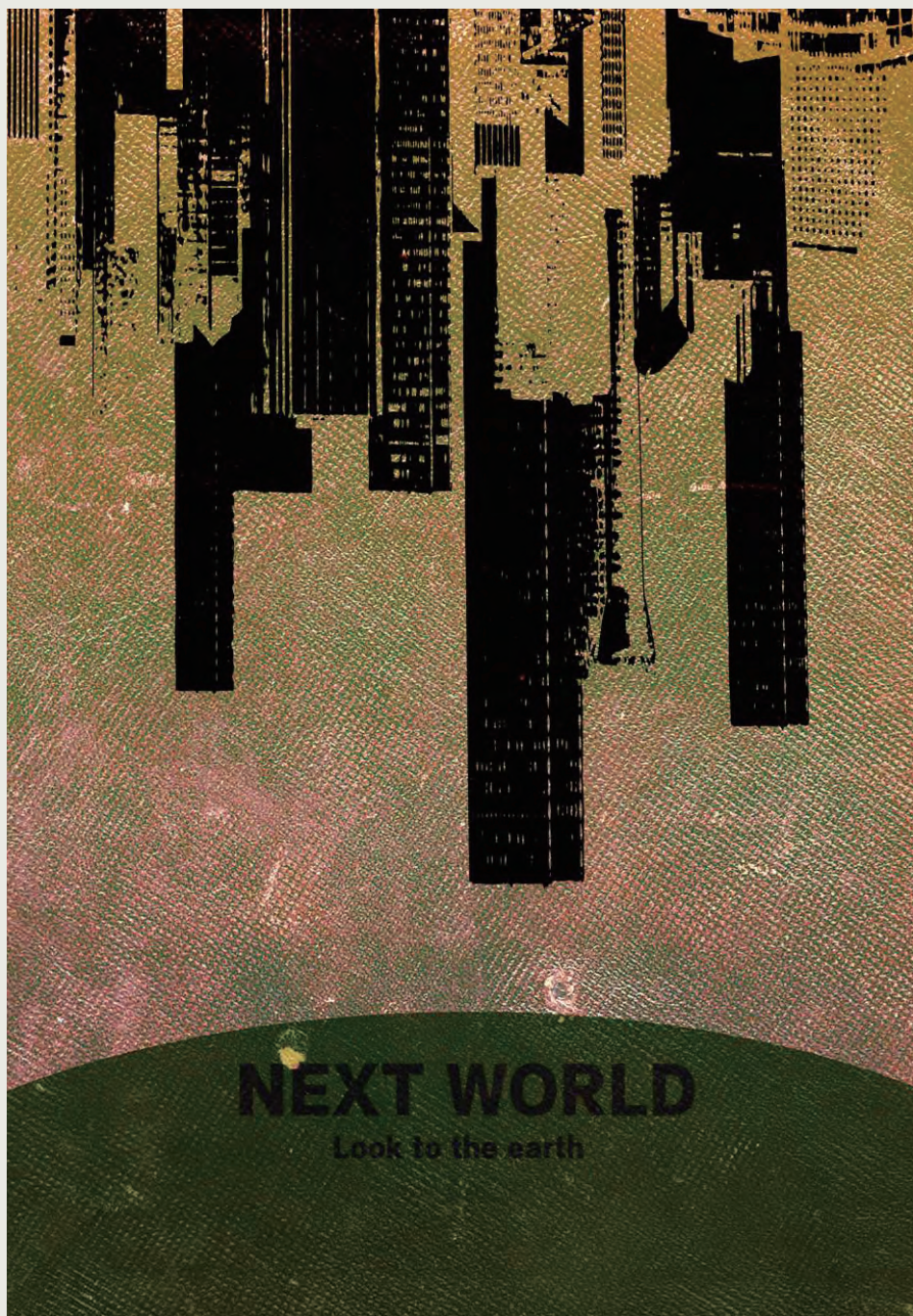
學校名稱 Name of School/University

南昌大學
Nan-Chang University

作品說明 Concept of the work

站在另一個星球（另一個世界）看地球，而在我們天空看到的則是地球的高樓大廈，用誇張的手法表現在地球上的高樓，越建越高，居住的地方越來越少。

Standing on another planet (another world) see the earth, and in our heads play is the earth look tall buildings, with exaggerated gimmick expression of the planet now on high buildings, the higher the building. Lived less and less.



作品名稱 Title of work

接下來，是？

What's NEXT ?

作者姓名 Name of Applicants

洪觀為

Kuan-Wei Ang

學校所在地 Location of School

馬來西亞 **Malaysia**

指導老師 Instructor

謝易伸

Nicsson Chia

學校名稱 Name of School/University

新紀元學院

New Era College



作品說明 **Concept of the work**

近幾年的天災越來越多，也一次比一次的嚴重。這些天災都是大自然在向我們人類反映"它"對於我們的破壞大自然的忍讓已經達到了極限的方式！如果我們繼續無視大自然給予我們的暗示，那接下來將是甚麼在等待著我們？

Recent times have seen an increase in natural disasters, and an increase in their severity as well. These disasters are the reciprocation of Mother Nature, for the damage we have inflicted on her, as the tolerance has been tested beyond her limits. If we continue to ignore Mother Nature's warnings, what future awaits us?



作品名稱 Title of work

搶救水源 拯救生命
SAVE WATER SAVE LIFE

作者姓名 Name of Applicants

王亭嫻、吳玉琪、陳昭寧、葉家瑄
Ting-Wei Wang, Yu-Chi Wu,
Jau-Ning Chen, Jia-Shiuan Yea

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

游明龍、王冠棋
Ming-Lung Yu, Kuan-Chi Wang

學校名稱 Name of School/University

台南應用科技大學
Tainan University of Technology

作品說明 Concept of the work

缺水時，弱肉強食。水資源缺乏時，將可能產生搶奪水資源的戰爭。

The law of jungle will decide the result while in water shortage and it is very likely to ignite the fighting for water resources.



作品名稱 Title of work

拯救？或是傷害？
Rescue ? or Destroy ?

王亭嬋、吳玉琪、陳昭寧、葉家瑄
Ting-Wei Wang, Yu-Chi Wu,
Jau-Ning Chen, Jia-Shiuan Yea

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

游明龍、王冠棋
Ming-Lung Yu, Kuan-Chi Wang

學校名稱 Name of School/University

台南應用科技大學
Tainan University of Technology



作品說明 Concept of the work

描述不乾淨的水源對人體的傷害，以簡化向量手法與超現實的連續故事表現，非洲地區為受水所苦最嚴重的地區，故以非洲人作為畫面主角。

This series of posters illustrate unclean water's damage to human body with vector graphics and ultra-realistic vector continuous story-like pictures. The most suffering area by water shortage in the world is Africa and therefore, Africa is the protagonist in the poster.





作品名稱 Title of work

Calendar Life

作者姓名 Name of Applicants

Olavo D'Aguiar

學校所在地 Location of School

巴西 Brazil

指導老師 Instructor

Hugo Werner

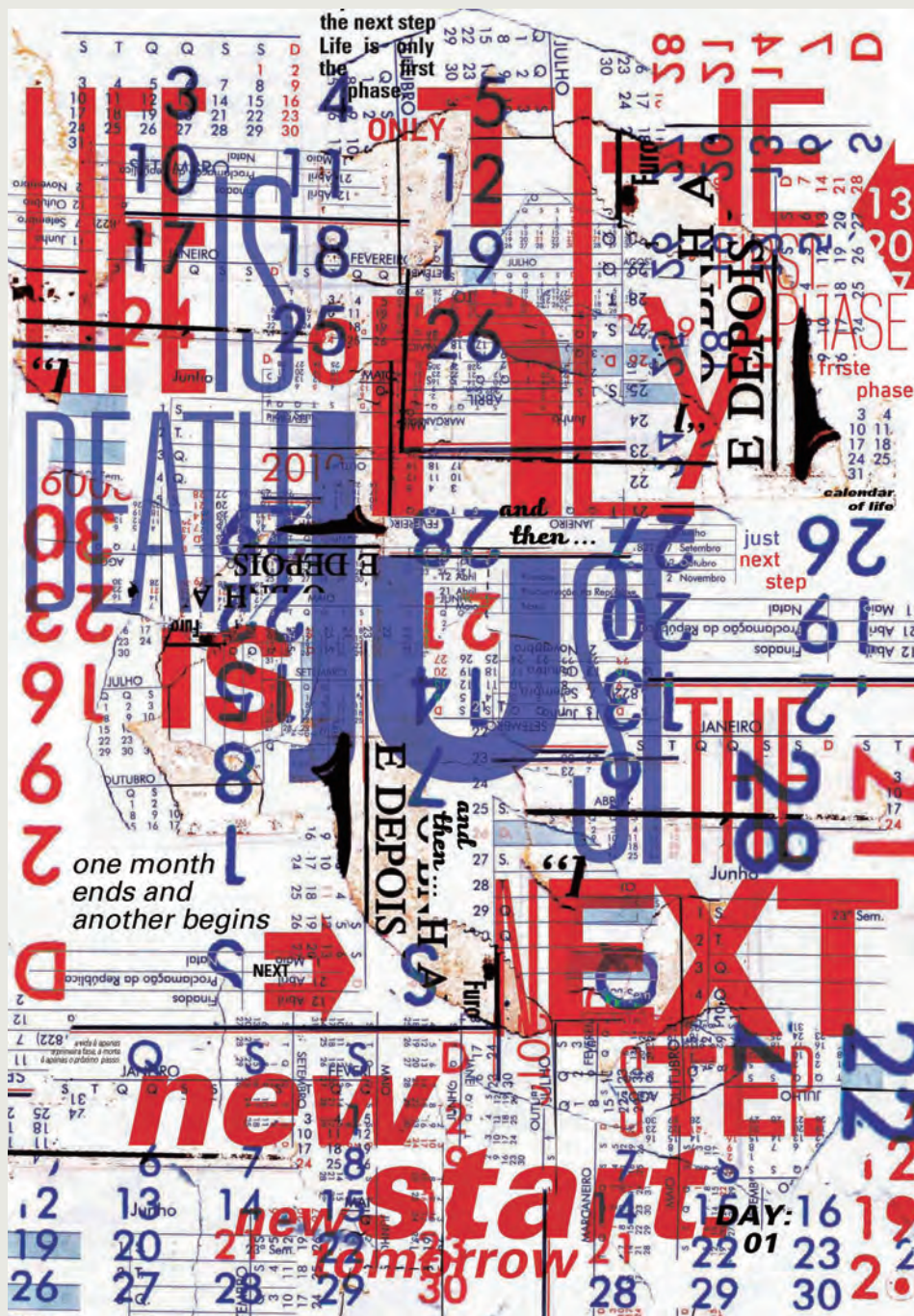
學校名稱 Name of School/University

FUMEC University

作品說明 Concept of the work

這個作品欲傳達人的生命本是不斷的循環。生命一旦緩緩開展，新的一頁及次序便隨之而來。一天結束了，還有明天；一個月結束了，下個月開始，年復一年，周而復始。這一生結束，還有來世。此作品想提醒觀眾，死亡不僅是此生的終點，也是另一段旅程的啟航。

The project aims to show that our life is summed up in cycles. A steady start, there's always a new beginning and a new order. Our day ends and another begins, the month comes around and passes, the years will take place and after life comes death. Making people do not think of death only as an end but as a new beginning, the next path to follow.



作品名稱 Title of work

時尚受害者
Fashion Victims

作者姓名 Name of Applicants

羅丹
Tan Lo

學校所在地 Location of School

中國 China

指導老師 Instructor

柯建軍
Jian-Jun Ke

學校名稱 Name of School/University

西安美術學院
Xi-An Academy of Fine Arts



作品說明 Concept of the work

當動物被殘忍殺害，一針一針的縫成我們虛榮的裝飾品，我們只看到皮草外表的華麗，卻看不到動物掙扎的血腥場面。動物和我們一樣，都是珍貴的生命。假如我們和動物互換，被殘忍殺害最終縫製成皮草的是我們，我們該作何感想？

When the animals were brutally killed, a shot of a needle sewing into our vanity adornment, we only see the fur of luxuriant appearance, but can't see animals struggling the sight of blood. Animals and we, are precious life. If we and the animals exchange, was brutally killed finally sewing into fur is us, what should we think about it?





作品名稱 Title of work

世代交替的 NEXT
THE NEXT OF GENERATION

作者姓名 Name of Applicants

潘冠廷
Kuan-Ting Pan

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

蔡頌德、廖昆鴻
Sonder Tsai, Anthony Liao

學校名稱 Name of School/University

國立高雄師範大學
National Kaohsiung Normal University

作品說明 Concept of the work

近幾年台北與上海分別舉辦花卉博覽會以及世界博覽會，其中不乏看到許多熱門的場館都有以現代特殊材質組成花卉等等生物造型，獲得不少掌聲。這似乎也是接下來的趨勢，然而，回頭看看那些真實的花卉以及動物，難道他們不美嗎？這些是我覺得大家需要去關注的。

In recent years, Taipei and Shanghai have hold TAIPEI INTERNATIONAL FLORA EXPOSITION and WORLD EXPO. In these popular venues, we can see some flower and animal which constitute with special stuff. It got a lot of encouragement. And it seems become the next trend. However, watch those real biological flower and animal, aren't they beautiful? These are what i think we should concern about.



作品名稱 Title of work

手留彈
Save by you, Kill by you

作者姓名 Name of Applicants

陳裕元
Yu-Yuan Chen

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

廖偉民
Wei-Ming Liao

學校名稱 Name of School/University

國立臺灣大學
National Taiwan University



作品說明 Concept of the work

手榴彈表面的紋路，跟人的手握拳時很像，人的手可以打造美好的未來，邁向更好的生活，但也可以像手榴彈一樣，毀了一切，一切的決定都在你手裡。

When we clenched our fist, the vein of our hand just looked like a grenade. Through the hands we could make our life brighter and live a better life, however, it could also act like a grenade, just to destroy the all, the power to make decisions depends on you.



作品名稱 Title of work

噢，天啊
Oh, dear

作者姓名 Name of Applicants

陳怡安
I-An Chen

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

劉建成
Jian-Cheng Liou

學校名稱 Name of School/University

國立臺灣師範大學
National Taiwan Normal University

作品說明 Concept of the work

濫伐樹木、耗盡資源，建造無數的建築，只因為人類越來越沉溺於物質文明；這系列作品以動物的心聲做為標題來表達對於被剝奪生存權力的抗議。人類的未來都掌握在現在、只希望個人利益取向的濫取濫用可以減到最小。

Human chopped down trees, built endless buildings, only to fulfill their dreams in material civilization. The title "Oh, dear" is similar to "Oh, deer", and that's basically where the ideas came from; The series is about what animals has to say to complain about being exploit by human. The future is all about what we do now, stop taking everything out of own benefits and think more of the others, that is what we should be working on.



作品名稱 Title of work

Growing with time

作者姓名 Name of Applicants

Susan Yan Mach

學校所在地 Location of School

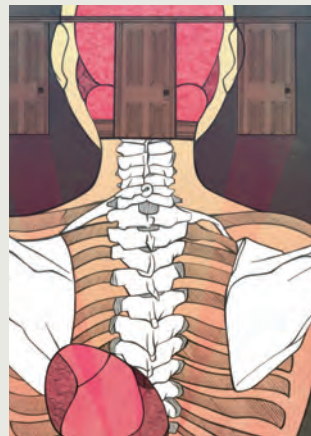
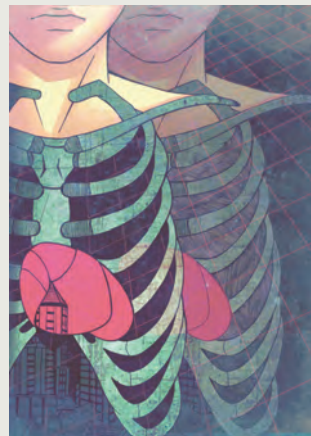
英國 United Kingdom

指導老師 Instructor

Paul Bowman

學校名稱 Name of School/University

**倫敦藝術大學
University of the Arts London, London
College of Communication**



作品說明 Concept of the work

人與生俱來的本能就是跟時間賽跑。而我們曾經做過的決定影響到人生下一步。「與城市同步的心跳」、「一瞬間會發生什麼事？」及「你選擇哪一扇門」在在傳達出這個城市快速的生活步調。

People are programmed to forever chase time. Our decisions effect where "next" will take us. "The synchronized heart beat of the city", "What can happen in a blink of an eye?" and "Which door will you pick?" all convey the fast paced life of the city.



作品名稱 Title of work

生命的連結
Connection

作者姓名 Name of Applicants

高千雅
Chien-Ya Kao

學校所在地 Location of School

臺灣 **Taiwan**

指導老師 Instructor

施令紅、林俊良
Ling-Hung Shih, Leo Lin

學校名稱 Name of School/University

國立臺灣師範大學
National Taiwan Normal University

作品說明 **Concept of the work**

人類和生物的鏈結就好像神經般的緊密。

We depend on nature's ecosystems for our survival. Humans have a tight connection with the nature just like the neuro system. The relationship between humans and nature is as closely as the neural networks. We depend on nature's ecosystems for our survival.



作品名稱 Title of work

過去，現在和未來
Past, Present and Future

作者姓名 Name of Applicants

李康健
Kang-Jian Lee

學校所在地 Location of School

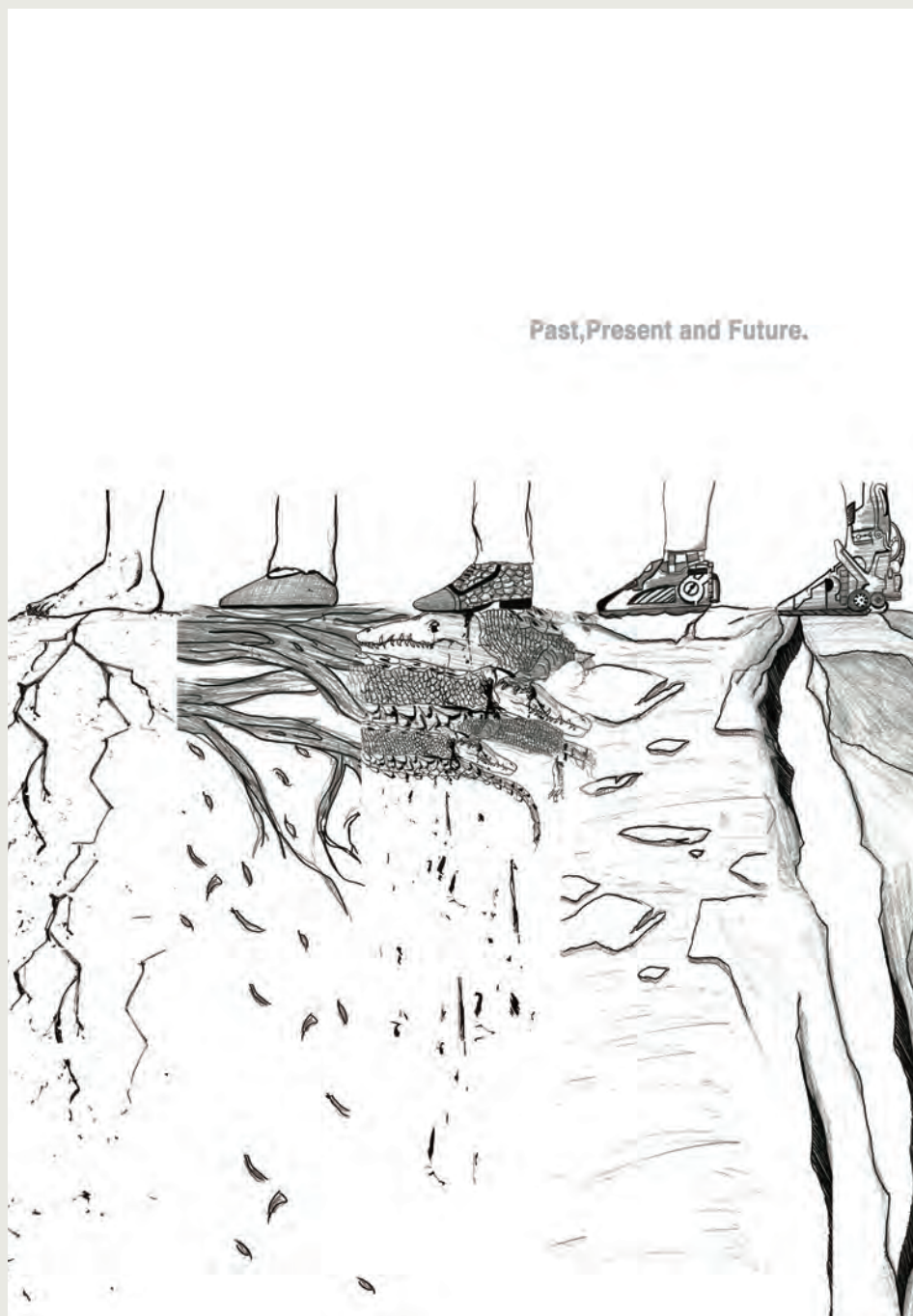
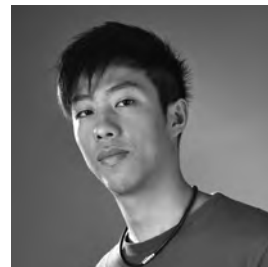
馬來西亞 **Malaysia**

指導老師 Instructor

謝易仲
Nicsson Chia

學校名稱 Name of School/University

新紀元學院
New Era College



作品說明 **Concept of the work**

人類從古至今，都在不斷的需求進步。為了得到更好及更舒適的物質享受，往往在不斷進步的同時破壞了周圍的環境，及其他生物等等。例如為了發展居住環境，砍伐了樹木。為了物質享受，利用了鱷魚的皮來製成鞋子。還有許多對地球及其他生物不利的行為，都是因為人的野心及需求。也許只有直到地球真正滅亡的那天，人類才會意識到應該停止前進的步伐了。

Humans from the past to the present, progress in efforts to demand. In order to get better and more comfortable material standard of living, often in the same progressive destruction of the surrounding environment and other organisms and so on. For example, to the development of living environment, cut down the trees. For material comfort, the use of crocodile skin to make shoes. There are many other organisms on Earth, and negative behaviour because of people's ambitions and needs. Perhaps the day until the demise of the Earth, humans will understand the seriousness.



作品名稱 Title of work

Stop Deforestation

作者姓名 Name of Applicants

Muhammad Ridaudin Bin Abdul Ra

學校所在地 Location of School

新加坡 Singapore

指導老師 Instructor

陳大鵬

Tai-Pang Tan

學校名稱 Name of School/University

淡馬錫理工學院

Temasek Polytechnic

作品說明 Concept of the work

這份海報用以抗議濫墾濫伐。一開始時，樹木的需求量很低。這一點可由低砍伐線看出。林木的高度也代表了世上樹木的數量。一年年過去，這世界對樹木的需求日益增加，樹木的數量因此年年下降。

The poster is about a protest against deforestation. In the beginning, the needs for usage of tree is low. That is represent by the cut line that is low. The height of the trees represent the amount of trees in the world. As years pass by, the need for trees are getting higher and the amount of trees are decreasing every year.



作品名稱 Title of work

棋
The Next Move

作者姓名 Name of Applicants

張育瑄
Yu-Hsuan Chang

學校所在地 Location of School

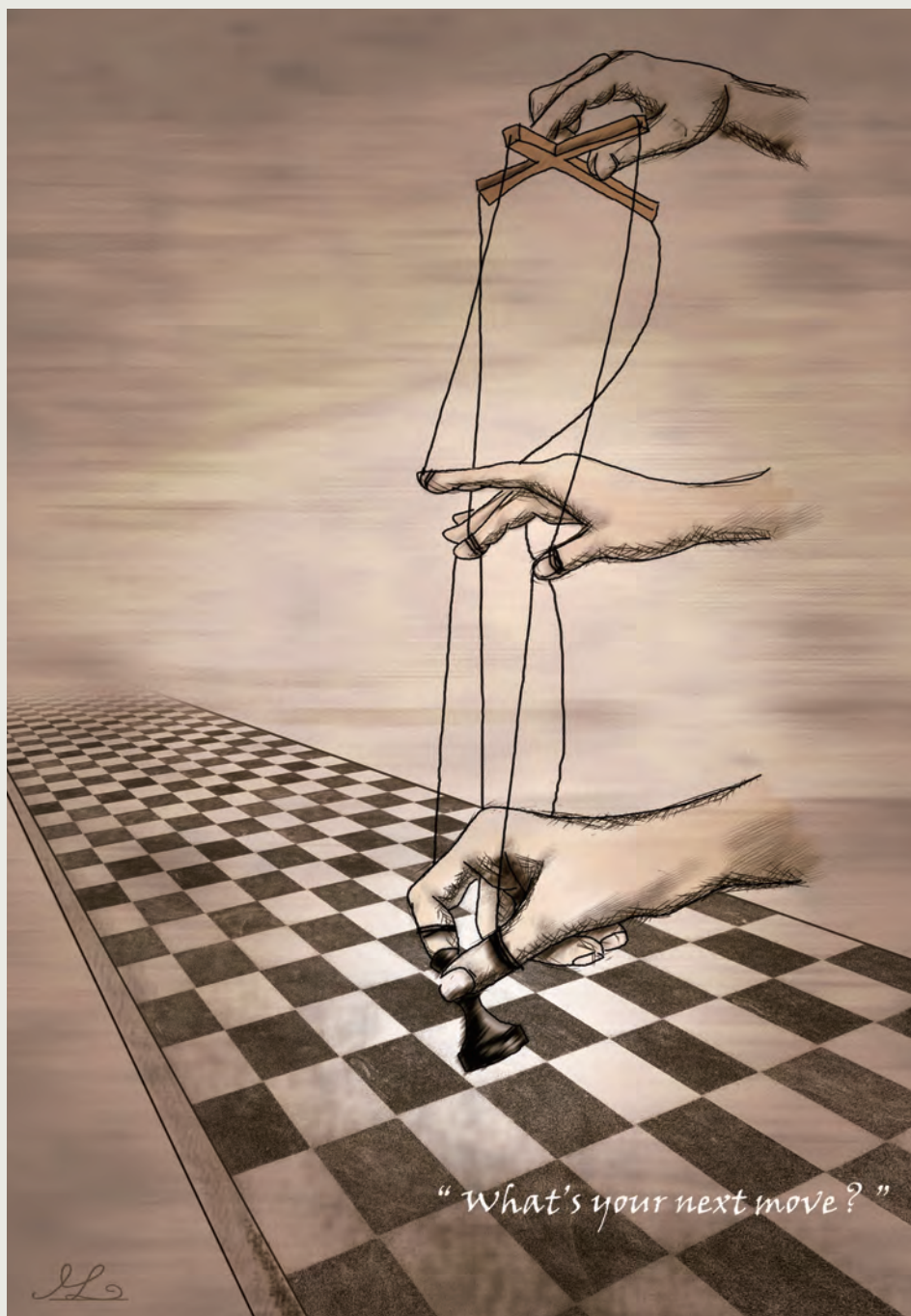
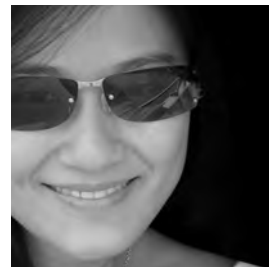
臺灣 Taiwan

指導老師 Instructor

江品儀
Pin-Yi Chiang

學校名稱 Name of School/University

中國醫藥大學
China Medical University



作品說明 Concept of the work

人的一輩子，就像下一局棋，有時舉棋不定、有時猶豫不決，不能中途喊停、也沒有後悔的餘地；每天我們面臨著各式抉擇，而我們的決定，也直接或間接地影響著周遭的每一個人，就像魁儡線一般，彼此拉扯、互相牽引；不變的是我們永遠都在思考：“下一步”到底該怎麼走...

Chess game. We make countless decisions each day, and even a couple more for those around us. What we decide NEXT not only affects us, but often influences what others do NEXT as well, for we are all connected like puppets on a string. Where to NEXT? What to do NEXT? Who's NEXT? When till NEXT? There is still a long way till "Checkmate"...or is there? So, what's your NEXT move?



作品名稱 Title of work

時間不能等，抓住每一刻
Time can't wait, hold your moment

作者姓名 Name of Applicants

王媛俐
Yuan-Lih Wang

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

施令紅
Ling-Hung Shih

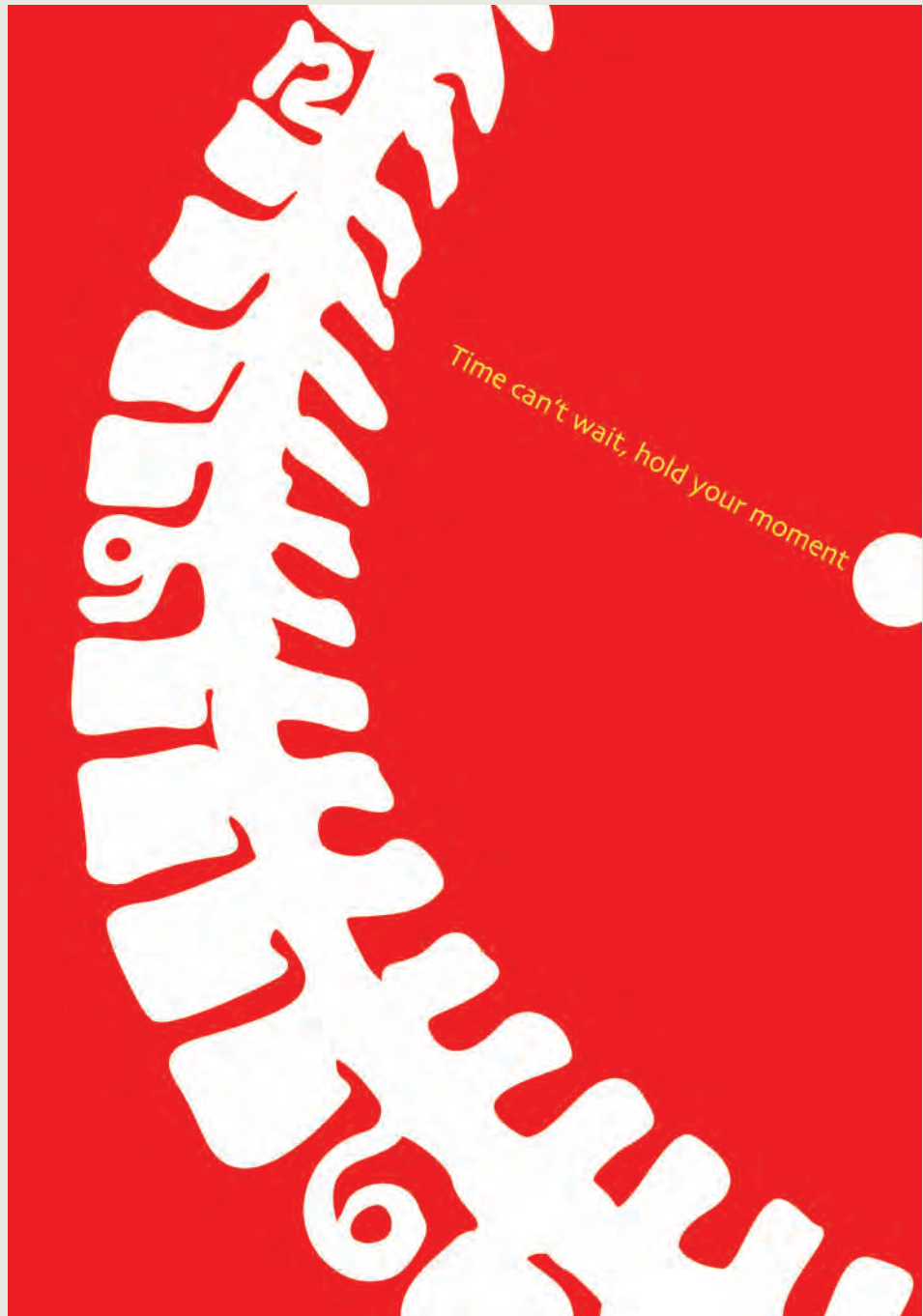
學校名稱 Name of School/University

國立臺灣師範大學
National Taiwan Normal University

作品說明 Concept of the work

人老後容易駝背，以脊椎骨彎曲加上時刻提醒大家要把握每一刻，人的時間不能等。

The spine will curve when people getting old. The purpose of adding time on it is to promote people's time-conscious.



作品名稱 Title of work

進行式

Progressive Tense

作者姓名 Name of Applicants

徐偉哲

Wei-Che Hsu

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

謝大立、張亦翔

Talih Shieh, I-hsiang Chang

學校名稱 Name of School/University

實踐大學

Shih-Chien University



作品說明 Concept of the work

在全球暖化漸漸嚴重的現代，大自然的天候不斷在改變，近年，許多災害都明顯惡化，龍捲風因地表熱量年年加高而增加、世界許多河流都漸漸乾涸而河床裸露、冰山全數融化的那天也許也是人類滅亡的一天。環境生態自然都掌握於手中，但人類仍是有許多只看利益而不在乎天候的狀況。畢竟，前一輩的人大多不會遇到那一天，待得天候狀況惡化到不可收拾的地步，要承擔的下一代該如何生存與面對。

In the age of global warming get serious, the weather is changing. In recent years, many disasters obviously worsen, the surface's temperature raises year after year lead to the tornado increases, many rivers in the world empty gradually and the river bed exposed, the iceberg total melts perhaps that day is also one day which the humanity perishes. The environment and ecology be mastered in the hand, but the humanity still look that the benefit does not care about the weather condition. After all, preceding generation of person mostly will not meet the end. If the weather condition worsens to the beyond redemption situation that how the next generation to survive and faces it.



作品名稱 Title of work

傳遞
Delivery

作者姓名 Name of Applicants

杜雨舟
Yu-Zhou Du

學校所在地 Location of School

中國 China

指導老師 Instructor

程萬里
Wan-Li Cheng

學校名稱 Name of School/University

東南大學
Southeast University



作品說明 Concept of the work

從你到我，從我到他，在交流渠道發達的社會中信息被來回傳遞著，是繼承，而又在環境的影響下產生著變化，就如同能量的傳遞一個接一個的因空氣的阻力改變著。在傳遞的下一刻既可能是新環境下的不同，又可能是輪回過後的回歸。招貼的形式即是源於能量傳遞的物理實驗。於此比喻人生也再恰當不過了。

Information transmitted or carried on from you to me and finally to him through developed communication channels in the societies has been changing under different circumstances, as alerting energy prevented by the air delivered from one to another. The next moment may be the differences from the new environment or return after the reincarnation. Poster derives from physical experiment of enegetic transmission which is appropriate for life as well as a metaphor



數位動畫類
Digital Animation

金獎 Gold Prize

Mark Oftedal

《紅球》帶領你踏上情緒起伏、超現實的旅程，無論在視覺上或概念上都引人入勝。本片充滿美麗的象徵、高超的技巧與富於律動的節奏，十分好看。

The "Red Ball" takes you on a moody, surreal trip that is visually and conceptually engaging. Beautiful symbolism, excellent technique, and rhythmic pacing make this film a pleasure to watch.

Camillevis Théry

能夠看到新一代的動畫冒出頭，使用新的 CG 技術拍攝讓人驚喜不已。當然過去習用的技巧只須巧妙運用，仍然適合拍攝當代電影，本片就是最佳例證。

一開始本片如夢似幻的氣氛就讓我留下深刻印象，巧妙揉合不同材料的創意，在各個景框般大的房間之間穿梭等等。本片成功傳達敏銳的情感。這個故事也帶領我到達始料未及的境界。最後必須一提的是音效經過研究、設計，因此與電影融合無間。

It was a very good surprise to see some young animation in volume, among the new CG technologies. This old technique is still very contemporaneous when used in a clever way, as it is in this film.

At first I was struck by the strong dreamlike atmosphere of this film; the creativity with the mix of materials, the system of travelling through the rooms the size of the frame... The film succeeds in communicating very sensitive feelings. I could also relate to the story which took me somewhere i did not expect in the first place. And finally there is an true research on an inventive sound design to match the frame.

銀獎 Silver Prize

Jayne Pilling

點子很棒，拍攝手法也到位，是能夠吸引觀眾的有趣影片。

A nice idea, well-executed, charming and fun!

Mark Oftedal

《小屁孩大世界》不單僅僅具備高明的拍攝技巧，更將孩童的創意納入日常生活當中，配以輕快逗趣的音樂，值得一看。

"Seeing the World From Two Feet High" would be notable for its excellent technique alone, but combined with a clever concept of bringing the creativity of children to life and a fun soundtrack, the film is a real treat to watch.

Camillevis Théry

本片有如一股清新的空氣，儘管不能算是真正的電影，而是較接近音樂錄影帶形式，本片的原創性與技巧都令人印象深刻。燈光、演員演出與角色設計都極佳。

This video is a nice breath of fresh air. Though it is more a music video than an actual film, the ingenuousness and the technical quality emerging from it are very impressive. The light, integration, staging, and character design are very well done. The ideas for joining the two worlds are fun and inventive. It conveys a fresh message about setting your imagination free.

銅獎 Bronze Prize

Jayne Pilling

本片富於幽默感，充滿創新的視覺呈現；情節層層推展，鋪陳合理；善於處理音效及音樂。

Full of inventive visual ideas and humour, well-developed and structured, with an effective use of sound and music.

Mark Oftedal

《爹地》的導演很會說故事，再加上有趣的角色、底子厚實的拍攝技巧，觀看本片讓人從頭笑到尾。即使故事是發生在動畫隱晦的世界中，觀眾仍能感受到一名父親拼了老命保護兒子的情感。

Good story telling, engaging characters, and solid technique make "Papa" an all around fun film. Even though the story occurs within the obscure world of animation, the story is accessible to anyone who can relate to the feelings of a father fighting to protect his son.

Camillevis Théry

本片意圖以傳統手法敘述一則簡單的故事，儘管動機十分前衛。運用動畫的種種技巧鋪陳本片波瀾起伏的情節，本片因此具備相當的深度。場景配置及動畫技巧都清晰明確，吸引觀眾融入劇情當中。

This film has the good idea of telling a simple story in a conventional way, using unconventional motives. By resorting to the very techniques of animation to create a dramatic situation gives a nice depth to the story. The staging and the references to animation techniques are clear and help to immerse oneself in the film.



數位動畫類評選狀況 Evaluation of Digital Animation category



作品名稱 Title of work

紅球
Red Ball

作者姓名 Name of Applicants

王妤安、陳志育、羅鈺禪、曾斯含
Yu-An Wang, Chih-Yu Chen,
Yu-Hua Lo, Ssu-Han Tseng

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

馮偉中
Wei-Zhong Feng

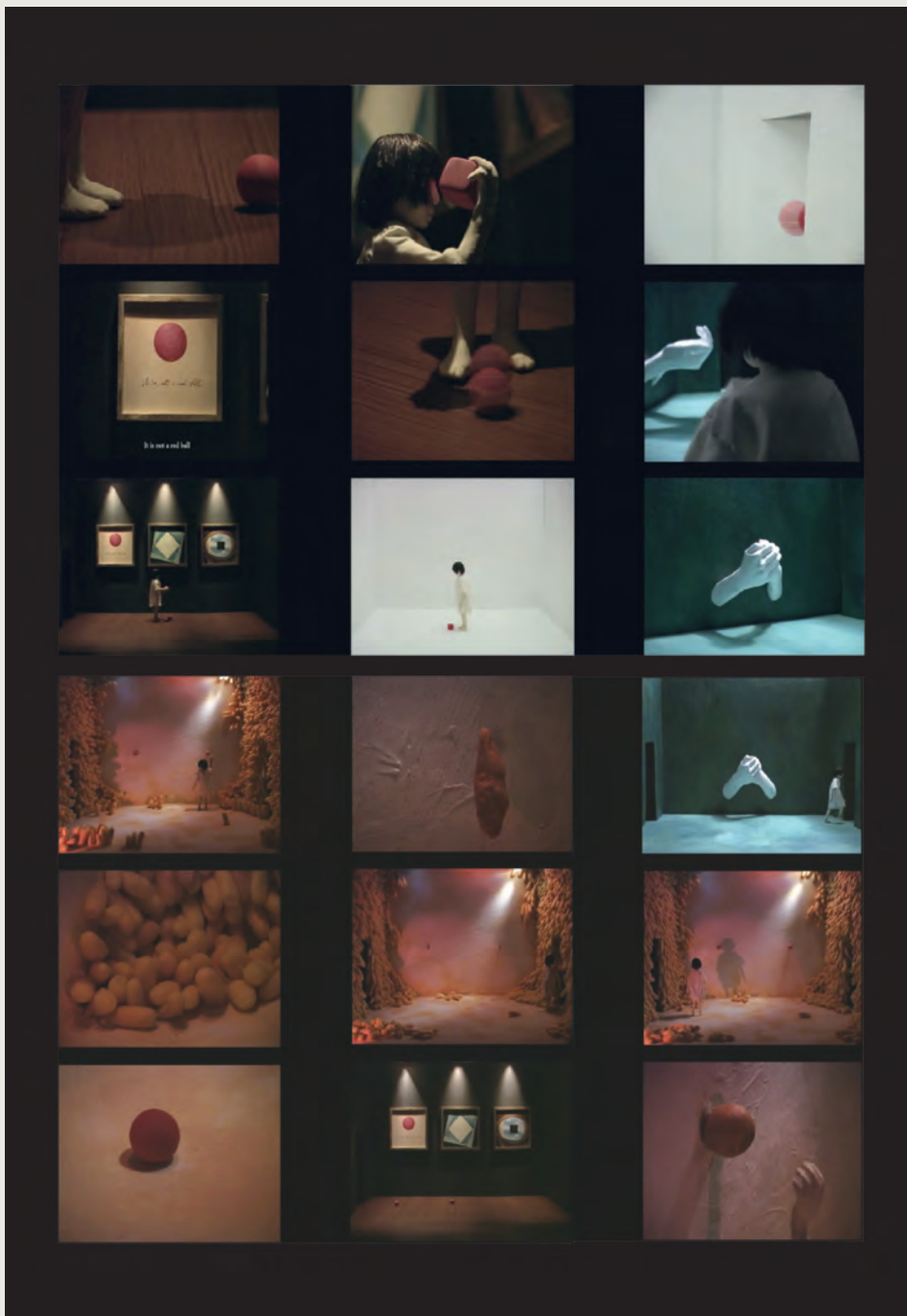
學校名稱 Name of School/University

大葉大學
Da-Yeh University

作品說明 Concept of the work

本片的宗旨為：「人在追逐一件事物時，常受到身邊的影響，最終忘了自己的初衷。」片中的紅球代表「追尋的東西」，四個房間分別代表純真、好奇、性、忘本，最後又回到第一個房間，代表人一直重複同樣的行為。本片藉著男孩追逐紅球、最後卻忘記了一開始追逐的東西，代表「人在追逐一件事物時，常受到身邊的影響，最終忘了自己的初衷。」

In this film, we are telling a story about a boy chasing a red ball. But after encounter difficulty and problems. Things just go wrong. This film is saying that something may change your original intention when you are dedicated chasing your dreams.



作品名稱 Title of work

小屁孩大世界
Seeing The World From Two Feet High

作者姓名 Name of Applicants

林敬智、朱祥溥
Zing-Zhi Lin, Xiang-Pu Zhu

學校所在地 Location of School

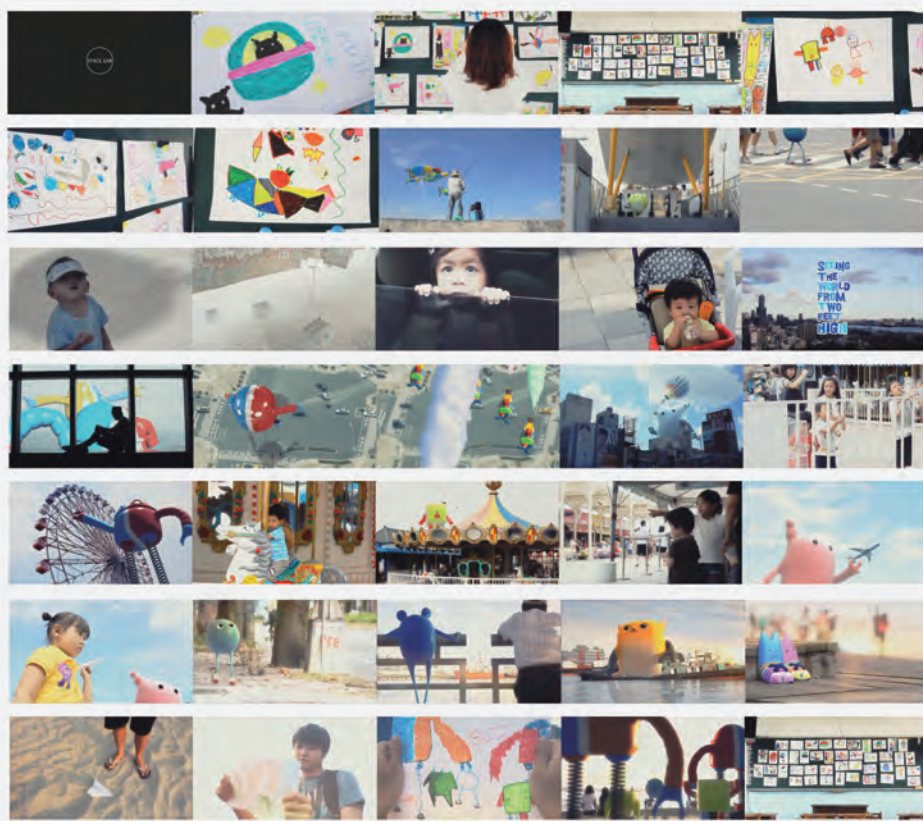
臺灣 Taiwan

指導老師 Instructor

劉家伶
Charleen Liu

學校名稱 Name of School/University

國立雲林科技大學
**National Yunlin University of
Science and Technology**



SEEING THE WORLD FROM TWO FEET HIGH

Graduation Project of
NYUST, Digital Media Design

Adviser
Charleen Liu
Director

Jing Zhi Lin
Xiang Pu Zhu

SPACE EAR PRESENT

作品說明 Concept of the work

小孩子，是這個世界的未來，他們純真的想像力與創造力令大人們感到不可思議。不過制式的社會改變了我們的思維，使許多人長大後都無法做自己想做的事情，如果我們能回到原點，以小孩子的角度來思考，改變以往的價值觀，讓孩子們自由的選擇他們所嚮往的，下一個世代將會變得更加精采。這部影片作品是兩個台灣大學生與一百多位孩童所共同創作，我們使兒童在紙上恣意的作畫，大膽的表現創意，在集了三百多個原創性角色之後，我們將角色做成3D動畫人物，試圖以小孩的觀點來解釋這個世界，整件作品不僅呈現了孩子們純真的想像，也揭露了大人們最原始的思考。

Kids, the future of the world, have incredible, surprising imagination and creativity. However the routine society changes our thought and keeps most of the people from what they really want. If we could be back to our original faith, see the world with children's perspectives, give some space to kids to choose, then our next generation would be more creative. This is a film directed by two senior Taiwanese students, with the aid of 103 children from kindergarten. Sometimes children inhabit the imagination of fantasy world and think differently. To explore children's world, the two senior students asked 103 children draw the creatures at the amount around 300. Out of the 300 creatures children made up, the two senior students picked up ten and transcribed them into original and innovative 3D characters for the film. This film not only reflects children's imaginative world, but also reveals the most intimate desire in adults.



作品名稱 Title of work

爹地
PAPA

作者姓名 Name of Applicants

馬彩柔、陳妍君
Tsai-Jou Ma, Yan-Jyun Chen

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

楊東岳、陳建宏
Dung-Yue Yang, Cian-Hung Chen

學校名稱 Name of School/University

國立臺灣藝術大學
National Taiwan University of Arts

作品說明 Concept of the work

一個故事書中的 2D 角色一小熊因為受到 3D 電視廣告的吸引，一心想轉變成 3D 而跟爸爸大吵一架，氣得離家跑去 3D 工廠，熊爸爸雖然很生氣但依然擔心的想找方法阻止小熊，好奇心與親情，小熊最後會怎麼抉擇呢？

This was a story about a daddy bear and his baby son whom were both 2D characters in a story book originally. But one day the baby bear was attracted by a "3D model making factory" commercial on TV and decided to become a 3D character. This idea annoyed his father. After a small quarrel, the baby bear ran out to the 3D factory. Daddy bear was angry but still worried about his son, so he was going to find any way to stop his son! Curiosity and parenthood, which one would be the baby bear's final choose.



作品名稱 Title of work

四秒獸消滅行動
Beat the 4-sec, monsters

作者姓名 Name of Applicants

陳宣義
Hsuan-I Chen

學校所在地 Location of School

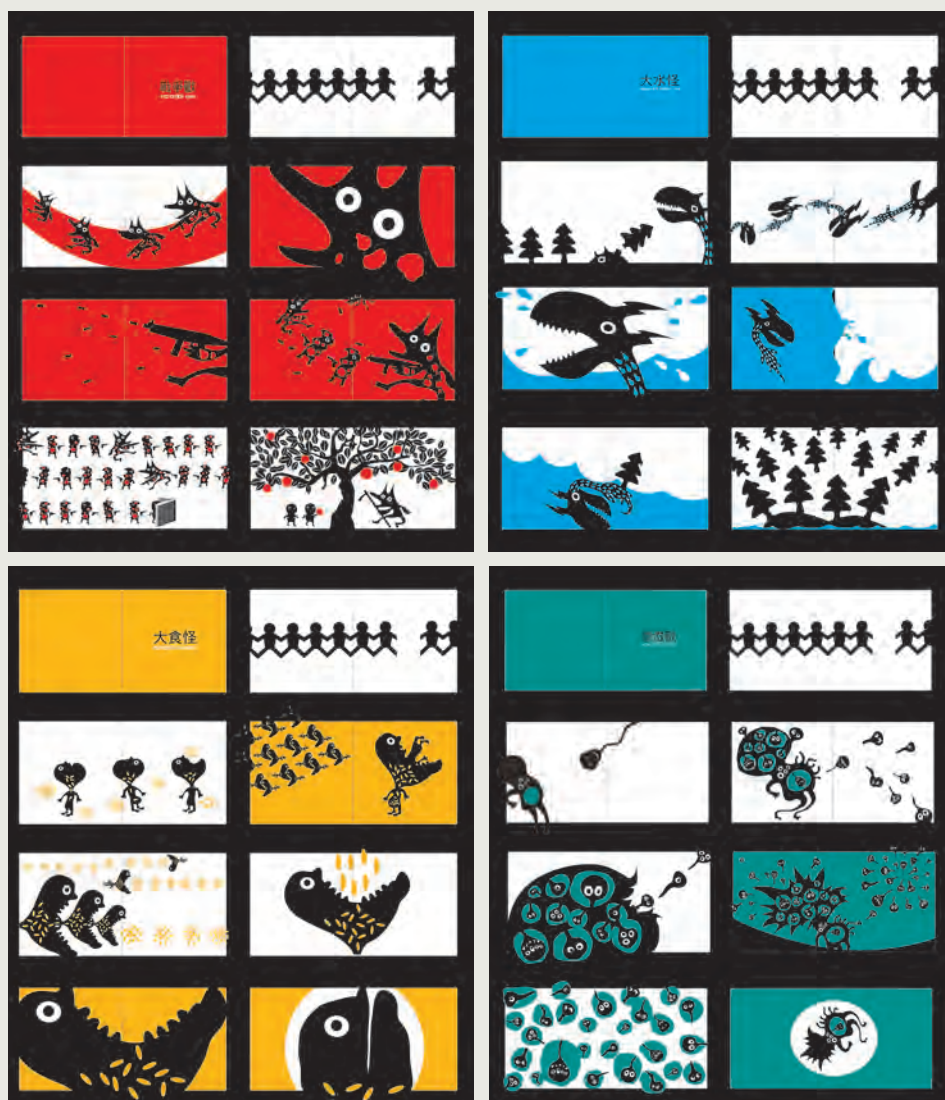
臺灣 Taiwan

指導老師 Instructor

廖繼坤
Chi-Kun Liao

學校名稱 Name of School/University

國立臺灣師範大學
National Taiwan Normal University



作品說明 Concept of the work

「四、三、二、一！」這不是迎接新年的興奮倒數，而是死神的警鐘；根據聯合國兒童基金會（UNCF）的統計，平均每四秒就有一人死於飢餓、天災、愛滋和戰爭。據此創造出每四秒對人類發動攻擊的「四秒獸」。分別代表四種災禍苦難，傳達怪獸形成原因及消滅方法，以期喚起對世界的關懷意識與行動。地球環境因人為破壞，造成四秒獸猖獗，下一步，沒有英雄，得靠我們開始去消滅。

4, 3, 2, 1, it's not the countdown to new year, but the death's bell. According to the data from UNCF, a person dies of famine, disaster, AIDS, and war every 4 seconds. Based on this situation, we create 4 monsters to show why it happened and how the monsters attack the world. awake people to pay attention to these problems. There is no more hero, the next step, only we change ourselves, change the world.



作品名稱 Title of work

小粉紅
The Little Pinky

作者姓名 Name of Applicants

李明勳
Ming-Hsun Li

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

賴雯淑
Wen-Shu Lai

學校名稱 Name of School/University

國立交通大學
National Chiao-Tung University

作品說明 Concept of the work

每個個體自從出生開始就伴隨著不同特質，而這些特質都是使個體完整的不可或缺因素。但是在社會的框架下，往往會依照主流結構被二元定義出所謂好的與不好的。符合標準的就能留下，不符合的就需要被修正，或甚至是被去除。身穿一襲粉紅外衣的小粉紅總是在森林裡獨自跳著舞蹈。一天，他發現在森林外有一群披著黑色披風的人群。帶著喜悅試圖加入他們的小粉紅卻因為粉紅色的外表和外放的舞蹈多次的被排除在群體外。最後他帶著失意回到森林，卻在夜晚遇見了發著粉紅色光芒的神祕物體……。

Every person owns traits which are different from other people. These traits are the keys in the process of individuation. But in the social framework, the mainstream defines what is good or not. People who don't reach the standards will be asked to correct, or will even be eliminated. The little pinky wears a pink hood and dances in the forest. One day, he found out there live five man wearing black hoods on the string out of the forest. He tried to join them but ended up being kicked out of the string for his appearance and his dance. The little pinky went back to the forest with disappointment. But at night, he met something mysterious glowing with pink lights and flying around...

作品名稱：小粉紅 the little pinky



創作理念：

每個個體自從出生開始就伴隨著不同特質，而這些特質都是使個體完整的不可或缺因素。但是在社會的框架下，往往會依照主流結構被二元定義出所謂好的與不好的。符合標準的就能留下，不符合的就需要被修正，或甚至是被去除。

身穿一襲粉紅外衣的小粉紅總是在森林裡獨自跳著舞蹈。一天，他發現在森林外有一群披著黑色披風的人群。帶著喜悅試圖加入他們的小粉紅卻因為粉紅色的外表和外放的舞蹈多次的被排除在群體外。最後他帶著失意回到森林，卻在夜晚遇見了發著粉紅色光芒的神祕物體……。

Every person owns traits which are different from other people. These traits are the keys in the process of individuation. But in the social framework, the mainstream defines what is good or not. People who don't reach the standards will be asked to correct, or will even be eliminated.

The little pinky wears a pink hood and dances in the forest. One day, he found out there live five man wearing black hoods on the string out of the forest. He tried to join them but ended up being kicked out of the string for his appearance and his dance. The little pinky went back to the forest with disappointment. But at night, he met something mysterious glowing with pink lights and flying around……

作品名稱 Title of work

咖啡戀人
Café de L'amour

作者姓名 Name of Applicants

蔡昀潔
Yun-Chieh Tsai

學校所在地 Location of School

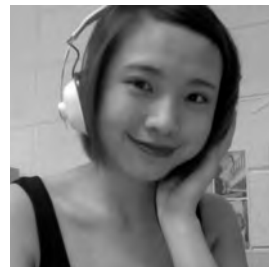
臺灣 Taiwan

指導老師 Instructor

林廷宜、傅天余
Ting-Yi S. Lin, Tien-Yu Fu

學校名稱 Name of School/University

國立臺灣科技大學
**National Taiwan University of
Science and Technology**



作品說明 Concept of the work

咖啡的香郁、愛情的甜美、巴黎的浪漫；相識、相戀、相愛的過程，就如同一杯濃醇咖啡的精雕細琢，穿越巴黎城的千古風流，從咖啡豆到精緻粉末，由滾水熱燙到綿密奶泡，這是咖啡店老闆娘的愛情故事，享受人生，享受愛。Café de L'amour 運用巴黎的建築樣貌來設計煮咖啡的機關，包含了兩隻木偶演出的愛情故事。在這個愛的旅程中，女孩遠渡重洋來到巴黎，首先體驗巴黎歌劇院的藝術饗宴，接著在地鐵中遇到了男孩，經過新藝術時期的地下鐵入口，兩人一同拜訪紅磨坊，到了聖心堂產生愛苗，經過拉維特公園，龐畢度，塞納河，在聖母院感情更加溫熱；繼續旅行巴黎鐵塔，羅浮宮，協和廣場，最後男孩求婚了，新人步入香榭大道，在大家的祝福下，男孩與女孩在完美的結局凱旋門許下終生。

Fourteen sceneries in the romantic city Paris. It is like that a sophisticated coffee making process starts from the fine coffee beans to carefully grounded powder, boiled water pouring through, and creamy foam adding on. It is a sweet love story to enjoy the life, and to love your love ones. [TSL, 2010] Café de L'amour uses the structure of Paris to design the organization of coffee machine. It contains the love story between two carved wooden figures. In this love journey, the girl who traveled to Paris experienced the art cuisine of the Opéra national de Paris, and ran into the boy when passing Art Nouveau subway entrance. They visited the Moulin Rouge together and felt in love with each other when they reach Sacré Coeur Basilique du. Later, they went along to Parc de la Villette, Pompidou, Seine River and Cathédrale Notre-Dame de Paris. They love each other more and more. When they continue their journey to Eiffel Tower, Musée du Louvre, and Place de la Concorde, the boy made a proposal. The couple goes along Les Champs with the blessings from everyone. They commit their whole life to each other and end the journey happily up at Arc de Triomphe.



作品名稱 Title of work

害羞的小熊
Little Shy Bear

作者姓名 Name of Applicants

邱士杰、李竺潔、陳變法、
林佑鐸、Cesar Aleman
Shih-Chieh Chiu, Chu-Chieh Li,
Bian-Fa Chen, Yu-Szu Lin, Cesar Aleman

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

張維忠
Wei-Chung Chang

學校名稱 Name of School/University

國立臺灣藝術大學
National Taiwan University of Arts

彩稿分鏡圖 Color Story Board



作品說明 Concept of the work

用平易近人的敘事方式，透過小熊等這些可愛的動物角色鼓勵人們互相關心，並以樂於分享的態度關懷每一個人。動畫製作的對象從小孩到大人，希望能全面性的影響觀者，傳達分享與關懷的重要性。

We use a narrator to tell the story about a bear being with his lovely animal friends. To share and help people is the main idea of the story which advises everyone always being open minded to be considerate of others. This is an animation not only for children but also give adults a chance to think the important of sympathy.



作品名稱 Title of work

把戲

TRICK

作者姓名 Name of Applicants

王博彥

Po-Yen Wang

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

林廷宜、傅天余

Ting-Yi S. Lin, Tien-Yu Fu

學校名稱 Name of School/University

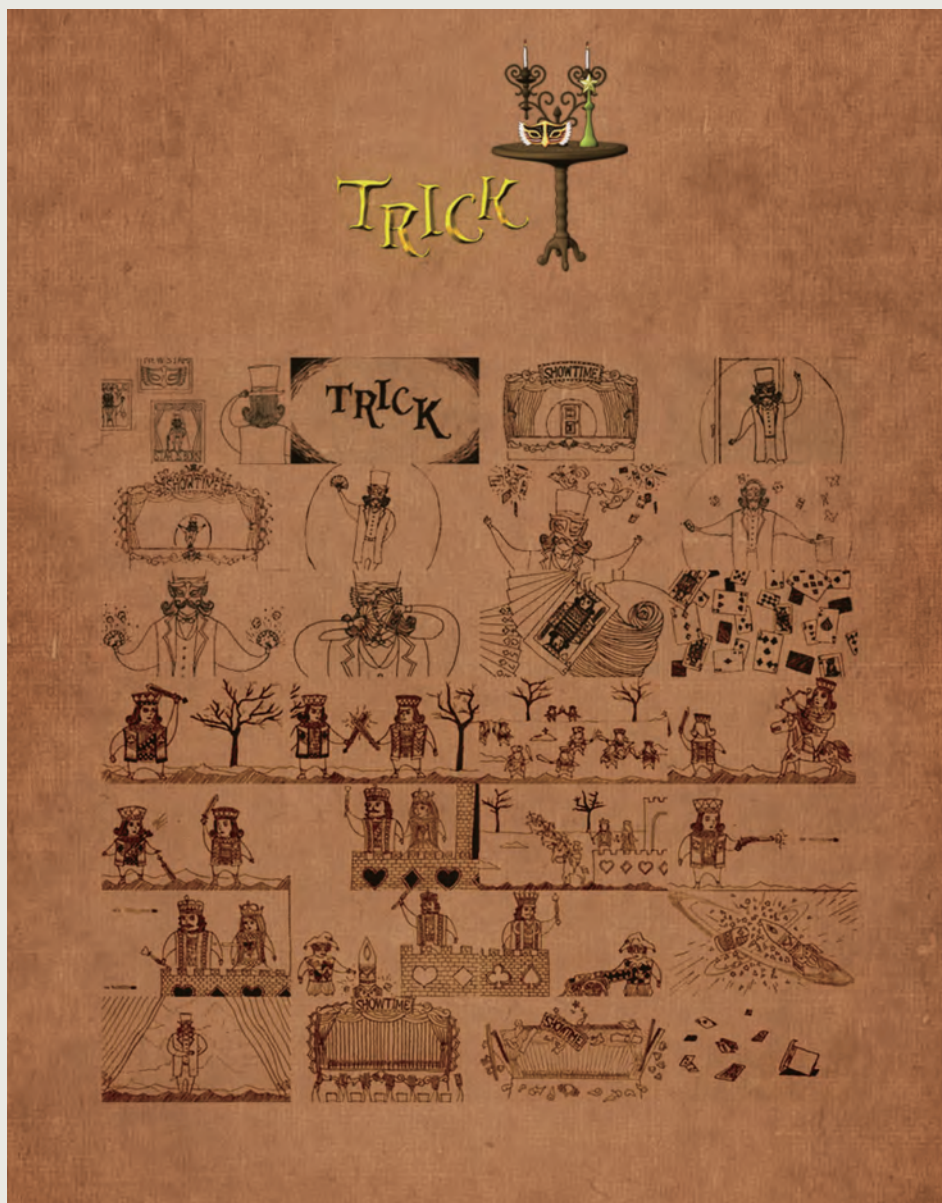
國立臺灣科技大學

National Taiwan University of
Science and Technology

作品說明 Concept of the work

政治是全世界最高明的魔術。魔術師耍弄著象徵權力的撲克牌，面具後的名利與聲望是人人都羨慕渴望的。一場無可避免的戰爭即將爆發，目眩神移的魔術秀就此上演。這場華麗的秀最後的勝利者會是誰…眼前所見未必是真實的一面，人民所看到的常常只是政治領袖在舞台上耍弄的把戲。被愚弄已久的觀眾們，看清事實吧！

Politics is the most ingenious magic in the world. The magician manipulates the poker representing the power, while everyone desires fame and wealth behind the mask. An irrevocable war is about to break out, and a fascinating magic show is coming on. Who will be the winner at the end of the show... What you see may not be the reality though. People are often hoodwinked by tricks the politician played on the stage. The audiences who were fooled a long time should get to see the fact clearly now!



作品名稱 Title of work

合子
CHERISH

作者姓名 Name of Applicants

蔣承翰、林子勳、顏竹君、
陳澤生、俞兆隆、柯慧玲
Chen-Han Jiang, Zi-Xun Lin,
Zhu-Jun Yan, Ze-Sheng Chen,
Zhao-Long Yu, Hui-Ling Ke

學校所在地 Location of School

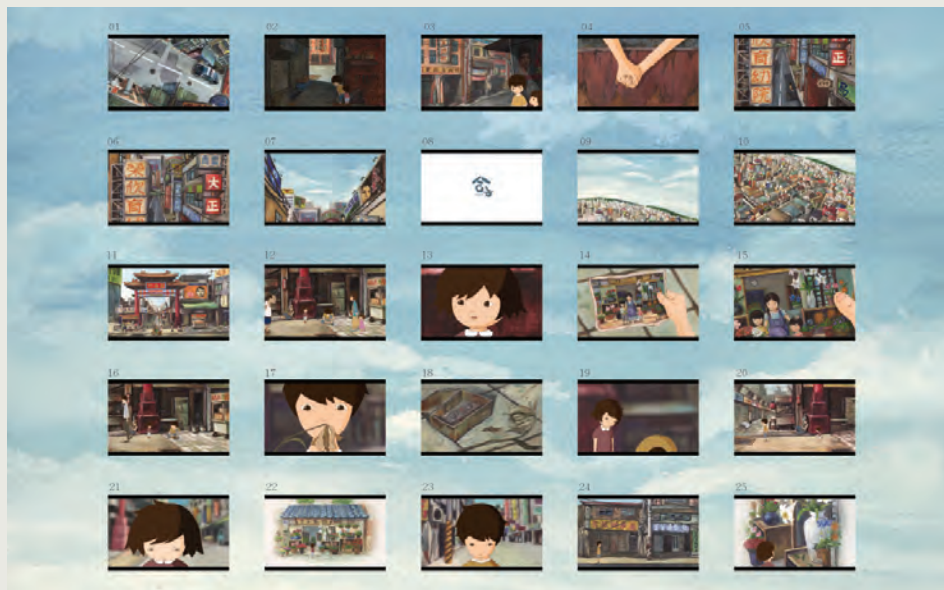
臺灣 Taiwan

指導老師 Instructor

馮偉中
Wei-Zhong Feng

學校名稱 Name of School/University

大葉大學
Da-Yeh University



作品說明 Concept of the work

當初發想的架構是「近幾年讓自己最深刻與感動的親身故事」，之後在聽取大家的故事背景後，親情這一塊的感動最受到組員們的認同，因而延伸出一個主要的故事主旨，「當自己遇到最為艱難的情況時，親人總是在第一時刻不顧一切的出手幫忙，那種最真實的舉動，往往在這現實社會中最高為可貴感動」所以在討論的過程中，以組員的親身經歷為出發點，把那份親情愛的偉大與不求任何回報的付出做為本故事的主軸，並不斷的再討論與再思考，才慢慢有了現在故事的雛型，並也漸漸的修正故事的概念，使其不脫離親情的主軸，而衍生出了「珍惜和陪伴」為本故事的主旨，再不斷的修改與精進中完成了本部動畫，合子 CHERISH。

The initial idea was to tell the most memorable personal stories over the past few years. After brainstorming, we decided that love from family is the topic we can all relate to the best. This was how we chose our subject matter. Family always extend their helping hands no matter what. This unconditional love is the most precious thing in this cruel world. We anchored on the personal experience of team members, in order to tell the stories of unconditional love from family. We developed the current storyline after rounds of discussions. To love and cherish love is the theme of this animation, CHERISH.



作品名稱 Title of work

小屋
Precious ONE

作者姓名 Name of Applicants

曾偉誠、邱靖怡
Wei-Chen Tseng, Jing-Yi Chue

學校所在地 Location of School

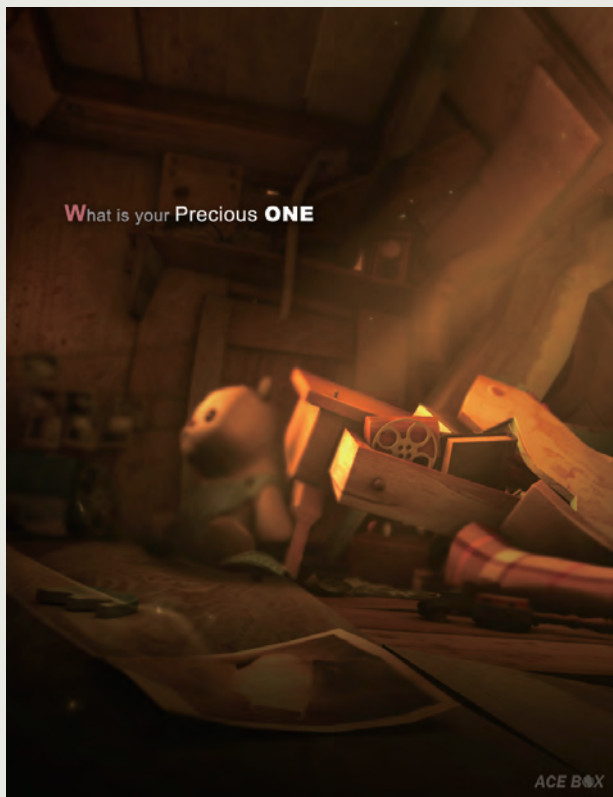
臺灣 Taiwan

指導老師 Instructor

陳思聰、黃惠玲
Rex Chen, Jessie Huang

學校名稱 Name of School/University

國立雲林科技大學
National Yunlin University of
Science and Technology



作品說明 Concept of the work

生活是由回憶所組成，當我們不斷的往下一個階段走去時，我們唯一帶著的行囊就是我們的回憶。回憶通常源於失去，而失去是何等痛苦。因為失去的苦澀，讓我們知道珍惜；不斷回溯產生的記憶，讓我們準備好踏上下一個生命的旅程。相機不斷的捕捉畫面，創造回憶，就像人一樣，我們都是活在記憶的基礎之上；燈泡猶如我們生命中的過客、貴人、支持，與我們一同創造回憶；蛾在許多文化當中是未知、也是死亡。當無機的機器人如燈泡和相機遇見了柔軟充滿生命的蛾，他們歡欣鼓舞的追求，卻也埋下痛苦失去的種子。然而在失去的悲慟之後，回憶產生。相機與燈泡的關係轉變、昇華，從有形到無形。化成回憶、化成光，最後化成永恆的照片。當相機與燈泡、相機與蛾的關係因意外逝去而聯結、轉化，他們有共同的回憶，並都準備好接續他們生命的下個階段。生命終止前，我們唯一擁有的就是這些寶貴的回憶，希望看完影片，人們能努力關懷並珍惜當下，因為很快，許多事物就會逝去，變成無形的記憶，僅在腦中或相片裡永恆封存，並把你推向下一個旅程。

The conclusion of life is reminiscence. All we bring with us when we step into the next stage of life is our memory. Painful loss generates memory and reminds us of our truly precious one. Camera, just like anyone of us, that is always trying to capture every significant moment and creating as much wonderful experiences as possible. All of us live base on memory just like the camera. On the way to our ambition, there's always someone important to us as our strongest support. The bulb is the role that always shines himself for the camera to complete a shoot. In the real life, bulb might be a symbol of our friends, families...etc. Curiosity motivates people to explore something unknown. Moth is mysterious to robots like camera and bulb, meanwhile, it is a symbol of death and misfortune in lots of cultures. The chasing of it brings two robots a little excitement, which soon leads to a heartbreaking loss. After the miserable loss, the memory is generated. The relationship between the camera and the bulb is different and sublime. The loss brings the connection to the robots and the moth, and they would continue their journey and more new story with the memory. When our lives about to end, all we have is our memories. We hope after seeing the film, people would pay more attention on their relationship with others or the connections might become invisible recollection soon. Once it happen, it would push you to another stage of your life.

作品名稱 Title of work

洗
Washing

作者姓名 Name of Applicants

紀榮傑、古宛婷
Jung-Chieh Chi, Wan-Ting Ku

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

黃明媛
Ming-Yuan Huang

學校名稱 Name of School/University

亞洲大學
Asia University



作品說明 Concept of the work

牢籠狀的電梯門打開暗示著一段應盡的責任已結束，在這段期間所經歷的感受，就會像附著在主角身上繭狀、絲狀穢物，令主角有洗的動機，而在洗的歷程這些汙穢並不會隨著洗的動作完全消失，像似我們極力試圖去釐清壓力的來源，以為這樣就可以擺脫但有時卻會越來越不清楚，有種「剪不斷，理還亂」的詞意。

Open of an elevator door sometimes is symbolized the accomplishment of a task. A man has experienced a period which ALL his feelings toward responsibilities are like dirty things entangled on his body. He wants to wash out those dirt. However, the dirt will never clean up like we would never get rid of our pressure no matter how hard we try. We try to find out the sources of pressure, thinking that this might help, but somehow this would make things more confusing.



作品名稱 Title of work

食物之別
Between Food

作者姓名 Name of Applicants

王敏芳
Min-Fang Wang

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

張維忠、何俊達
Wei-Chung Chang, Chun-Ta Ho

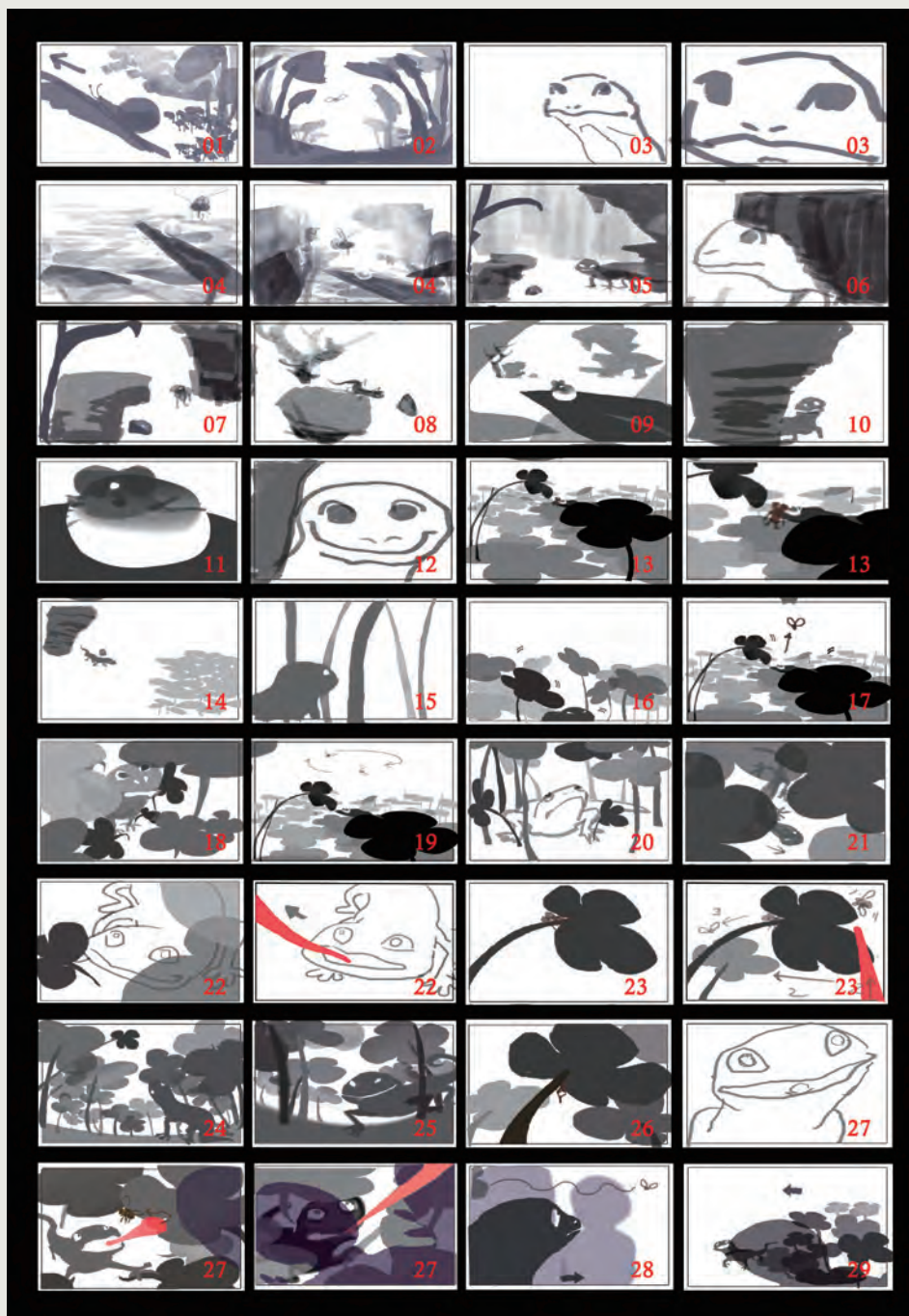
學校名稱 Name of School/University

國立臺灣藝術大學
National Taiwan University of Arts

作品說明 Concept of the work

這故事的主旨是諷刺人類以錯誤的方式對待動物。

The story ironically shows how wrongly that human beings treat animals...



作品名稱 Title of work

每個世界以不同方式再破裂
Other side of the circulation

作者姓名 Name of Applicants

沙明憲、廖力緯、沃怡伶
蔡禾莉、蔡映倫

Ming-Hsien Sha, Li-Wei Liao,
Yi-Ling Wo, He-Li Tsai, Ying-Lun Tsai

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

林宏銘
Arno Lin

學校名稱 Name of School/University

崑山科技大學
Kun-Shan University



作品說明 Concept of the work

《Other side of the circulation》就是為了顯影出人們感知上愛恨交雜的灰色地帶作為起想點，以一個象徵人類的眼睛毛球恣意遊走飛翔在已經枯死白化的樹林內所延伸的蝴蝶效應，這座樹林永遠都在掩蓋它的過去，而我們早已習慣捲溺於安全感和疏離感共存的生活伏流裡，當我們睜開眼時無時不刻的都可以知道人們又傷害了這星球，了解與自省下，卻仍然不可避免的為了生育而繁殖，為了食慾而屠殺，憤怒和自責膨脹慾望同時卻只能不斷的緊握這星球，最後無法終止索求的狀態下終究這情感毀滅了這地方。

"Other side of the circulation" is to develop a perception that people love and hate are mixed within the gray area as to point to a symbol of wanton human eye hair ball walk albino flying dead in the woods has been extended by the butterfly effect, This forest is always to cover up its past, and we have already used to being addicted to a sense of security paper and alienation of living underground stream exist, when we opened his eyes every moment of time that people can know that they hurt the planet, understanding and self-awareness, the surface is still not in order to avoid the birth and breeding, for the massacre of appetite, anger and desire for both self-blame can only continue to expand the grip of this planet, the final demands can not be terminated after all the emotional state of the destruction of this place .



作品名稱 Title of work

A Spokesperson

作者姓名 Name of Applicants

Saemee Han

學校所在地 Location of School

南韓 South Korea

指導老師 Instructor

無

None

學校名稱 Name of School/University

弘益大學

Hongik University Graduate School



A spokesperson

作品說明 Concept of the work

影片中有著不同面相但都同樣沉默的白色人像，是弱勢且受歧視的人的發言人。那些受到自然災害、恐懼、暴力等迫害的受苦靈魂建立了一個屬於自己的系統及秩序，期待著能在未來找尋的希望。

The white plaster, with distinct vision yet mute, is the spokesmen for the disadvantaged and discriminated. Persecuted amid natural disaster, terror, violence and flush of information, these suffered souls are however creating their own systems and orders, and looking for light of the hope which they will find in future.

作品名稱 Title of work

影舞者
Shadows

作者姓名 Name of Applicants

黃麗穎
Li-Ying Huang

學校所在地 Location of School

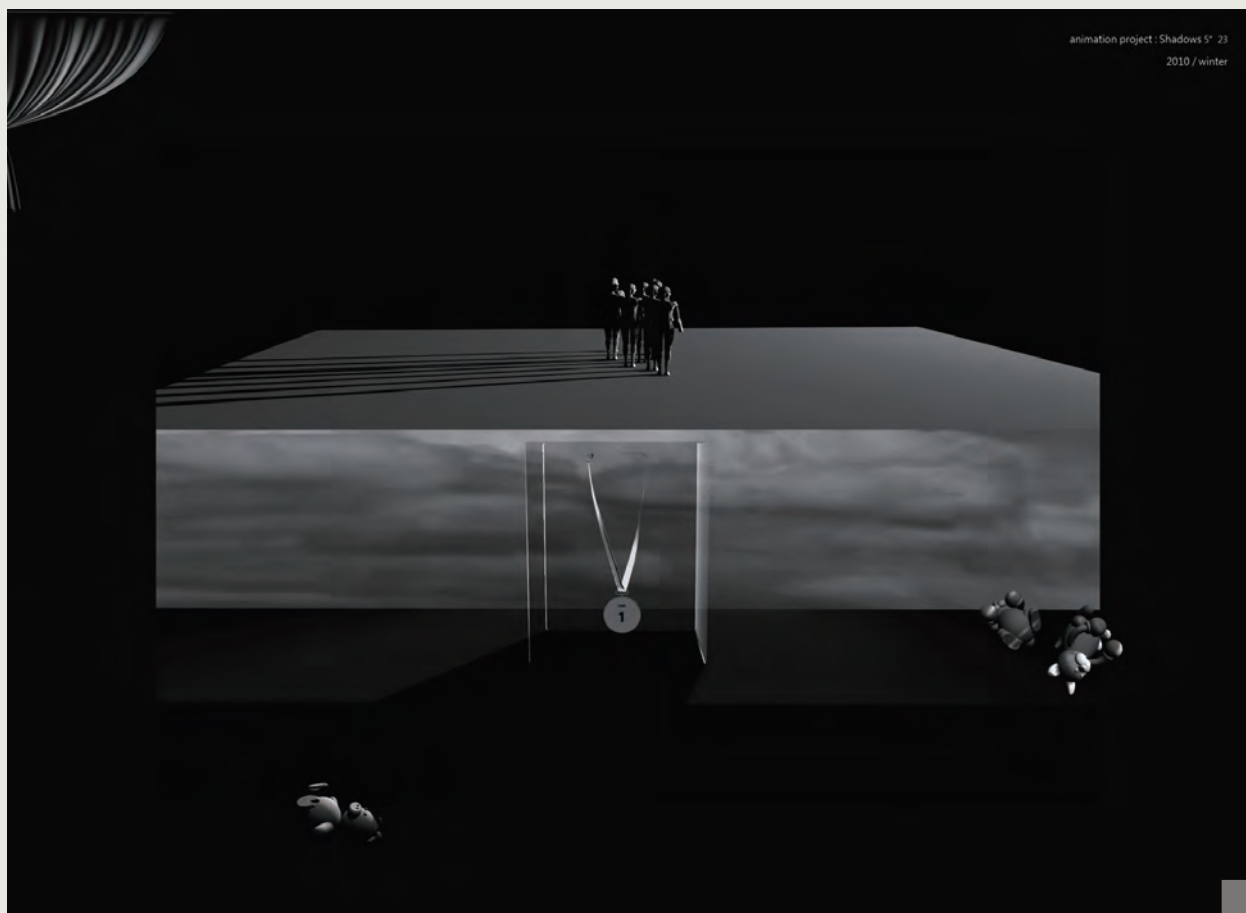
臺灣 Taiwan

指導老師 Instructor

戴嘉明、楊東橋、段奕倫
Jimmy Dai, Datavinci Young, Alan Duan

學校名稱 Name of School/University

實踐大學
Shih-Chien University



作品說明 Concept of the work

在體制下的競爭，一團沒有辨識度的影子互相交錯、熔接、扭動著。在一次運動競賽中，紅幸運以釐米之差超越白得到冠軍。偷窺開始成為紅生活裡唯一重心。而鎮日努力不懈的白終究打破了紀錄。為了再超越超越自己的白，紅越跑越快、越跑越快、在轉角處，斜斜的跑進自己影子裡了。

Shadows twist with each others unconsciously in the competition of the society. In one game, Red had slightly won White luckily, but then peeping became the main activity in Red's life. White broke the record eventually with its own hard working. For breaking White's record, Red runs faster and faster, but then ultimately runs to its own shadow in the corner.



作品名稱 Title of work

惡魔狗
Devil Dog

作者姓名 Name of Applicants

李思萱
Mint Lee

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

石昌杰
C. Jay Shih

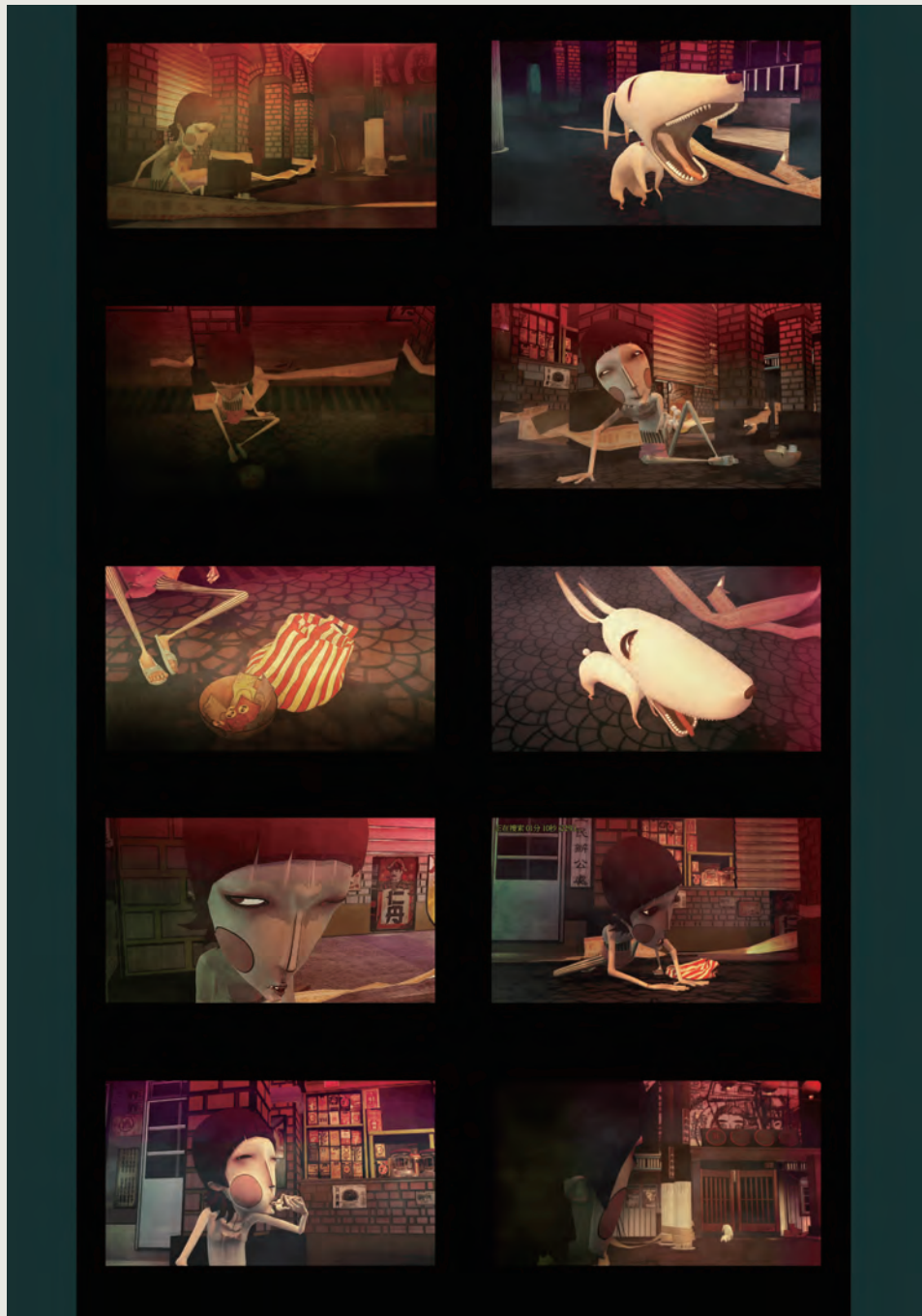
學校名稱 Name of School/University

國立臺灣藝術大學
National Taiwan University of Arts

作品說明 Concept of the work

本片故事以寓言方式呈現，寓意貪心不足蛇吞象的道理，如貪婪不知足進而害人，最後終究遭逢厄運。本片藝術風格以四零年代早期巴洛克式台灣建築風格為主，揉合創作者個人美術風格，以3D非寫實性算圖製作出2D手繪的質感。特殊的美術配色風格與商業主流性動畫做區別，呈現個人強烈而特殊的手繪性質。

"Devil Dog" is a 3D animation used an exceptional technique of antique Taiwanese pigment to depict a Taiwanese old street of the 1950s. Jocular plot and abundance of actions readily brings audience into the main purpose of the story: "Do not be insatiable, or you will give offense."



作品名稱 Title of work

尋糸

Find The Link

作者姓名 Name of Applicants

黃盈、張喬輔、吳昱緯、
林佳儀、徐乃雯

**Ying Huang, Chiao-Fu Chang,
Yu-Wei Wu, Chai-Yi Lin, Nai-Wen Hsu**

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

馮偉中

Wei-Zhong Feng

學校名稱 Name of School/University

大葉大學

Da-Yeh University



作品說明 Concept of the work

大家都有養寵物的經驗，我們發覺人和寵物之間，是一種情感與責任的關係。現代人身處忙碌且疲乏的社會腳步中，許多人想尋求寵物的心靈慰藉，但卻也因為欠缺養寵物的考量，加上寵物越來越容易購買或是取得，所以多數的寵物也往往並沒有被人們珍惜到永久。雖然我們不是所有人都有養過貓，但是綜觀社會上的流浪動物，街上流浪機率最高的不外乎是狗與貓。尤其是大學畢業潮時期，也是寵物們被丟棄的高峰，學校內外流浪貓狗劇增，除了為他們憐惜外，我們還能做些什麼？在發想這個劇本的眾多版本中，也曾經有過寵物因為人類不再愛牠而變成怪物將人吞噬的恐怖版本，或是以較心酸的手法描述寵物心境的催淚版本。最後我們覺得，與每一隻寵物相遇都是非常特別的，我們將那獨一無二的相遇和責任情感幻化成連接寵物與主人的“線”，將現實的拋棄行為虛幻化，呈獻在所有觀眾面前。

Everybody have pet experience, we found that relationship between people and pets is emotion and responsibility. In the modern society, people are surrounded by a busy and exhausting life style. Many of them want to seek emotional comfort from pets; however often times they don't have enough time to take care of their pets. Since pets are now easily available through purchase, many pets are abandoned and become strays on the street. Although not all of us have had cat, but cats and dogs are among the most abandoned pets. Especially during the graduation season, the pet abandon rate reaches its peak. The amount of stray cats and dogs around the university neighborhood rapidly increases. Except feel sad for them, what can we do for them. When brainstorming different versions of storyline, there was the horror version where the pet turned into a monster, and swallowed its owner who no longer loves it. There was also the heart break version that personified the emotional struggle of the pet. At the end we felt that with each pet, there was a unique encounter. We transformed such experience, its emotion involves, and the responsibilities into the "line" between the pet and men; abstracting the act of betrayal, and presented it in front of our audience.



作品名稱 Title of work

**尋
Recall**

作者姓名 Name of Applicants

**王郁晴、林彥筑、程惠沂
Yu-Ching Wang, Yen-Chu Lin,
Hui-Yi Cheng**

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

**李靖惠、洪榮澤
Jing-Hui Li, Rong-Ze Hong**

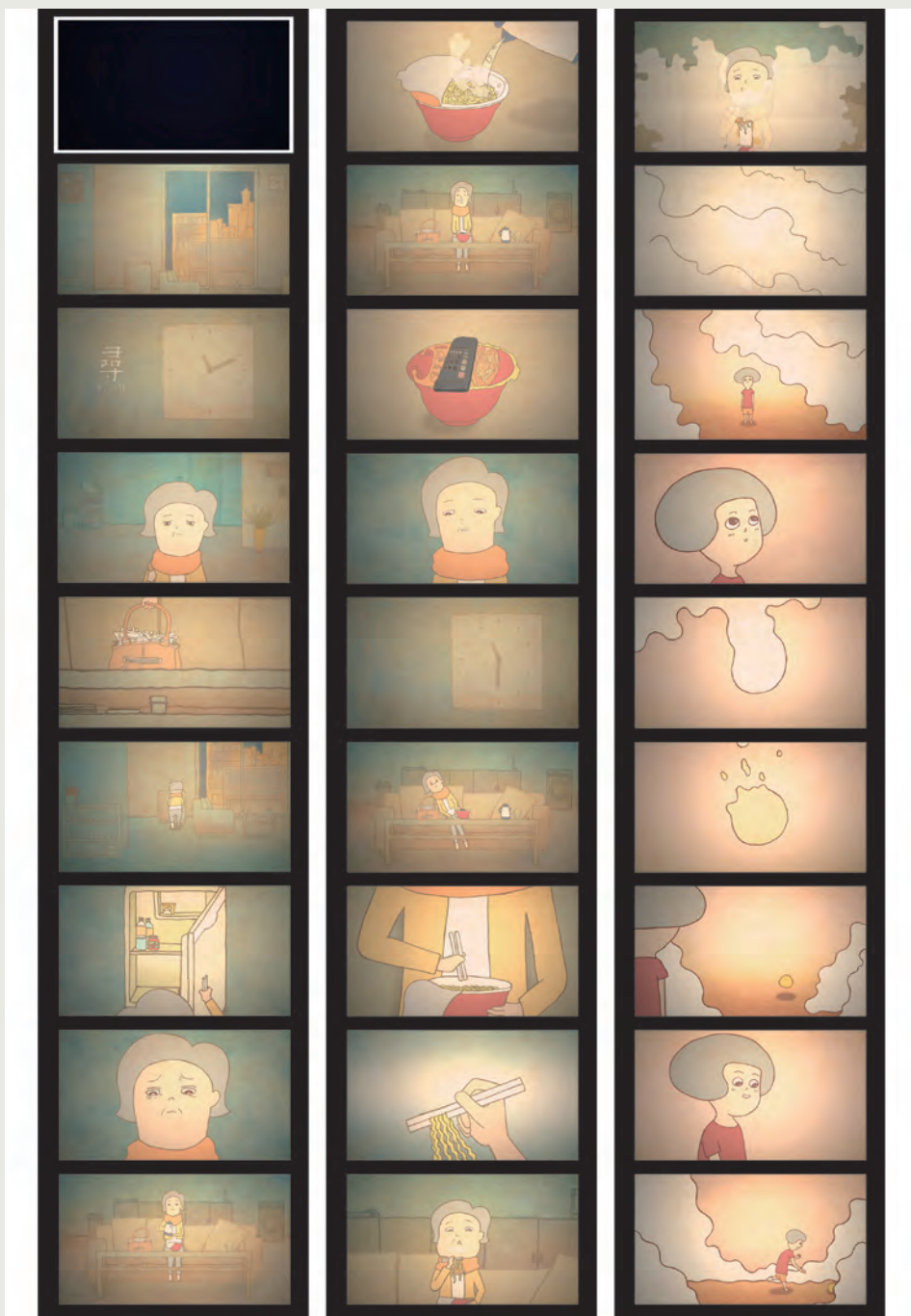
學校名稱 Name of School/University

**大葉大學
Da-Yeh University**

作品說明 Concept of the work

如果回到了小時候，你最想做什麼？思考著什麼樣的感官最能讓人記憶猶新？利用味覺去引導出主角在充滿懷舊韻味的老街上，伴隨著感官與回憶編織出一段溫馨的小故事。人總是因為過度的忙碌，而忘了單純美好的快樂，也會因為生活中的煩悶感，想要回到過去，故事中的主角藉由味道和感官回憶起過去一個美麗的回憶，也從中思索著未來的下一步。

What would you want to do the most if you could resume childhood? What senses could bring back the most vivid memories? The leading character in the story strolls on an old street, feeling nostalgic, because of some smells. A short and heart-warming story is woven with senses and memories. We always forget about simple and beautiful joys because we are too busy. When bored with life, we seek to return to the past. The leading character in the story rebuilds a wonderful memory with senses and smells. She also thinking about the next step in the future.



作品名稱 Title of work

方世界
Make a world

指導老師 Instructor

張淑滿
Shu-Man Chang

作者姓名 Name of Applicants

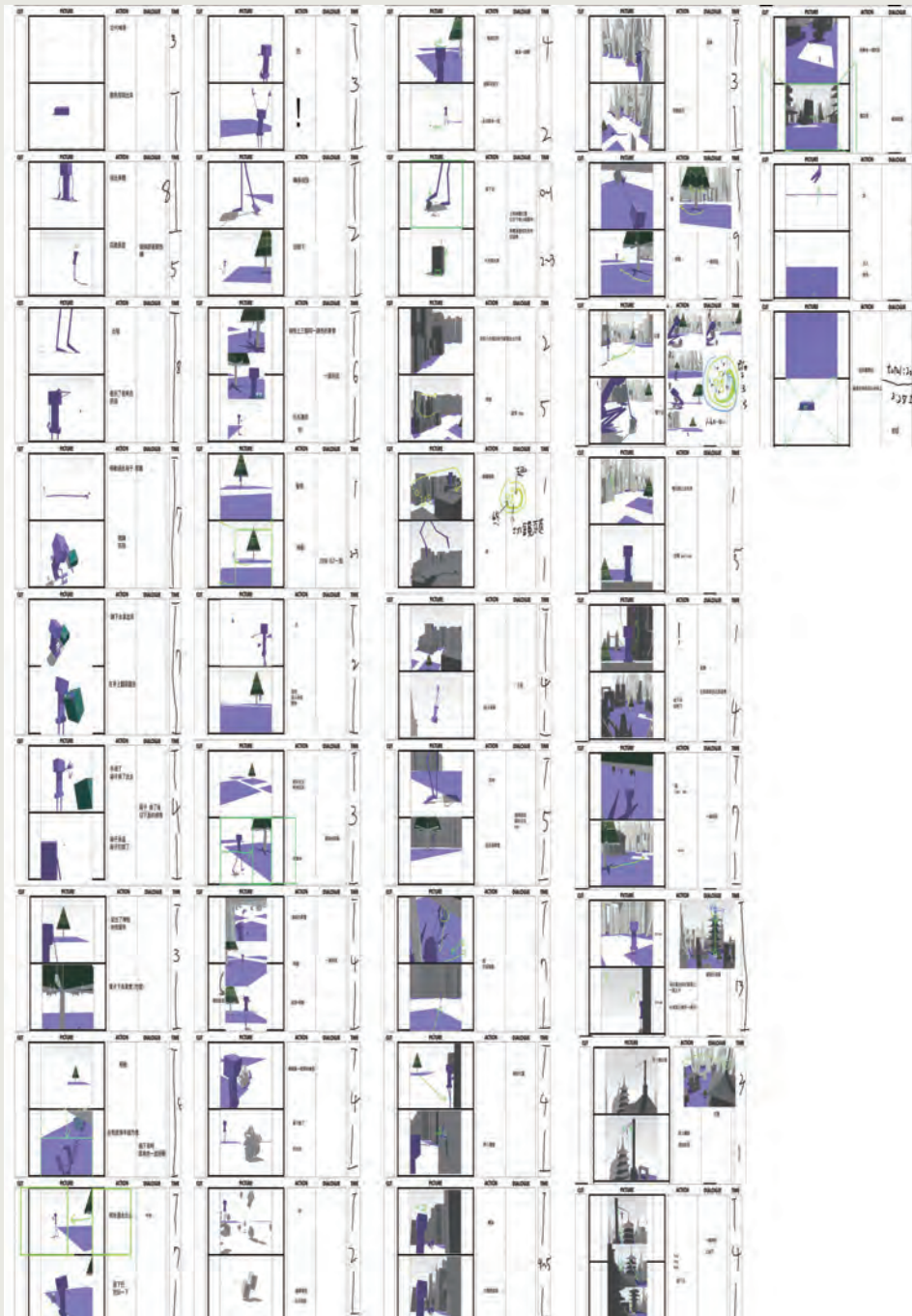
王則已
Tse-Yi Wang

學校名稱 Name of School/University

實踐大學
Shih-Chien University

學校所在地 Location of School

臺灣 Taiwan



作品說明 Concept of the work

在一個全白的世界，有一個方塊探出了頭，發現自己的顏色和環境格格不入，又發現一顆可以改變這世界的樹之後他開始改變這方世界。

In a world full of white. There is a box stuck his head out and found himself out of tune, the color and the environment where he found a tree that can change the world then he starts to change this cube world.



作品名稱 Title of work

結晶

CRYSTALISED

作者姓名 Name of Applicants

何瑀、李俞萱、劉潔明、蘇天妤
Yeu Ho, Yu-Syuan Lee,
Jie-Ming Liou, Tian-Yu Su

學校所在地 Location of School

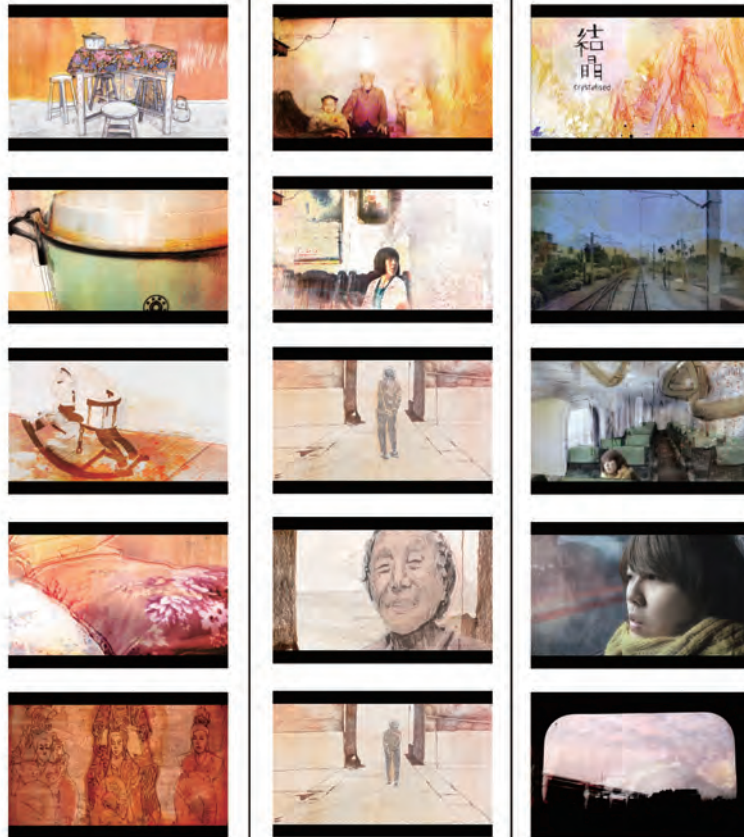
臺灣 Taiwan

指導老師 Instructor

洪榮澤
Rong-Ze Hung

學校名稱 Name of School/University

大葉大學
Da-Yeh University



作品說明 Concept of the work

紀錄那年純到要溢出來的美麗時光，表達我們想要保留住自己生命中最永恆的剎那，並將失去的沉痛心情放下，帶著真實擁有過的美好，繼續下去。結晶是從純物質中萃取出高純度的固體，會在物質最純時被解離出來；好比人的情緒，在情緒最高漲時便會產生好或壞的爆炸因此我們選擇結晶體中的鹽，作為故事的發想。這代表親情最純最滿的情緒和回憶。這樣看似簡單和一般的生活片刻，回憶起來卻是最細膩的感觸。以動畫筆觸結合實拍影像，呈現似真實似虛幻的回憶時光。鹽主要用來提味，是菜餚中重要的角色。已去世的阿婆，是妹妹童年記憶中最深刻的部份。回阿婆家吃團圓飯，總是妹妹最期待也最高興的事。午後陽光灑下，和阿婆手拉著手踩鹹菜，鹹鹹的氣味縈繞在妹妹的回憶裡頭。時光流逝，生命被揮霍著，縱使阿婆已不在人世，但那些相處過的生活點滴永遠會是最珍貴的寶貝。

We want to record the beautiful and purity years, which capture the moment of eternity in our life. And put down the sorrow of losing, take the beauty of what we truly have before. Keep on going! Crystal is a high-purity solid extracted from pure materials, will be dissociated while the pure material reach the highest purity; just like people blast out with emotions when they reach the limitation. That is why we choose the crystal-salt, which presented love of family. With love, every routine in our daily life will be the most deeply touching. Salt plays an important role in food. The grandmother, who passed away, is the most important person for the girl. The supper with the grandmother is the most exciting thing for her. She remembers how the grandma took her hand to step on the salty vegetables under the afternoon sun. That salty smell is ingrained in her memories. Even though the grandma is no longer around, the shared moments will always be cherished.

作品名稱 Title of work

匆容

Unhurried

作者姓名 Name of Applicants

蔡旻純、鄒毓婷、陳曉瑤、楊芳綺
Min-Chun Tsai, Yu-Ting Tsou
Hsiao-Yao Chen, Fang-Ci Yang

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

陳竜偉
Lung-Wei Chen

學校名稱 Name of School/University

南台科技大學
Southern Taiwan University



作品說明 Concept of the work

以純白紙作的方式來呈現整個小鎮的街景，創造出清新悠閒的氣氛，以送報男童為主角，串連整個清晨不曾仔細體會過的情景，最後以現實生活中嘈雜匆忙的景象作為對比結束。

To pure white as a way to present the town's streetscape, creating a fresh and relaxing atmosphere and newspaper delivery boys for the lead, thread the entire morning had not been carefully understand the scene, and finally to real-life scene of a noisy rush as a comparison ends.



作品名稱 Title of work

美好視界
Wondrous sight

指導老師 Instructor

陳慶鴻
Cing-Hong Chen

作者姓名 Name of Applicants

林怡君、葉仕翊
Yi-Jyun Lin, Shih-Yi Ye

學校名稱 Name of School/University

樹德科技大學
Shu-Te University

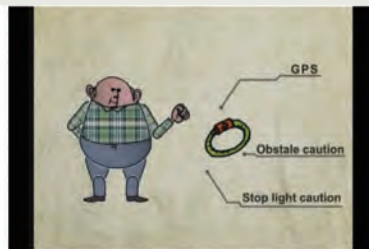
學校所在地 Location of School

臺灣 Taiwan

作品說明 Concept of the work

視障同胞在日常生活中有許多不便，我們希望在以後的未來，能夠有電子手環這樣的輔助品，以引導視障同胞們。希望結合GPS、語音、及障礙警告系統等，配合政府的用心規劃，打造無障礙生活空間，讓視障朋友們的生活更美好。

Visually disabled people suffer inconveniences in their daily and social life. We hope to create some technology products like the E-Bracelet to guide visually disabled. For example the function in the E-Bracelet has Traffic Warning System with Voice, Obstacle Warning System...etc. Make a careful plan by the governments around the world to create a barrier-free environment, let the visually disabled people have a more beautiful life.



電子手環的功能



場景：月台
重複走到月台，月台門感應到手環而打開



場景：馬路
提醒盲胞紅燈停下



場景：街上→馬路
走到目的地



幕後介紹

作品名稱 Title of work

左邊第二扇窗
Missing

作者姓名 Name of Applicants

余方
Fang Yu

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

陳建宏、張維忠
Hikkijoe Chen, Wei-Chung Chang

學校名稱 Name of School/University

國立臺灣藝術大學
National Taiwan University of Arts



作品說明 Concept of the work

思念媽媽的小女孩在窗上畫下了媽媽的圖案，媽媽的圖案就像被施了魔法似的變出媽媽，並且帶小女孩到幻想世界玩，原本兩人相處的很開心，媽媽卻在半空中消失不見。但就算形體不在了，媽媽所贈送的項鍊仍然指引小女孩回到原本的地方。

There is a little girl who misses her mother very much. One day, she painted a picture of her mother on the window. The picture changed into her mother actually, like someone has used a magic to it. After that, she took the little girl into a fantasy world. They had a great time together, but the mother disappeared in the air suddenly. Although mother's body is gone, the necklace as a gift from her still leads the little girl back to the original place safely.



作品名稱 Title of work

火車地下室
Cellar under the Train

指導老師 Instructor

戴嘉明
Jia-Ming Day

作者姓名 Name of Applicants

賴邦妮
Pang-Ni Lai

學校名稱 Name of School/University

實踐大學
Shih-Chien University

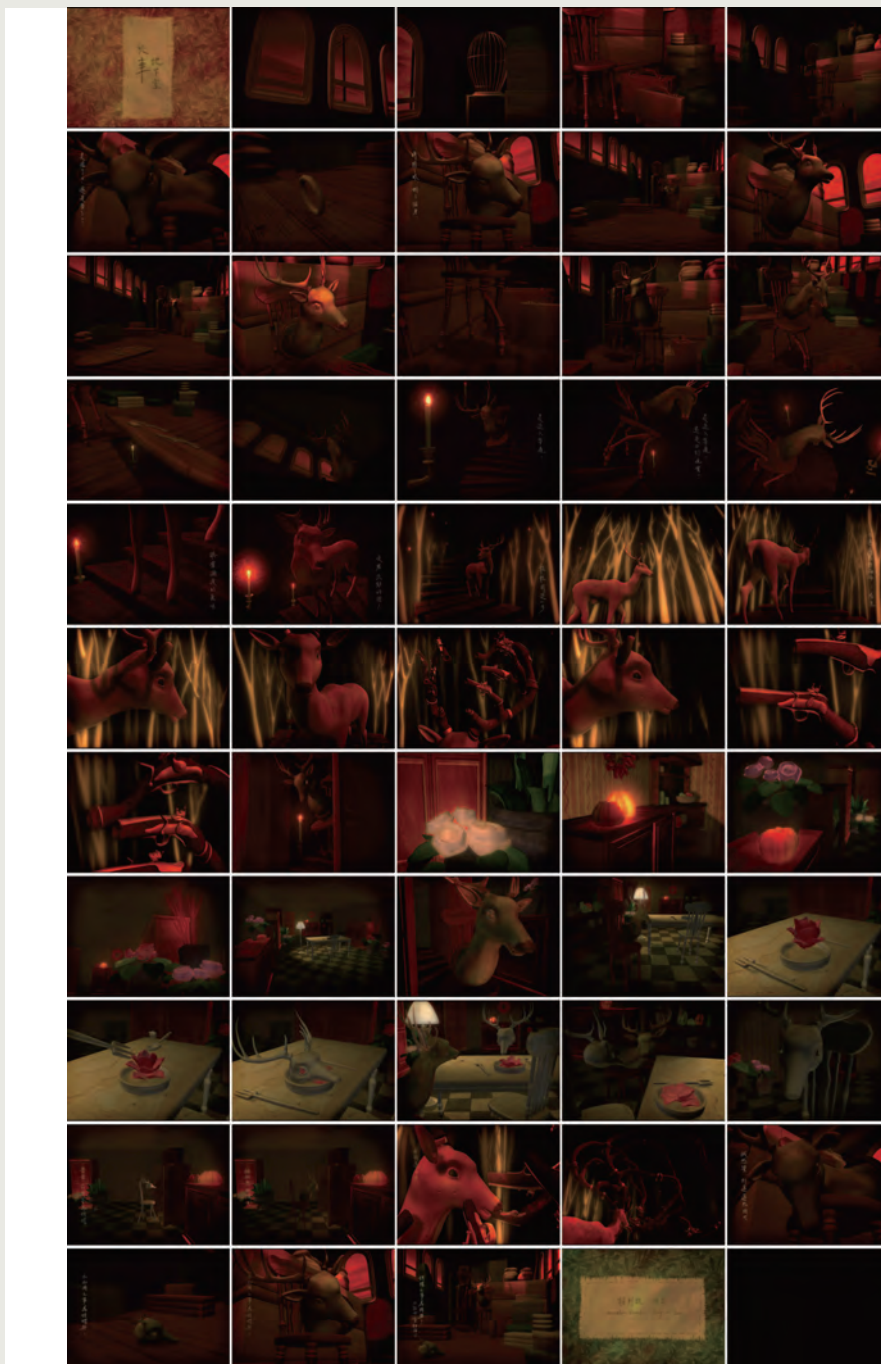
學校所在地 Location of School

臺灣 Taiwan

作品說明 Concept of the work

這其實是莊子齊物論莊周夢蝶的故事。有一日莊周作夢，夢到自己是隻蝴蝶，自由自在的在飛翔，不知道自己是莊周，忽然醒來，竟不知是莊周夢到自己是蝴蝶，還是蝴蝶夢到自己是莊周。而火車裡的鹿頭，和地下室裡鹿的頭骨，是森林中的鹿走進了獵人的陷阱呢？還是，獵人最終成了自己的槍下魂？關於夢境和真實，鹿頭其實只是白淨頭骨的夢？亦或，頭骨事實上才是鹿頭的夢境呢？所謂絕對的好事並不存在，就像你也無法料到，壞消息的餘波也許把什麼深層或遙遠的東西沖上岸了，而且可能不是壞事。只要懂得適度轉換觀點，也許我們可以不用活的這麼辛苦，也不會得意忘形而樂極生悲了。

It is the story of Chuang Chou. One day, Chuang Chou dreamed that he was a butterfly. He thought he was indeed a butterfly, and he totally forgot that he had been so-called Chuang Chou. Later when he woke up, he found himself turning into Chuang Chou again. He wondered, "Which one is real me? Am I the man, Chuang Chou, who dreamed of turning into a butterfly, or the butterfly becoming to a man in a dream?" The deer head in the train and the deer skull under the cellar, About dream and reality, is the head only the dream of the skull? Or is the skull the dream of head? Nothing is absolutely right, just like you never know bad news sometimes brings you something, and it might be good to you. If we adjust our perspectives appropriately, maybe we could avoid some sufferings.



作品名稱 Title of work

懇親日
Parent Visit Day

指導老師 Instructor

陳建宏、石昌杰
Jian-Hong Chen, C. Jay Shih

作者姓名 Name of Applicants

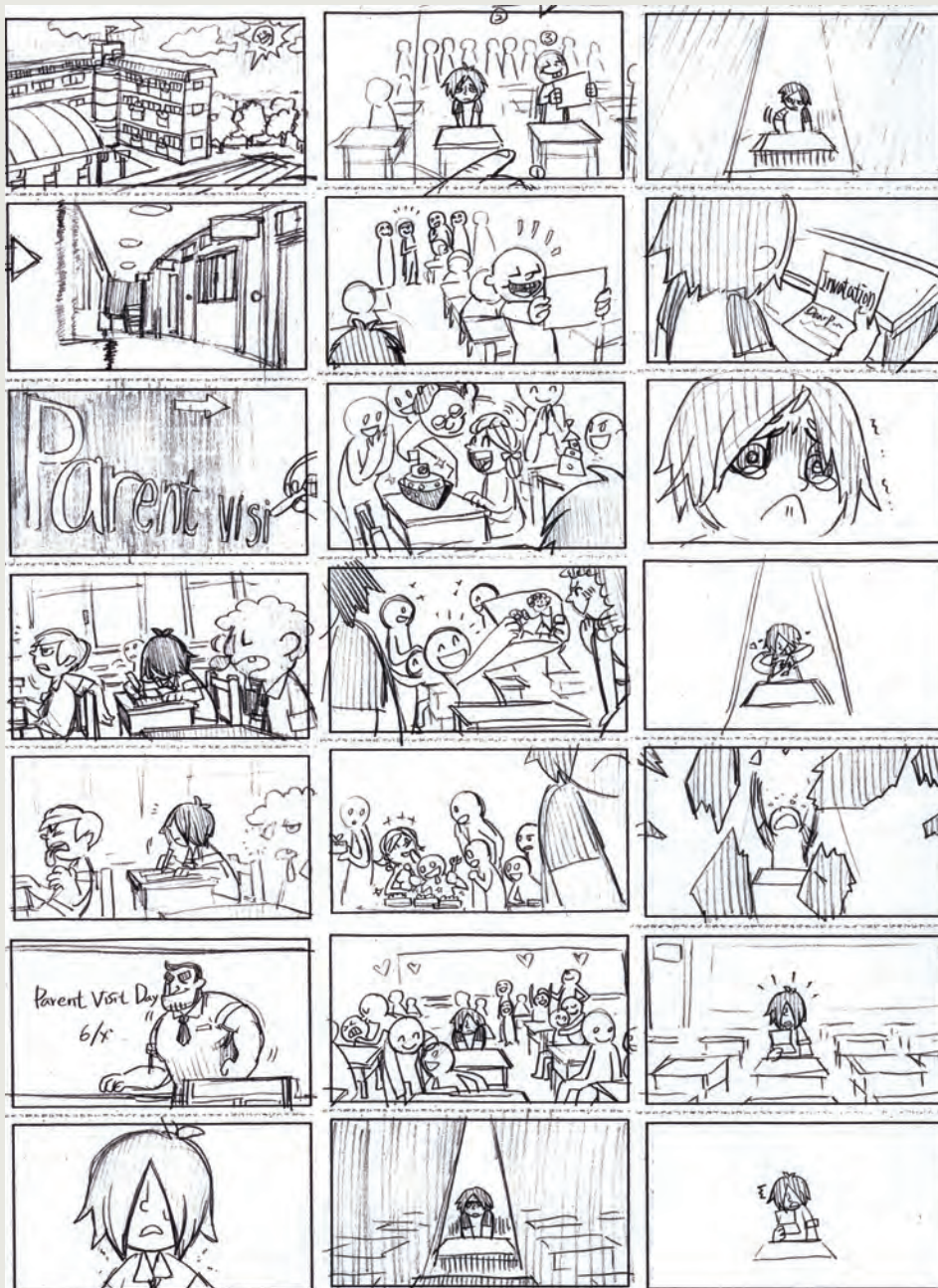
邱蘭婷、李孟儒、陳奇逸
Lan-Ting Chiu, Meng-Ju Li, Chi-Yi Chen

學校名稱 Name of School/University

國立臺灣藝術大學
National Taiwan University of Arts

學校所在地 Location of School

臺灣 Taiwan



順序：↓ ↓ ↓

作品說明 Concept of the work

一個風和日麗的上學日，老師突然公佈了懇親日即將到來的消息。在同學們一片興奮期待的氣氛中，唯有主角露出了驚愕的神情，隨即掉入了過去懇親日的落寞回憶裡。眼看著悲劇就要重演，面對再次來臨的懇親日，主角的決定是？

At a sunny school day, the teacher announced that the parent visit day was drawing near, and everyone but the boy with orange hair was excited about it. The boy was soaked in unpleasant memories of the past P.V. Days. With yet another tragic outcome approaching, what would he do?



作品名稱 Title of work

怪怪

Who's Turn

作者姓名 Name of Applicants

鄭宇婷、沈佩君、范靜家
Yu-Ting Cheng, Pei-Chun Shen,
Ching-Chia Fan

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

陳建宏、石昌杰
Hikkijoe Chen, C. Jay Shih

學校名稱 Name of School/University

國立臺灣藝術大學
National Taiwan University of Arts

作品說明 Concept of the work

居住於商店街的小怪們玩著鬼抓人的遊戲，就此展開了兩位主角－菱角臉與小豆間的追逐，並在過程中帶入許多怪們在人類世界商店街的日常生活。菱角臉一路追著小豆，最後發現不小心掉在雞舍的小豆快被雞吃掉了，便衝去替小豆解圍，同時也抓到了小豆；以換小豆當鬼，遊戲再次開始作結。

In an ordinary shopping district within human world live many pixies who like to play "tag." One day, it is Butter Bean's turn to play the ghost. As he is chasing after Little Pea and other pixie friends, many pixies just live on their daily lives on the streets. Suddenly, Little Pea is trapped in a coop and faces the danger of being eaten by a rooster. When Butter Bean tries to save Little Pea, he catches Pea. So, it is now Little Pea who plays the ghost, and the adventure starts again.



作品名稱 Title of work

秀
NEXT SHOW

作者姓名 Name of Applicants

戴莉萍
Li-Ping Tai

學校所在地 Location of School

臺灣 Taiwan

指導老師 Instructor

孫春望
Chun-Wang Sun

學校名稱 Name of School/University

國立臺灣科技大學
**National Taiwan University Of
Science and Technology**



作品說明 Concept of the work

這部動畫是以 runway show 結合川劇變臉為主軸。以川劇變臉的概念，讓 model 展現的服裝可以在舞台上一件一件的變換，讓觀賞者永遠不知道下一件會是什麼樣的驚喜。

The main idea of this animation is combined with runway show and Sichuan Opera face. Its upon the concept of Sichuan Opera face, the model changed the clothing by clothing continuously on the stage, so that audience would never know what is the surprise next.



作品名稱 Title of work

女人
La Femme

作者姓名 Name of Applicants

謝昕妮
Sin-Ni Sie

學校所在地 Location of School

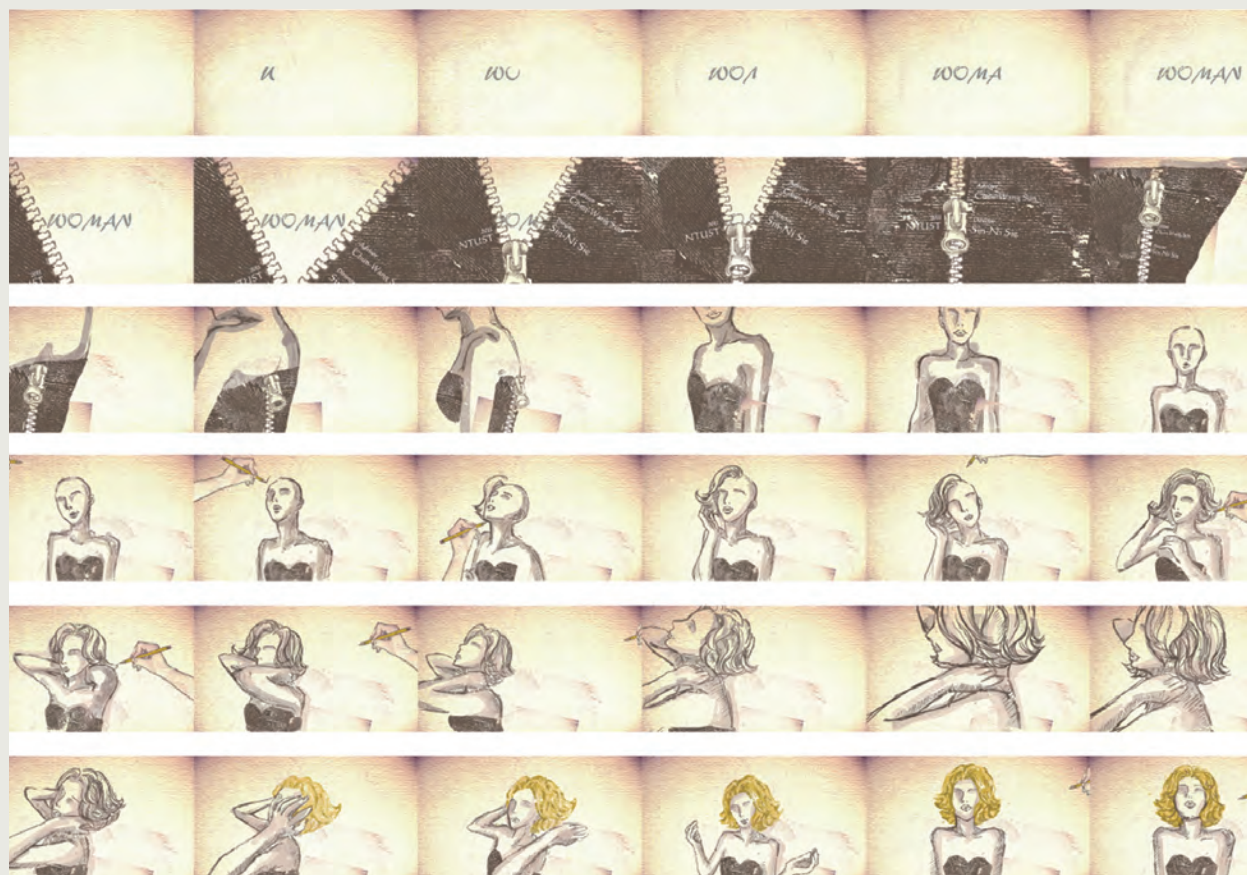
臺灣 Taiwan

指導老師 Instructor

孫春望
Chun-Wang Sun

學校名稱 Name of School/University

國立臺灣科技大學
National Taiwan University Of
Science and Technology



作品說明 Concept of the work

整部動畫在描述女人裝扮的過程。一開始使用手寫方式呈現主題 "La Femme"，拉鍊拉起，轉過來的是一位穿著馬甲沒有頭髮的女人，一隻拿著 DRAWIN PENCIL 2B 素描筆的右手出現開始描繪，讓觀眾有期待感接下來會描繪出什麼，就像是沙畫一樣，宛如親眼看著動畫完成。右手的出現也像是一位畫家正在跟自己的角色互動，中途角色開始有自己的想法，還會對畫家提出要求，一步一步完成角色設計，當設計完成時動畫隨之結束。2 部動畫就像在表達人生永遠不知道下一部會發生什麼事，所以期待。

At the beginning, using hand-written style to present the topic "La Femme", when the zipper are zipped, a woman wearing a vest with no hair turned around, a right-hand with DRAWIN PENCIL 2B sketch pen appeared. Then the audience would have expected a sense of what is depicted, like a sand painting, be seen directly the animation completed. the emergence of the right hand is like a painter interacting with a character that has been created, the role started to have their own ideas in the middle and making request to the painter, the character design is finishing gradually. When the design is completed, the animation comes to an end as well. 2 animation as in the expression of a life, never know what will happen next, so look forward to.

作品名稱 Title of work

是的，女士
Oui, Madame

指導老師 Instructor

孫春望
Chun-Wang Sun

作者姓名 Name of Applicants

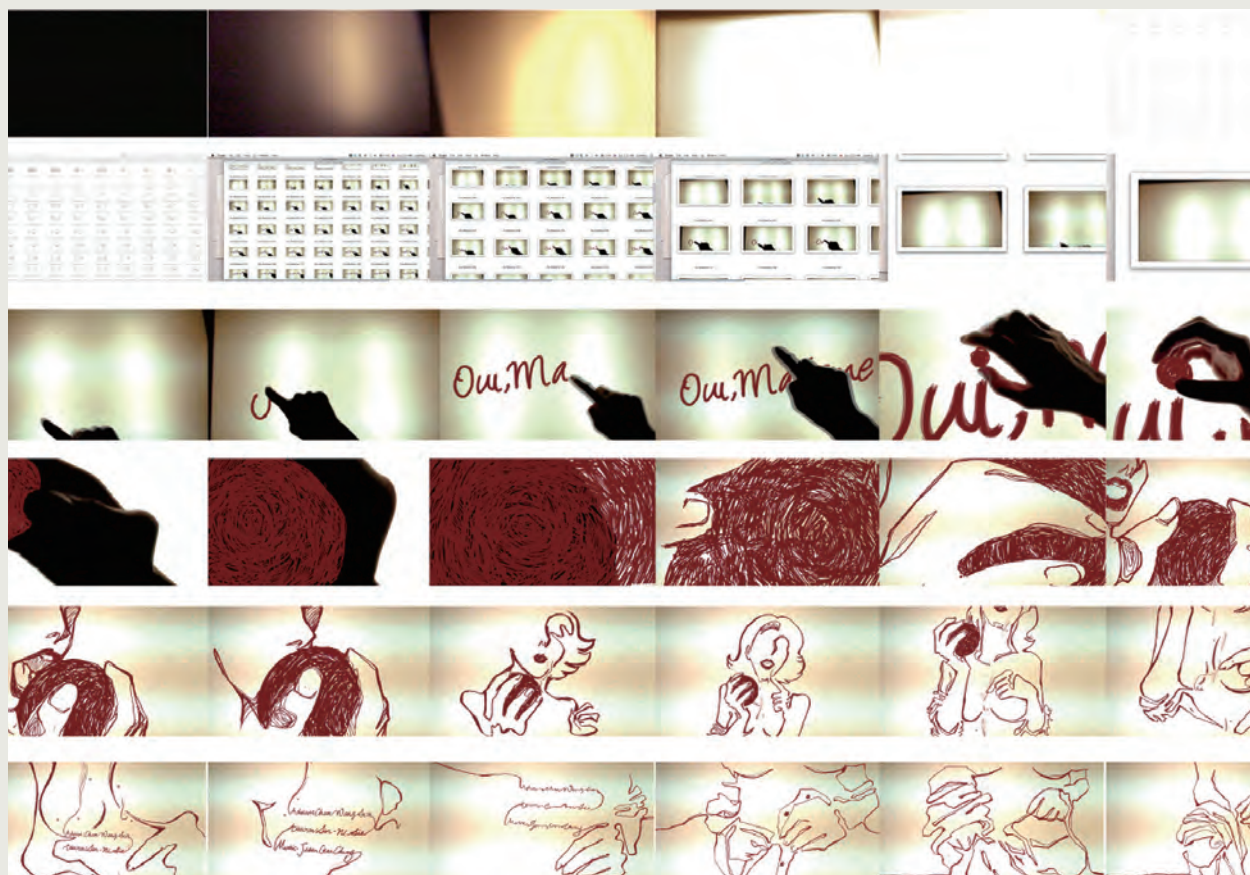
謝昕妮
Sin-Ni Sie

學校名稱 Name of School/University

國立臺灣科技大學
National Taiwan University Of
Science and Technology

學校所在地 Location of School

臺灣 Taiwan



作品說明 Concept of the work

開頭使用電腦畫面 ZOOM IN 進動畫中的其中一張圖片，圖片開始連續切換到下一張圖片，傳達 2D 動畫是利用 "視覺殘留" 讓畫面動起來，動畫是將不同動作的靜態影像或圖畫，以連續逐格顯示的方式產生動態的視覺效果，當前後兩張有些微差異的影像疊在一起，並以快速翻閱瀏覽，就會因視覺暫留的影響而感覺影像會動，這便是動畫的基本概念。使用一條線完成整部動畫，展現女人美麗的身體，不管是畫面，線條還是 2D 連續動畫，這都是將一切回到最原始，影片中有疑似男女交歡的畫面，就像回到亞當與夏娃，這樣最原始的事情，是一件美麗也藝術的事情。並結合現實的光桌與手繪技巧，來呈現女人洗澡時發生的所有 "借位" 有趣事件，讓觀眾看了會緊張，會心一笑，而且讓觀眾自己發揮想像力來定義這部動畫的內容，有參與感也有疑惑。"到底是不是那個呢？" "Oui, Madame!" 2 部動畫就像在表達人生永遠不知道下一部會發生什麼事，所以期待。

At the beginning, zooming in the computer screen into a picture of the animation. Pictures starting to slide in to the next conveys that 2D animation works by "persistence of vision". Animation is creating animated visual effect by displaying different static images or pictures frame by frame. When two slightly different images are placed over each other and flipped quickly, the images look like they are moving due to the persistence of vision, which is the basic concept of animation. Use a line to complete the whole animation. Show the beauty of a woman body, Whether the screen, the line remains continuous 2D animation, This is to all go back to the original, The film has suspected of sexual intercourse picture like Adam and Eve back. This most original thing. Is a beautiful and artistic thing. Using the same line to show the whole animation, also combining realistic light table and hand drawing skill, to show the interesting things happened during the bath time of a woman. After seeing the animation, the audience may be nervous and have a knowing smile. Making the audience developed their imagination to define the content of this animation by himself/herself and also there is a sense of participation and doubts "Is that it!", "Oui, Madame!", Two animations as in the expression of a life, never know what will happen next, so look forward to.



評審簡介
Jury Introduction

決選評審 Jury of final stage

產品設計 Product Design

Shikuan Chen	陳禧冠
Riviera Chiang	江佩珊
Alex Chou	周育賢
Sherman Lin	林時旭

視覺設計 Visual Design

Martin Yang	楊佳璋
Jeff Che-Fu Liao	廖哲夫
Chi-Mei Chang	章琦玫
Kuo-Ching Lin	林國慶
Izen Tu	涂以仁

數位動畫 Digital Animation

Cheng-Ning Chiu	邱正寧
Youli Deng	鄧有立
Ian Town	唐聖瀚
Fish Wang	王登鈺
Chin-Sheng Wu	吳進生

決選評審 Jury of final stage

產品設計 Product Design

Shikuan Chen	陳禧冠
Wen-Long Chen	陳文龍
Shinya Kamuro	禿真哉
Vesna Popovic	
Jamy Yang	楊明潔

視覺設計 Visual Design

Martin Yang	楊佳璋
Kim Hyun	金炫
Pekka Loiri	
Jeff Che-Fu Liao	廖哲夫
Serge Serov	

數位動畫 Digital Animation

Jayne Pillng	
Mark Oftedal	
Camillelvis Théry	
Chin-Sheng Wu	吳進生

產品設計類 Product Design



| 臺灣 Taiwan

評審召集人 The convener of judging panel

陳禧冠 Shikuan Chen

仁寶電腦創新設計本部 (Experience Design) 副總經理
曾任 Philips Design 飛利浦設計中心台灣及香港區執行與設計總監
曾任 GE/FITCH (美商奇異) 執行與設計總監
Philips Design 飛利浦香港設計中心全球音響設計部主任設計師

Vice President, Innovation Design and Technology Section, Compal Electronics
Executive and Design Director, Philips Design, Taiwan and HK
Executive and Design Director, GE/FITCH
Sr. Product Designer, Philips Design, HK



| 臺灣 Taiwan

陳文龍 Wen-Long Chen

NOVA 浩漢產品設計股份有限公司 董事長
2005 IF Design Award 評審
曾任工業設計協會 (CIDA) 理事長
曾任國際工業設計社團協會 (ICSID) 執行理事

President, Nove Design
Jury Committee, IF Product Design Award 2005
Former Chairman, China Industrial Designer Association (CIDA)
Former Member of Executive Board, International Council of Societies of Industrial Design (ICSID)



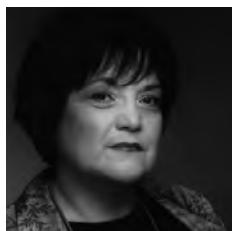
| 日本 Japan

禿真哉 Shinya Kamuro

日本 TORAFU 建築設計事務所共同負責人
昭和女子大學兼任教師
曾任職青木淳建築計畫事務所

Co-Founder, TORAFU ARCHITECTS (with Koichi Suzuno)
Lecturer, Showa Women's University
Worked at Jun Aoki & Associates

產品設計類 Product Design



澳洲 Australia

Vesna Popovic

澳洲昆士蘭科技大學工業設計系教授
昆士蘭科技大學 People and Systems Laboratory (PAS Lab) 研究團隊創辦者
Design Institute of Australia、英國 Design Research Society 會員
國際工業設計社團協會 (ICSID) 顧問

Professor in Industrial Design at the Queensland University of Technology
Founder of the People and Systems Laboratory (PAS Lab) research group at QUT
Fellow of the Design Institute of Australia and Fellow of the Design Research Society (UK)
Adviser of the International Council of Societies of Industrial Design (ICSID)



中國 China

楊明潔 Jamy Yang

楊明潔設計顧問機構創辦人
曾任德國西門子設計總部產品設計師。
作品囊獲包括德國 iF 獎、紅點獎、日本 G-mark 獎、
亞洲最具影響力設計銀獎在內的三十多項設計大獎
擔任了 iF 中國設計大獎在內的多項大賽評委。

Founder of Yang Design
Former product designer in Siemens German headquarter
Winner of more than twenty international design awards
Judge of many design prizes including iF China Awards



臺灣 Taiwan

江佩珊 Riviera Chiang

創意庫 (Studio X-Gene) 創意總監
2005 上海國際車展「X-Coupe」概念車
2011 上海國際車展「AVANT GT」電動車
曾任中華汽車造型部門設計主管
曾任裕隆汽車工程中心設計師

Founder and Design Director of Studio X-Gene
Concept car "X-Coupe" (2005 Shanghai Autoshow)
EV showcar "AVANT GT" (2011 Shanghai Autoshow)
Manager of vehicle styling department in China Motor Corporation
Designer of styling department in Engineering center of Yulon Motors

產品設計類 Product Design



臺灣 Taiwan

周育賢 Alex Chou

現任小智研發 (Miniwiz) 設計總監
美國 Bionics In Action 設計師
美國 Pininfarina Extra USA 設計師
巴沙狄那藝術中心設計學院畢業

Industrial Design Director, Miniwiz Sustainable Energy & Development (Taipei, Taiwan)
Industrial Designer, Bionics In Action (Weston, FL)
Industrial Designer, Pininfarina Extra USA (Fort Lauderdale, FL)
Department of Transportation Design, Art Center College of Design (Pasadena, CA)



臺灣 Taiwan

林時旭 Sherman Lin

動形產品設計 創意總監
日本 GK Dynamics Taiwan 代表及動態設計部
YAMAHA 重型機車設計師
NOVA Design 浩漢 設計顧問
KYMCO 光陽工業 設計顧問

Creative Director, Sherman Dynamics Styling Design
Motorcycle Designer, GK Dynamics, GK Design Inc.
Representative, GK Network Taiwan
Design Consultant, NOVA Design
Designer of SYM R150 EFi, Sanyang Industry
Design Consultant, KYMCO (KWANG YANG CO.,LTD)

視覺設計類 Visual Design



臺灣 Taiwan

評審召集人 The convener of judging panel

楊佳璋 Martin Yang

現任中華平面設計協會 理事長
現任樸致形象設計有限公司 創意總監、負責人
Message to The World 上海國際海報設計邀請展 總監

Chairman, Taiwan Graphic Design Association
Founder & Creative Director, Hwat's Graphics Design co., LTD
Director, "Message to The World", Shanghai International Invitational Poster Exhibition

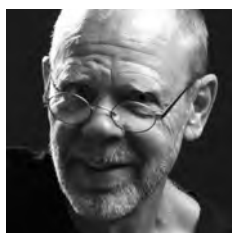


韓國 Korea

金炫 Kim Hyun

【Design Park】Communications 有限公司創辦人及總經理
韓國設計展第一任創作者暨歷任評審委員
韓國知識經濟部 友誼事業本部 郵票設計審議委員
2008 獲大韓民國 花冠文化勳章
2007 獲韓國美術協會 美術產業特別功勞獎

Founder and Director, Design Park Communications Ltd.,
Invited Artist and Juror, Rep. of Korea Industrial Design Exhibition and Stamp Design
Evaluation Committee, Ministry of Knowledge, Rep. of Korea
Received Hwagwan Nation Medal of Cultural Merit, 2008
Received Industrial Art Meritorious Award on 1st National Artist Day, 2007



芬蘭 Finland

Pekka Loiri

芬蘭拉赫第國際海報雙年展主席
芬蘭 Original Loiri Oy 創辦人
曾獲得多項獎項，包括 Colorado Poster Biennial, Gabrovo Poster Biennial 以及
Icograda Excellence Award 等大獎

President, Lahti Poster Biennial
Graphic Designer & Founder, Original Loiri Oy
Received many awards, including first prize in Colorado Poster Biennial,
Gabrovo Poster Biennial, and Icograda Excellence Award.

視覺設計類 Visual Design



| 臺灣 Taiwan

廖哲夫 Jeff Che-Fu Liao

楓格形象設計有限公司藝術總監
中華平面設計協會顧問
曾獲美術設計協會頒發「終身設計成就獎」

Creative Director, Focus Design
Consultant, Taiwan Graphic Design Association
Lifetime Design Achievement Award, The Graphic Design Association of the Republic of China



| 俄羅斯 Russia

Serge Serov

莫斯科金蜂國際平面設計雙年展主席
俄羅斯 Academy of Graphic Design 院長
俄羅斯 Higher Academic School of Graphic Design 校長
曾舉辦過無數的國際性展覽及競賽

President, Golden Bee, the Moscow International Biennale of Graphic Design
President, Academy of Graphic Design (Member of Icograda)
Head of the Higher Academic School of Graphic Design
(Member of Icograda Education Network)
Organized more than 100 design exhibitions, competitions and events in Russia and abroad



| 臺灣 Taiwan

章琦玫 Chi-Mei Chang

十分視覺整合設計有限公司創意指導
中華平面設計協會常務理事
曾任檸檬黃設計有限公司設計藝術指導

Creative Director, Optima Integrated Design
Managing Director, Taiwan Graphic Design Association
Former Art Director, Lemon Yellow Branding & Design

視覺設計類 Visual Design



臺灣 Taiwan

林國慶 Kuo-Ching Lin

我在品牌設計有限公司執行長
中華民國形象研究發展協會理事長
中華民國美術設計協會 常務理事
普羅公共關係顧問股份有限公司創辦人

CEO, I AM BRAND DESIGN INC
Managing Director, China Image Research Development Association
Chairman of Council, Graphic Design Association of the Republic of China
Founder, Professional Public Relation International



臺灣 Taiwan

涂以仁 Izen Tu

伊德視覺形象設計 創意總監
台灣包裝設計協會輔導理事長
曾獲 iF communication design award 2010/ primary packaging
2008 台灣 OTOP 設計大賞金獎

Creative Director, IDER Visual Image Design
Vice Chairman, Taiwan Package Design Association
iF Communication Design Award/Primary Packaging, 2010
Golden Prize, Taiwan OTOP Design Award, 2008
Brand Image Category, Taiwan Visual Design Award, 2007

數位動畫類 Digital Animation



英國 United Kingdom

決選評審召集人 The convener of final judging panel

Jayne Pilling

英國動畫獎創辦者／主席
為許多英國及國際影展、博物館擔任策展人
英國文化協會電影部門國際代表（影展、國際發行方面顧問）

Founder/Director, British Animation Awards
Curating programmes for UK and international film festivals and museums
Lecturing for and representing the British Council Film Department internationally,
Consultancy (mainly festivals, publishing)



美國 United States

Mark Oftedal

獨立動畫工作者，客戶包括皮克斯動畫工作室、索尼影業等
DigitalFish 共同創辦人及創意總監
曾任皮克斯動畫師，參與作品包括《玩具總動員 1&2》、《蟲蟲危機》、
《怪獸電力公司》等

Freelance Character Design, Clients include Pixar Animation Studios, Sony Pictures
Animation, and others
Co-founder and Chief Creative Officer, DigitalFish, Inc
Former Animator, Pixar Animation Studio in Richmond, CA. Worked as an animator on the
movies "Toy Story", "A Bug's Life", and "Toy Story 2". Worked in development on
"Monsters, Inc."



法國 France

Camillevis Théry

畢業於法國 La Poudrière 動畫學院
作品曾參與各大影展，包括渥太華國際動畫影展、日本廣島國際動畫影展，
並獲得德國柏林短片影展 (Interfilm Berlin) 評審團大獎等多項獎項

Graduated from La Poudrière animation film school
Works selected by many festivals, including Ottawa International Animation Festival,
Hiroshima International Animated Film Festival and were received many awards such as
special mention of jury from Berlin International Short Film Festival (Interfilm).

數位動畫類 Digital Animation



吳進生 Chin-Sheng Wu

《動腦雜誌》發行人
動腦傳播(股)公司 董事長
台灣變形蟲設計協會 秘書長
Publisher of "Brain Magazine"
Chairman of the board, Brain Communications Ltd
General Secretary of Taiwan Amoeba Design Association (TADA)

| 臺灣 Taiwan



初選評審召集人 The convener of preliminary judging panel

邱正寧 Cheng-Ning Chiu

太極影音科技公司 特效合成組 經理
2011 國立故宮博物院 多媒體動畫 "清明上河圖" 導演
2010 廣州亞運開幕典禮動畫製作台灣團隊特效指導
2004 電影《想飛》入圍台灣金馬獎、香港金像獎最佳視覺特效獎

Manager of Special Effect Department, Digimax, Inc.
Director, "Along the River During the Ching-Ming" produced by National Palace Museum
Animation Special Effects Director of Taiwan Team,
2010 Guangzhou Asia Games Opening Ceremony,
Best Visual Effects Nominated, "Princess D",
Hong Kong Film Award and Golden Horse Award, 2004
Best Visual Effects Nominated, "The Legend of The Sacred Stone", Golden Horse Award, 2000

| 臺灣 Taiwan



鄧有立 Youli Deng

中華卡通製作有限公司創辦人
台灣動漫創作協會理事長
新聞局財團法人國家電影資料館第七屆董事
曾任北京大學軟件學院數字藝術系專業顧問

Founder, Chinese Cartoon Production Co., Ltd.
Chairman, Animation & Comic Creative Association, Taiwan
Member of Board, Taipei Film Archive, 2008
Former Professional Advisor, Department of Digital Art & Design, Peking University
Former Animation Chief Advisor, Central Picture Corporation, 2002-2004
Chairman, Graphic Design Association of the Republic of China, 1977-1979

數位動畫類 Digital Animation



| 臺灣 Taiwan

唐聖瀚 Ian Town

北士品牌設計顧問、負責人
中華企業形象發展協會榮譽理事長
台灣設計師入口網站黑秀網創辦人

Chairman, Pace Design
Honorary Chairman, Chinese Corporate Image Development Association (CCIDA)
Founder, HeyShow.com



| 臺灣 Taiwan

王登鈺 Fish Wang

2010 獨立出版漫畫合輯 Taiwan Comix
金穗獎 30 週年紀念短片《宇宙歌女》劇本創作
電影《囧男孩》動畫創作
2006 雷光夏專輯單曲「造字的人」MV 動畫創作

Independent Publisher and Co-Author of "Taiwan Comix "
Script Writing, "Diva Viva", Memorial Short Film for Golden Harvest Awards 30 years anniversary
Animation Director, "ORZ boys", 2008
Composition Editor, Animation Feature Film "Grandma and Her Ghost", 1998



活動紀實
On the spot

初選紀實 Preliminary Selection

2011 臺灣國際學生創意設計大賽於 100 年 6 月 28 日完成第一階段初選。來自「產品設計」、「視覺設計」及「數位動畫」專門領域的 14 位業界人士，受邀齊聚國立臺灣師範大學文化創藝產學中心，經過計畫主持人簡短的介绍本屆 賽主題及概念精神後，馬上開始分組審查三千多件來自世界各地的學生創意作品。而由於來稿逐年增加，今年的競賽首度採用電子檔案進行評選，希望評選的過程能夠更佳的環保，也能夠藉由更有效率的計分方式來加快評選流程。

初選共選出視覺設計類 37 件、產品設計類 30 件、數位動畫類 32 件，共 97 件入圍作品進入決選，入圍的設計師將按照競賽規則繳交實體作品參與決選，視覺設計類需繳交海報輸出，產品設計類則以等比模型參與決選，主辦單位並且補助新臺幣 2 萬元模型製作費。

2011 Taiwan International Student Design Competition has finished its preliminary selection on June 28th. Fourteen jurors from Product Design, Visual Design and Digital Animation fields were invited to National Taiwan Normal University to judge the competition. With about 3,800 works from around the world, the selection began in each group after a short introduction of the competition theme and concept by the project director, Professor Apex Lin. Due to the increasing number of participating works and in the hope of being a more eco-friendly competition as well as selecting works in a more efficient way, entries this year were judged using the electronic files of the original work in preliminary selection.

A total of 97 works were selected in the preliminary selection to be included in the finalists, comprising 37 pieces for Visual Design, 30 pieces for Product Design and 32 pieces for Digital Animation. Designers who were short-listed need to submit his/her work for final selection. For the final selection, designers of the category of Visual Design should submit the printed poster. And designers of the category of Product Design had to submit an undistorted model and would be supplemented with NT\$20,000 (approx. US\$600) as mockup production fee.



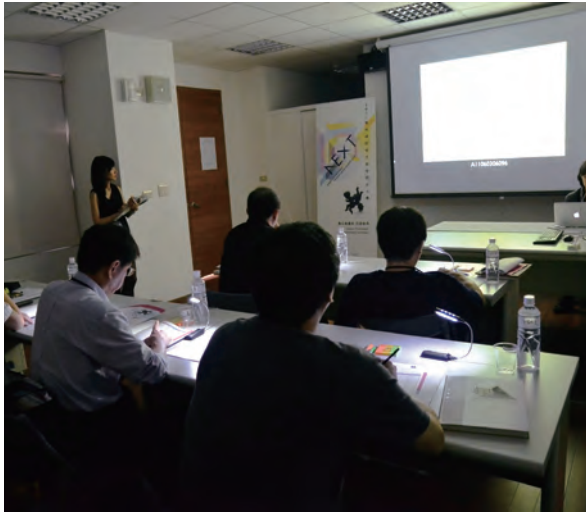
初選評審及執行小組代表合影
Picture of the preliminary evaluation accreditation team and Executive's representatives.



產品設計類初選評審合影
Picture of Product Design category evaluation accreditation team of preliminary selection



產品設計類評選狀況
Evaluation of preliminary selection in Product Design category



數位動畫類評選狀況
Evaluation of preliminary selection in Digital Animation category



視覺設計類評選狀況
Evaluation of preliminary selection in Visual Design category



視覺設計類初選評審合影
Picture of Visual Design category evaluation accreditation team of preliminary selection

決選紀實 Final Selection

2011 臺灣國際學生創意設計大賽決選，於 2011 年 9 月 16 日在臺北的學學文創志業大樓舉行。從 4,000 餘件初選作品中脫穎而出的 97 件決選作品，於 9 月 15 日全部抵達決選會場進行佈展。9 月 16 日上午，由 14 位評審所組成的國際評審團踏入會場，開始了一天緊湊的評選工作。今年的決選評審團由來自芬蘭、俄羅斯、韓國、美國、法國、英國、澳洲、韓國、日本、中國，以及臺灣本地的 14 位設計專家學者所組成，三類組評審經過反覆的挑選、討論、表決，又重新討論之後，終於選出了包括年度大獎在內的 9 個大獎得主，以及數十名佳作。共發出近 280 萬的高額獎金。

產品設計類組評選：

產品設計類組評審團此次特別重視產品概念與競賽主題的契合度及設計生產的可行性。第一階段的評比採取個別評分的方式，待分數加總後再進行第二階段的討論。作品「波浪油漆筒」以解決來自日常生活中的問題為出發點，貼心地將使用者的心情考慮在內，提供了一個簡單且深具實用性的設計，贏得評審的青睞，獲得銀獎。而作品「轉機_防震門設計」則是針對地震逃生時所做的設計，雖在生產上有其難度，但概念可用於不同的防災設施上，極具發展的潛力，獲得銅獎。

視覺設計類組評選：

視覺設計類部份，評審們不僅著重作品視覺手法的表現，也非常重視作品意義及內涵的表達。評選的過程波瀾迭起，評

審們一開始皆有不同的觀點，並針對不同作品的表現手法、視覺張力及傳達的概念有過幾番熱烈的討論。在幾次反覆的討論及投票之後，日本的作品「I want must to tell it from parents to the child」以日本的摺紙文化作為象徵，藉由母親將紙鶴交給小孩，表達文化傳承下一代的喜悅，獲銅獎。來自臺灣的作品「寶特瓶之後」，以簡潔但強烈的視覺語言帶出環保的大議題，獲得銀獎；同樣來自日本的「Next Come True!」，以關懷日本大地震後的未來為題，用溫和的手法來面對嚴肅的議題，以孩子排列出的 NEXT 字樣象徵著未來，傳達著明天會更好的訊息，獲得金獎。

數位動畫類組評選：

數位動畫類評審團對作品的敘事完整性、切題性以及各項技術表現均相當重視，特別是音樂及美術方面的原創性。為了選出角逐年度大獎的作品，討論陷入膠著。最後，《吃電怪物》以足以溝通各種觀眾群的能量，高水準而整齊的技術表現以及創新的故事線勝出，並且獲得年度大獎。《紅球》則以成熟的偶動畫技法和哲學命題再現動畫的古典風華和底蘊，評審團一致認為最能代表本屆競賽的動畫類組精神，奪下數位動畫類組金獎。《小屁孩大世界》為一 MV 作品，以清新流暢的節奏和片中滿溢的童心獲得評審團青睞，勇奪銀獎。《爹地》則有趣的融合 2D、3D 技巧與親子故事，獲得銅獎。



決選評審團、執行小組代表於決選會場合影
Picture of the final evaluation accreditation team, Executive's representatives in final selection

The final selection of " Taiwan International Student Design Competition 2011" (hereunder referred to as TISDC 2011) was conducted in the Xue Xue Institute Building, Taipei on September 16. The 97 works shortlisted from the preliminary selection, which consisted of over 4,000 pieces of work, were among the finalists and arrived at the hall the day before. In the morning of that day, a team of international jurors, comprised by 14 experts and scholars who came from Finland, Russia, Korea, the US, France, UK, Australia, Japan, China and the host country Taiwan, had begun a long day's job. After several rounds of selection, discussions, voting and discussions once more, the reviewers had decided on ten awarders, including that of Grand Prix and a couple dozens of winners whose work were graded as excellent. Nearly NT 2.8 million dollars is given out as prize money.

Selection for the Category of Product Design:

The panel emphasizes the connection of the product concept and the competition's theme, as well as the application of mass production. In the first stage, each work was scored by the jurors respectively, and subsequently each score were added to make a sum before the second stage discussion began. Aiming to solve minute problems in our daily life and considering the needs of users, " Wave painting bucket" is indeed a simple yet highly useful design, which won the Silver Prize. " XEREO_ Earthquake-Proof Door " is a design used in the crisis of an earthquake. As the problem lies with production engineering, its concepts may apply to divergent anti-disaster facilities and thus has potential for development. This piece of work won the Bronze Prize.



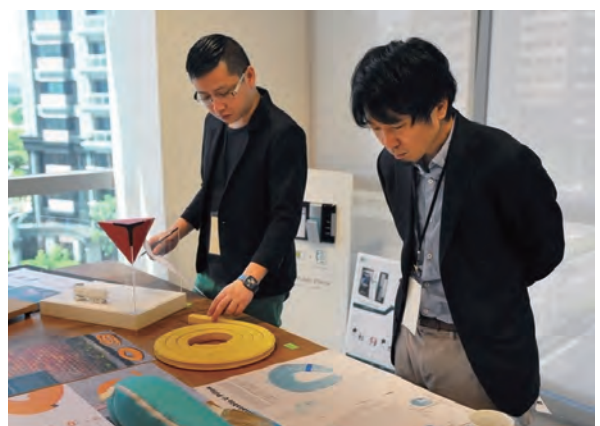
Selection for the Category of Visual Design :

Concerning the visual design category, the jurors not only put emphasis on the visual presentation, but also regard highly of the meaning and connotations of the work. There had been disputes over the selection, jurors held differing viewpoints at first, and had had rounds of discussions on the approach of presentation, visual tension and the notions communicated. After several rounds of discussions and voting, a Japan's work titled "I want must to tell it from parents to the child" was selected as the Bronze Prize, which uses paper folding as the symbol, trying to convey the cultural inheritance by a mom giving paper crane to her child. In regard with a Taiwan's work "The next of Bottles" , it employs a simple yet strong visual language to pinpoint the problem of environmental protection. It won the Silver Prize. Also a work from Japan, " Next Come True! " won the Gold Prize. This work gently expresses its concern for the future of Japan, a nation attacked by a huge earthquake this year. By adopting the " NEXT" assembled by kids, the piece of work conveys a message: we will have a better tomorrow.



Selection for the category of Digital Animation:

The jurors paid attention on the completeness of narrative, pertinence and all sorts of technical performances, especially the originality in the respects of music and art. To decide on the Grand Prix work, the discussion once had gone to a standstill. In the end, the Grand Prix came to "The Light Eater" , when jurors all applauded its capacity to convey to all types of audience, superior technological performance and innovative storylines. "Red Ball" was awarded the Gold Prize with its symbolic spirit of this year's competition and a successful presentation of classical heritage and features, achieved by advanced figurine animation skills and philosophical insights. "Seeing the World from Two Feet High" is a music video that won Silver Prize by winning the approval from the jurors with its fresh facility and amusing innocence. "Papa" incorporated 2D and 3D techniques and a story on the relationship between parents and children, was awarded the Bronze Prize .



產品設計類決選評選狀況
Evaluation of final selection in Product Design category

決選紀實
Final Selection



年度大獎評選會議，由視覺設計類評審委員 Pekka Loiri 主持
Evaluation of Grand Prix, chaired by Visual Design category juror, Pekka Loiri.



視覺設計類決選評審委員 Pekka Loiri 和 Serge Serov 針對作品進行討論
The discussion in final selection in Visual Design category by Pekka Loiri and Serge Serov.



視覺設計類決選評審委員金炫，向其他委員說明他所推薦的作品
Visual Design category juror, Kim Hyun, recommended the work to other jury members.



數位動畫類組決選評審狀況
Evaluation in final selection of Digital Animation category.

2011 臺灣國際學生創意設計大賽作品件數分析表
2011 Taiwan International Student Design Competition Entries Statistics

地區 Region	國家 Country	報名人數 No. Registration	入圍作品數量 No. of Entry	入圍作品數量 No. of Finalist	得獎數量 Awarded
亞洲 Asia	臺灣 Taiwan	2755	2815	76	29
	中國 China	393	456	5	1
	日本 Japan	166	275	6	3
	馬來西亞 Malaysia	135	97	2	0
	新加坡 Singapore	111	137	3	0
	南韓 South Korea	15	17	1	0
	印度 India	3	4	0	0
	香港 Hong Kong	6	9	0	0
	澳門 Macau	2	4	0	0
	印尼共和國 Indonesia	1	0	0	0
	以色列 Israel	1	0	0	0
	伊朗 Iran	1	0	0	0
	敘利亞 Syria	1	0	0	0
	越南 Vietman	1	0	0	0
美洲 America	美國 U.S.A	43	21	0	0
	加拿大 Canada	6	3	0	0
	墨西哥 Mexico	1	1	0	0
	巴西 Brazil	4	2	1	0
歐洲 Europe	西班牙 Spain	13	16	0	0
	波蘭 Poland	10	10	0	0
	聯合國 英國 UK	7	2	1	0
	德國 Germany	3	2	0	0
	芬蘭 Finland	2	0	0	0
	奧地利 Austria	2	2	0	0
	愛爾蘭 Ireland	2	1	0	0
	瑞士 Switzerland	1	1	0	0
	法國 France	1	1	0	0
	立陶宛 Lithuania	1	5	1	0
	挪威 Norway	1	1	0	0
	瑞典 Swiss	1	1	0	0
	拉斯維尼亞 Slovenia	1	0	0	0
	斯洛伐克 Slovak Republic	1	4	1	1
	南非 South Africa	19	14	0	0
	波士尼亞和赫芝格維那 Bosnia and Herzegovina	1	0	0	0
大洋洲 Oceania	紐西蘭 New Zealand	4	4	0	0
	澳大利亞 Australia	3	3	0	0
	薩摩亞 Samoa	1	1	0	0
非洲 Oceania	剛果 Congo	1	1	0	0
	辛巴威 Zimbabwe	1	1	0	0
	其他 Others/Not Specify	45	48	0	0
參與學校總數 No. of School Participating		492	369	37	18
參與國家總數 No. of Country Participating		40	31	13	4
作品總數 No. of Entries		3766	3954	97	34

設計講座 Design Lectures

每年臺灣國際學生創意設計大賽均會邀請國際知名的設計師擔任競賽決選評審，並且另外安排一場盛大的講座，邀集外國學者齊聚一堂，分享他們的設計理念、講述國際設計社群的新趨勢，以啟迪國內設計界學子。「2011年國際設計大師系列講座」於9月17日在學學文創志業大樓舉行。網路報名很快的額滿，現場吸引了超過500位熱情的學子及設計師，前來一睹大師風範。

產品設計類講座由上海新銳品牌設計顧問楊明潔、來自東京的建築師禿真哉、以及澳洲昆士蘭科技大學產品設計系教授 Vesna Popovic 主講。

楊明潔先生以他曾執行過的國際設計顧問案為例，簡單扼要的說明企業需要來自設計界什麼樣的幫助，以及設計師可以採取的策略。曾任職於青木淳設計師事務所的禿真哉先生，他分享的則不只是建築作品，還有許多關於居家小物的設計概念及發想、製作過程，並在現場展示有趣的紙製裝飾容器。最後，Popovic 教授則將諸多複雜的概念作了有條不紊的統整，以簡單的語彙向在座學生說明產品設計必須以人的本質做為思考出發點。

Each year the TISDC invites world-renowned designers to act as jurors for the final selection and organizes a large-sized seminar for scholars from across the globe to share their ideas and philosophy on design and lecture on the trends of international communities of design in hopes of enlightening young students in Taiwan. The TISDC's Seminar 2011 was held at the Xue Xue Institute Building on September 17. Sign-ups on the internet flooded in and over 500 students and designers came to the venue to learn from these masters' experiences.

The Seminar for Product Design was co-hosted by Jamy Yang, a young, talented consultant specializing in brand design, Shinya Kamuro, an architect from Tokyo, and Vesna Popovic, a professor of Industrial Design at the Queensland University of Technology.

Mr. Jamy Yang cited some international design projects, succinctly illustrating what kind of help a designer may offer to a firm, and what strategies a designer can employ. Shinya Kamuro, who once worked for Aoki Jun, shared his thoughts on architecture as well as some concepts and inspirations for the design of household items, demonstrating interesting paper-made ornamental containers on the spot. Finally professor Popovic grandly incorporated a great deal of complex notions and stated in simple language that product design should start from human nature.



產品設計類講座 The lecture of Product Design category



產品設計類講座 / 講師：楊明潔
The lecture of Product Design category /
lecturer: Jamy Yang



產品設計類講座 / 講師：禿真哉
The lecture of Product Design category /
lecturer: Shinya Kamuro



產品設計類講座 / 講師：Vesna Popovic
The lecture of Product Design category /
lecturer: Vesna Popovic



產品設計 Product Design	國籍 Nationality	服務單位 Company	演說主題 Topic
楊明潔 Jamy Yang	中國 China	楊明潔設計顧問機構設計總監 Founder of Yang Design	企業在不同發展階段的设计策略 Design Strategies at Different Stages of Corporate Development
禿真哉 Shinya Kamuro	日本 Japan	日本 TORAFU 建築事務所共同負責人 Co-Founder, TORAFU ARCHITECTS (with Koichi Suzuno)	トラフ建築設計事務所の アイデアとプロセス TORAFU ARCHITECTS Idea + Process
Vesna Popovic	澳洲 Australia	澳洲昆士蘭科技大學工業設計系教授 Professor, Industrial Design, Queensland University of Technology	Humanising Technologies: Design and Activity Centred Interaction

設計講座 Design Lectures

視覺設計類講座由韓國平面設計大師金炫、芬蘭拉赫第海報雙年展主席 Pekka Loiri，以及俄羅斯莫斯科國際平面設計雙年展主席 Serge Serov 聯合開講。

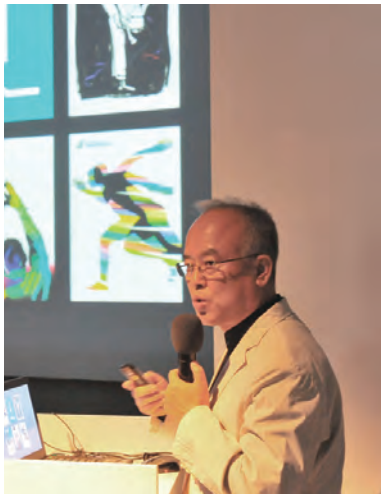
金炫老師帶來了韓國為了迎接 2014 年仁川亞運會所設計的一系列平面設計稿。這些尚未正式曝光的設計，由 6 位極富盛名的韓國設計師操刀。金炫老師帶來這 6 位設計師要給青年學子的一句話，並對在場聽眾分享平面設計最重要的思考方向；Loiri 老師暢談海報設計中的「意象」，並且舉了許多經典設計範例，以動人的故事及詩意來談意象在設計中的重要性。Serov 博士不僅是一位設計師、策展人，更是一位藝術史學者。他帶來臺灣極難得見到的莫斯科金蜂獎歷年得獎作品，並且介紹俄羅斯過去的傑出設計作品。金蜂獎一路走來的腳步，就有如一部俄羅斯改革開放後的設計活動史。

The Seminar for Visual Design was co-presided over by Kim Hyun, a Korean graphic design master, Pekka Loiri, the chairperson of Lahti Poster Biennial and Serge Serov, the president of the Moscow International Biennale of Graphic Design.

Kim Hyun brought with him a series of graphic design manuscripts designed for the upcoming Asian Games expected to be held in In-Cheon in 2014. These designs, created by six celebrated Korean designers, haven't yet been disclosed. Along with the manuscripts, Kim Hyun passed a word from the six designers respectively to the young students, and shared with the audience important perspectives on graphic design. Loiri spoke of the "image" displayed in the poster design and gave a good number of classic examples to demonstrate the role an image would play in a design. Dr. Serov is a designer, curator and scholar of art history. He not only provided Taiwanese designers the opportunity to see the winning works of the Golden Bee Award from Russia, but gave an introduction to the outstanding works of the past. The Golden Bee Award works were, in a sense, a chronicle of the development of design after Russia had undergone reformation and opened up to the world.



視覺設計類講座 The lecture of Visual Design category



視覺設計類講座 / 講師：金炫
The lecture of Visual Design category /
lecturer: Kim Hyun



視覺設計類講座 / 講師：Pekka Loiri
The lecture of Visual Design category /
lecturer: Pekka Loiri



產品設計類講座 / 講師：Serge Serov
The lecture of Visual Design category /
lecturer: Serge Serov



視覺設計 Visual Design	國籍 Nationality	服務單位 Company	演說主題 Topic
金炫 Kim Hyun	韓國 Korea	Design Park Communications 有限公司 創辦人及總經理 Founder and Director, Design Park Communications Ltd.,	2014 仁川亞洲運動會海報與設計師 2014 (17th) Asian Game INCHOEN: Posters and Designers
Pekka Loiri	芬蘭 Finland	Original Loiri Oy 創辦人 Founder, Original Loiri Oy	Essential and Illusion
Serge Serov	俄羅斯 Russia	莫斯科國際平面設計雙年展主席 President, Golden Bee, the Moscow International Biennale of Graphic Design	Golden Bee Moscow International Biennale of Graphic Design

設計講座 Design Lectures

數位動畫類講者包括年輕的獨立動畫工作者 Camillevis Théry、曾在皮克斯動畫工作室任職的動畫師 Mark Oftedal，以及英國動畫獎主席 Jayne Pilling。

Théry 以自己從事獨立動畫製作的豐富經驗，帶領聽眾從尋找靈感、製作到參加影展，分享了完整的創作歷程。Oftedal 老師除了曾經擔任皮克斯動畫師之外，目前是一位自由接案的動畫角色設計師，也是 DigitalFish 動畫軟體公司的創意總監。他以自身曾參與製作的《玩具總動員》為例，對好萊塢動畫產業的每一個環節分工娓娓道來，讓聽眾更加了解一部精采的劇情動畫長片中，其實有著密密麻麻的技術環節。Jayne Pilling 身兼策展人、動畫電影學者、創作者等多重身份，以她多年來觀察並製作動畫的經驗，對聽眾分享了新的媒體科技可能帶給動畫創作什麼樣的可能性，並且放映了許多難得一見的多媒體動畫短片。

Keynote speakers of Digital Animation included Camillevis Théry, a young, independent director of animation, Mark Oftedal, once an animator of Pixar Animation Studios and Jayne Pilling, director of British Animation Awards.

Théry touched upon his diversified experiences as an animation director, and shared with the audience the process of creation: invoking inspiration, production and submitting works to a film festival. Once an animator of Pixar Animation Studios, Oftedal currently works as a freelance animator and the chief creative officer of DigitalFish Inc. He referred to his experience in the production of "Toy Story" and specified the responsibilities of various units in the Hollywood animation industry to help the audience better understand that an animation film is created through smart and intertwined technologies. As a curator, scholar of animation film and creator, Jayne Pilling shared her views on that how innovative media technologies may bring forth new possibilities to animation creation, and showed many precious multi-media animation short films.



數位動畫類講座 The lecture of Digital Animation category



數位動畫類講座 / 講師：Camillevis Théry
The lecture of Digital Animation category /
lecturer: Camillevis Théry



數位動畫類講座 / 講師：Mark Oftedal
The lecture of Digital Animation category /
lecturer: Mark Oftedal



數位動畫類講座 / 講師：Jayne Pilling
The lecture of Digital Animation category /
lecturer: Jayne Pilling



數位動畫 Digital Animation	國籍 Nationality	服務單位 Company	演說主題 Topic
Camillevis Théry	法國 France	獨立動畫工作者 Animation Director	Graphic Influence & Making of " Inukshuk "
Mark Oftedal	美國 U.S.A	DigitalFish 創意總監 Chief Creative Officer, DigitalFish Inc.	How to Make an Animation Cheesecake
Jayne Pilling	英國 UK	英國動畫獎創辦人及主席 Founder/Director, British Animation Awards	Beyond the Traditional Screen: New Directions in Animation: Cross-Media

頒獎典禮 Award Ceremony

2011 臺灣國際學生創意設計大賽頒獎典禮於 11 月 28 日在國立臺灣師範大學圖書館國際會議廳舉行，當天總計頒發年度大獎、各類組金、銀、銅獎及各類組佳作共 34 件獲獎作品。現場並同時舉辦得獎作品發表會，供受獎人、親友、指導老師及媒體記者參觀採訪。教育部部長吳清基特別全程參與，除親自頒發年度大獎及 40 萬元獎金之外，更表示教育部將會繼續支持獎勵藝術設計人才出國進修計劃。

除此之外，教育部高教司副司長楊玉惠、國立臺灣師範大學校長張國恩，以及本屆競賽評審委員林時旭、鄧有立、吳進生等嘉賓亦連袂出席盛會。今年度的頒獎典禮除有自日本遠道而來的獲獎學生，臺灣本地的獲獎者及指導老師、親友、媒體記者亦熱烈參與。



頒獎典禮出席師長與嘉賓
Representatives of awarding ceremony



教育部吳清基部長頒發獎項給年度大獎得主
Grand Prix winners were awarded by Ching-Ji Wu, Minister of Education

The award ceremony of TISDC 2011 was held in the International Conference Hall of the Library of National Taiwan Normal University (NTNU) on November 28. A total of 34 works of three categories were awarded with Grand Prix, Gold, Silver and Bronze Prize and Honorable Mention. An Awarded Works Display was also held for winning designers, their advisors, friends and families, and reporters to visit and interview. The Minister of Education, Ching-Ji Wu, joined in the ceremony from start to end,

bestowing Grand Prix and the award money of NTD 400,000 to the winner and claimed to continue with the "Subsidization for Art & Design Talents Study Abroad Project". In the meantime, special guests like Yu-Hui Yang, deputy director of Department of Higher Education, Ministry of Education, Kuo-En Chang, president of NTNU, and jurors Sherman Lin, Youli Deng and Chin-Sheng Wu were present. This year, award winners from Japan and Taiwan with their advisers, relatives, friends and media reporters all joined in the award ceremony.



教育部吳清基部長頒發獎項給三類金獎得主
Gold Prize winners of three categories were awarded by Ching-Ji Wu, Minister of Education



教育部高教司楊玉惠副司長頒發獎項給三類銀獎得主
Silver Prize winners of three categories were awarded by Yu-Hui Yang, deputy director of the MOE's Department of Higher Education



國立臺灣師範大學張國恩校長頒發獎項給三類銅獎得主
 Bronze Prize winners of three categories were awarded by Kuo-En Chang, President of National Taiwan Normal University



記者會現場
 The press conference of 2011 Taiwan International Student Design Competition

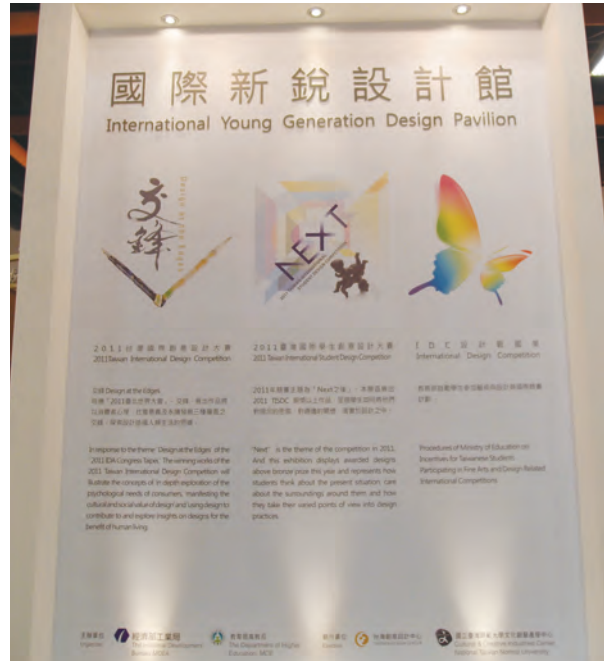


記者訪問年度大獎得主
 Interview with winners of Grand Prix.

展覽紀實
Exhibition

2011年適逢民國百年為臺灣設計年，各項設計展演活動擴大舉辦，「臺灣國際學生創意設計大賽」本著推廣國際學生設計交流的競賽初衷，自然也不可以缺席。本年度由評審團所選出的銅獎以上獲獎作品，於10月22日至30日在「臺北世界設計大展」的世貿一館展場「國際新銳設計館」中盛大登場。共展出三類組共10件大獎作品，包括年度大獎《吃電怪物》，以及三類組金、銀、銅獎作品。

Because of the ROC Centennial Celebration, this year has been considered Design Year of Taiwan, and therefore 2011 has been a busy year for various events, exhibitions and performances. Aimed to promote exchanges of design among international student communities, TISDC would not be absent from the grand occasion either. Works awarded above Bronze Prize would be displayed in the "International Young Generation Design Pavilion" of Taipei World Design Expo 2011 (located at Hall 1 of Taipei World Trade Center) from October 22 till October 30. Ten works from three categories would be exhibited, including Grand Prix "The Light Eater" and the works awarded the Gold, Silver and Bronze Prize.



臺灣設計博覽會新銳設計館展覽會場
Exhibition was held with 2011 Taiwan Design EXPO. in International Young Generation Design Pavilion



展覽會場
Exhibition of winning works



附錄 — 競賽簡章
Appendix - Competition Regulation

活動目的

鼓勵國際間學生創意設計交流，發掘新生代創意設計人才。

主題說明

NEXT

面對現在的自己，思索之後的步伐；在乎身旁的人群，關懷之後的發展；身處羸弱的環境，改善之後的未來。之後，就從身邊開始。

參賽資格

限定國內外高級中等以上學校在校學生（以網路截止報名時間為準，須為西元 1985 年 5 月 31 日之後出生，年齡 26 歲以內。女性申請人於申請年限之前曾有生育事實者，每胎得延長年限兩年。）

參賽類別

分成產品設計類、視覺設計類、數位動畫設計共三類

參賽作品

能表達競賽主題「NEXT」之創意設計。

參賽時間表

網路報名與作品上傳 | 自 2011 年 4 月 15 日（星期日）至 6 月 15 日（星期三）24:00（台北 GMT+08:00）。

初選作品光碟送件 | 自 2011 年 5 月 1 日（星期日）至 6 月 15 日（星期三）17:00（台北 GMT+08:00），以寄出郵戳時間為憑。

初選 | 2011 年 6 月 28 日

產品設計類入圍者模型，以及視覺設計類入圍者輸出的繳交截止日 | 2011 年 8 月 25 日（星期四）17:00（台北 GMT+08:00）

決選 | 2011 年 9 月 16 日

展覽 | 2011 年 10 月 22 日至 30 日

頒獎典禮 | 2011 年 11 月 28 日

報名費用

免繳報名費。

參賽程序



報名與上傳

● 請至「2011 臺灣國際學生創意設計大賽」網站線上報名，並上傳作品至 <http://www.tisd.org>

● 報名與上傳

產品設計類 | 每件作品最多上傳 4 張表現圖檔，每個檔案 1MB 以內（檔案格式：PNG/JPG）。

視覺設計類 | 作品可以單一或系列稿呈現，系列作品最多上傳 4 張圖檔，每個檔案 1MB 以內（檔案格式：PNG/JPG）。

數位動畫類 | 30 秒至 1 分鐘的精華片段，50MB 以下（檔案格式：MPEG/ MOV）。

● 報名並上傳作品後，系統會自動進入「報名表」、「作品標籤」、「信封貼紙」、「參賽聲明同意書及著作授權同意書」下載頁面，同時寄發下載連結至報名者之 E-mail 信箱（為避免資料傳送無誤，請於報名時填入經常使用之 E-mail 信箱，執行單位將會以此信箱傳送比賽相關消息），請參賽者將以上文件列印後填寫繳交；注意每件作品應對應一張報名表、作品標籤與授權書。

● 參賽者可日後以自有帳號密碼登入，進行新增作品與上傳、修改作品資料、修改個人資料等程序。

報名與上傳

產品設計類 | 作品光碟片內容含下列項目

● 作品表現圖 4 張以內。

（每張 A4 尺寸 210×297mm，解析度 300dpi）

● 中、英文文字說明：各在 50 至 100 字以內。

（檔案格式：DOC/TXT）

● 設計者照片。（2MB 以上，300dpi，PNG/JPG）

● 請在光碟封套正反面各貼上作品標籤

（請同時以簽字筆，於光碟上註明作品編號與作品名稱）。

視覺設計類 |

平面設計海報為主。光碟內含下列項目（不收紙本輸出作品）

● 作品電子檔（海報規格 70x100cm 為主，200dpi，CMYK，檔案格式：PDF），若為系列作品請依數字標明先後順序。

● 中、英文文字說明：各在 50 至 100 字以內。

（檔案格式：DOC/TXT）

● 設計者照片。（2MB 以上，300dpi，PNG/JPG）

● 請在光碟封套正反面各貼上作品標籤

（請同時以簽字筆，於光碟上註明作品編號與作品名稱）。

數位動畫類 | 影片長度超過 30 秒，並在 5 分鐘以內。

作品光碟片內容含下列項目

● 完整作品以及 30 秒至 1 分鐘的精華片段，檔案格式：MPEG/ MOV。請將作品及精華片段共同燒錄在一片光碟內。

● 分鏡圖編排為 A3 尺寸，以 4 張 A3 為限。

（300dpi，PNG/JPG）

● 中、英文文字說明：各在 50 至 100 字以內。

（檔案格式：DOC/TXT）

● 設計者照片。（2MB 以上，300dpi，PNG/JPG）

● 請在光碟封套正反面各貼上作品標籤

（請同時以簽字筆，於光碟上註明作品編號與作品名稱）。

決選送件

產品設計類模型送件 | 請繳交以 1:1 或等比例縮小之精密模型（縮小模型不得小於 50 立方公分），主辦單位將補助產品設計類入圍者作品模型製作費新臺幣二萬元整（含稅）。

視覺設計類輸出送件 | 請繳交作品紙本輸出，以海報規格 70x100cm 為主。

學生證明

寄件時應繳交學生證正反面影本等足以證明學生身分，及其出生日期之文件。

繳交切結書

寄件時應繳交「參賽聲明同意書及著作授權同意書」。請參賽者上網下載，完成填寫並簽名。此為保障所有參賽者的權利與義務，保護智慧財產權並使競賽順利推動。

評選作業

- **初選**：依照參賽者所提供之作品檔案為依據，由評選委員會選出晉級決選作品。
- **決選**：產品設計類以作品模型進行評選；視覺設計類由進入決選者自行輸出作品進行評選；數位動畫類則依原作進行評選。

評審標準

以創意出發，力求突破，切合主題並能表達主題概念與美感的設計。執行單位將邀請國內外不同領域專家組成初、決選評審團進行評選。

產品設計類 |

創意 50%，美感 20%，設計完整性、切題性 20%，圖面表達 10%

視覺設計類 |

創意 50%，構圖、美感 10%，完整性、切題性 20%，技巧 20%

數位動畫類 |

創意 50%，美感 20%，完整性、切題性 20%，技術性 10%

頒發獎項

- 年度大獎 1 名：獎金新臺幣四十萬元，獎盃一座，獎狀一紙
- 金獎（產品、視覺、動畫各 1 名）
獎金新臺幣二十五萬元，獎盃一座，獎狀一紙
- 銀獎（產品、視覺、動畫各 1 名）
獎金新臺幣十五萬元，獎盃一座，獎狀一紙
- 銅獎（產品、視覺、動畫各 1 名）
獎金新臺幣十萬元，獎盃一座，獎狀一紙
- 佳作 若干名：獎金新臺幣一萬元，獎狀一紙。
- 贊助單位特別獎若干名。
（依實際贊助單位贊助金額而定，並頒發獎狀一紙）
- 產品設計類入圍決選者，另補助模型費新臺幣二萬元。

★ 各獎項經決選評審小組決議，得從缺或調整；同一作品於同一年度曾在政府中央部會主辦之相關競賽或教育部「鼓勵學生參加藝術與設計類國際競賽」之表列競賽項目中獲獎者，由決選評審小組擇優核定獎勵金額，不受前項獎金額度限制。

★ 獎盃與獎狀以教育部部長名義頒發，並於十月下旬舉行頒獎典禮。

★ 所有得獎者將公布於專屬網站及國際媒體上，以提供廠商進行設計合作案之相關洽詢。

注意事項

關於參賽作品 |

- 所有參賽作品均不予退件。
- 參賽者可以個人或組隊參賽，參賽件數不限。
- 作品須為參賽者自行創作且具原創性。
- 所有概念、文字、圖案、表格、照片、影片、語音、音樂、動畫等各種內容及所使用之程式無仿冒、抄襲或其他侵害他人智慧財產權及著作權之情事。
- 為避免產品決選模型進入臺灣海關時間過長，而影響作品到達時間，參賽者於寄件時勿將作品價值填寫超過 50 美元，且應自行負責繳納通關時所產生之所有費用。

關於參賽者 |

● 同意接受並遵守本活動注意事項及規範，如有違反本活動注意事項及規範之行為，經查證屬實，活動單位得取消其參賽或得獎資格，並對於任何破壞本活動之行為保留相關權利。

● 尊重本獎評審小組之決議。

● 本獎公布前，同一作品已發表、曾在其他比賽獲獎或正在評審中，應主動告知教育部與國立臺灣師範大學文創中心（本活動主辦單位），作為評審之重要參考依據。

● 不得有請託、關說、利誘、威脅或其他干擾評審委員及評審程序之情事。

● 參賽者須配合提供其創作之詳細資料，作為日後公開報導與展示之用。

● 為維護參賽者之智慧財產權，建議入圍者繳交模型前申請專利。

前三名得獎者請親至頒獎典禮受獎，需自付參加頒獎典禮之旅費及來臺簽證相關手續費用。

關於得獎者 |

● 提供得獎作品之詳細資料，作為公開報導及展示之用。

● 在公告得獎三年內，得獎者與其得獎作品應配合由部所舉辦之相關展示與宣導活動，並保留作品原始檔案及資料，供教育部備查。

● 得獎獎金應依規定課稅。

● 得獎作品應同意無償、非專屬性授權教育部（及活動單位）運用參賽獲選作品圖片與說明文字等相關資料、製作成視聽著作（影片）與數位形式檔案，提供教學、研究與公共服務用途之公開上映、公開播送與網路線上閱覽。若因教學研究之需求，教育部得重製該作品。本件授權不影響著作人對原著作之著作權及衍生著作權，並得為其他之專屬授權。

● 得獎作品其後續商品化及行銷行為，不得損害本獎之形象或精神。

關於獲獎資格取消 |

參賽者及其作品有下列情事之一，經查證屬實者，取消得獎資格，並追回已領之獎狀及獎金

● 未符合參賽資格。

● 得獎作品經人檢舉涉及抄襲或違反著作權等相關法令，經法院判決確定者，執行單位得取消其獲獎資格並追回已頒發之獎金及獎狀。

● 得獎作品經人檢舉或告發為非自行創作或冒用他人作品且有具體事證者，執行單位得取消其獲獎資格並追回已頒發之獎金及獎狀。

● 得獎作品其後續商品化及行銷行為，有損害本獎之形象或精神者。

● 得獎者有請託、關說、利誘、威脅或其他干擾評審委員或評審程序，經初選評審小組審議後認情節嚴重者。

● 主辦單位保留活動變動之權利，本活動未竟事宜，依教育部函示規定及網站公布為準，有關爭議，經活動評審小組審議後，報教育部決定之。

聯絡方式

2011 年臺灣國際學生創意設計大賽執行小組
國立臺灣師範大學文化創意產業學中心

106 臺北市大安區青田街 5 巷 3 號 4 樓
（報名資料及光碟作品請寄送至臺北市大安區青田街 5 巷 6 號 1 樓）

TEL: 886-2-2391-1606 分機 12 & 14 FAX: 886-2-2391-9193

E-mail: ccic.ntnu@gmail.com

Website & FACEBOOK: <http://www.tisd.org>

Purpose:

Encourage international creative design exchange, develop creative design talents, express the international image of Taiwan attaching great importance to creative design, and establish the international design status of Taiwan.

Theme

NEXT

As we build upon the present, we sculpt our next step;As we move towards tomorrow, we care about people around us;As we inhabit this emaciated planet, we wish to meliorate the future;NEXT is in our hands.

Qualification

Students who currently enroll at senior high schools or above. (Based on the internet registration deadline, and the participant must be born after May 31, 1985, and be younger than 26 years of age. For female who had given birth before year of 26 may have 2 years extension per birth.)

Category

Product Design, Visual Design, and Digital Animation.

Participating Works

The creative design of the competition theme "NEXT" must be expressed in the participating pieces.

Timetable

Online Registration and Online Work Submission Deadline | April 15, 2011 (Friday) to June 15, 2011 (Wednesday) 24:00 (Taipei GMT+08:00)

CD/ DVD Submission for Preliminary Selection | May 1, 2011 (Sunday) to June 15, 2011 (Wednesday) 17:00 (Taipei GMT+08:00), validated by postmark date

Preliminary Selection | June 28, 2011

Deadline For Mockup and Printout Submission | August 25, 2011 (Thursday) 17:00 (Taipei GMT+08:00)

Final Selection | September 16, 2011

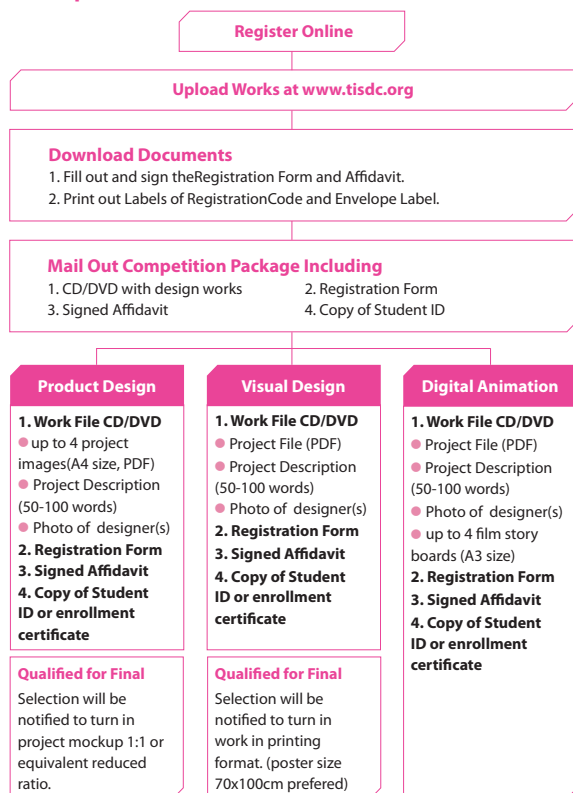
Exhibition | October 22 - 30, 2011

Award Ceremony | November 28, 2011

Registration Fee

Free.

Participation Procedure



Internet Registration

● Please fill in the online registration form and upload the files of the work to the website of "Taiwan International Student Design Competition" <http://www.tisd.org>

● Uploading Specification

Product Design Category | Each work allows 4 images uploaded, each file should be under 1MB (PNG/JPG).

Visual Design Category | The work can be presented as single or series design. Each work allows up to 4 pictures uploaded, each file should be under 1MB (PNG/JPG).

Digital Animation Category | The Work should be submitted the highlights of the video between 30 to 60 seconds, and the file should be under 50MB (file format: MPEG/MOV).

● After the registration and uploading procedure are completed, the system will show "Registration Form", "Label of Registration Code", "Envelope Label" and "Affidavit" pages. A download link will be sent to participant's email account. Please fill in and print out the forms, deliver with submission of CD/ DVD. Each work corresponds to one "Registration Form", "Label of Registration Code" and "Affidavit".

● To avoid invalid information transmission, please fill in the e-mail account that is often used, the enforcement unit will send relevant competition information to the account.

● Participants can make changes to the uploading files with their own ID and password.

Submissions on a CD/ DVD

Product Design Category | Each CD/ DVD should include:

● Each participant can submit 4 images per work only. (A4 size, 210x297mm, 300dpi)

● Description of the works, which should be mainly in English and shall be limited in 50-100 words.(in doc/.txt format)

● Photo of designer(above 2MB, 300dpi, PNG/JPG)

● Please write down registration code and work title on the CD/ DVD. Label of Registration Code should be placed on both sides of CD/ DVD cover.

Visual Design Category | Entries of this category should be mainly graphic design posters (electronic file only) and each CD/ DVD should include:

● The works in electronic files format (mainly 70x100cm, 200dpi, CMYK, PDF). Please mark out the number when participants intend to present the work as series.

● Description of the works, which should be mainly in English and shall be limited in 50-100 words.(in doc/.txt format)

● Photo of designer(above 2MB, 300dpi, PNG/JPG)

● Please write down registration code and work title on the CD/ DVD. Label of Registration Code should be placed on both sides of CD/ DVD cover.

Digital Animation Category | The video length shall be between 30 seconds and 5 minutes. Each CD/ DVD should include:

● Full-length video and a 30 to 60 seconds highlights (MPEG/MOV) in the same CD/ DVD.

● Up to 4 film story boards attached on A3 size (300dpi, PNG/JPG)

● Description of the works, which should be mainly in English and shall be limited in 50-100 words.(in doc/.txt format)

● Photo of designer(above 2MB, 300dpi, PNG/JPG)

● Please write down registration code and work title on the CD/ DVD. Label of Registration Code should be placed on both sides of CD/ DVD cover.

Final Selection - Submission Procedure

Product Design Category | Please submit the precision mockup in 1:1 or equivalent reduced ratio, (the reduced ratio mockup cannot be smaller than 50 cm³), the implementation unit will supplement NT\$ 20,000 (approx. US\$600) production fee to the nominated works of the production design category.

Visual Design Category | Please submit the works in paper, poster size 70X100cm is preferable.

Student ID

To prove the status of student and the date of birth, copies of student ID card or enrollment certificate should be submitted with the CD/ DVD.

Affidavit

● To protect intellectual property, participant should fill out affidavit, download from the website, and submit the application to the organizer along with the CD/ DVD.

● To ensure the participating rights and interests, the printed registration form, signed affidavit and copy of student ID shall be delivered with the CD/ DVD at the same time by using the envelope label.

Evaluation Operation

- **Preliminary Selection:** the evaluation will be based on the electronic files provided by the participants, the evaluation committee will select pieces of work to participate in the final selection.
- **Final Selection:** the Product Design Category will evaluate the works' mockups; the Visual Design Category will be evaluated by the printout provided by the participants and the Digital Animation Category will be evaluated by the original designs.

Evaluation Criteria

Designs that start from creativity, unique approach, meeting and expressing concept with the aesthetics; domestic and international experts in different fields will be invited by the executive to form the preliminary selection and final selection committee to process the evaluation.

Product Design Category |

Creativity: 50%; Aesthetics: 20%; Completeness and Thematic: 20%; Design Presentation: 10%

Visual Design Category |

Creativity: 50%; Composition, Aesthetics: 10%; Completeness and Thematic: 20%; Techniques: 20%

Digital Animation Category |

Creativity: 50%; Aesthetics: 20%; Completeness and Thematic: 20%; Techniques: 10%

Awards

- Grand Prix 1 winner: NT\$400,000 (approx. US\$12,000), an awarding cup and a certificate
- Gold 1 winner (each category)
NT\$250,000 (approx. US\$8,000), an awarding cup and a certificate.
- Silver 1 winner (each category)
NT\$150,000 (approx. US\$5,000), an awarding cup and a certificate
- Bronze 1 winner (each category)
NT\$100,000 (approx. US\$3,000), an awarding cup and a certificate.
- Honorable Mention winners: NT\$10,000 (approx. US\$300) and a certificate.
- Sponsorship winners: Prize adjusted according to the sponsors, and a certificate.
- The nominated works of the production design category will be supplemented NT\$20,000 (approx. US\$600) production fee by the implementation unit.
- ★ The prizes will be adjusted according to the quality and quantity of participating works.
- ★ The awarding cup and the certificate will be conferred by the Minister of Education and the Award Ceremony will take place in late October.
- ★ The winners will be announced on the specific website and to the international media to provide Taiwanese suppliers with design cooperation inquiries.

Terms & Conditions

For the participating works |

- All participating works will not be returned.
- Participants can participate in the competition as individuals or in teams, there is no limit to the number of pieces.
- The participating works shall be one's own designs.
- All the concepts, words, icons, sheets, pictures, videos, audios, music, animation contents and program of the work are not proven to be plagiarized or having involved in any infringement of copyrights or other laws.

Terms & Conditions

For the participating works:

- All participating works will not be returned.
- Participants can participate in the competition as individuals or in teams, there is no limit to the number of pieces.
- The participating works shall be one's own designs.
- All the concepts, words, icons, sheets, pictures, videos, audios, music, animation contents and program of the work are not proven to be plagiarized or having involved in any infringement of copyrights or other laws.
- The delivered mockup is the participating work, to avoid the Taiwan customs process taking longer and affecting the work's arrival time; the participants shall not fill in the work price over US\$ 50, and all the participants are responsible for all the costs occurred for going through customs.

For the participants:

- All participants shall accept following the regulations of TISDC, participating qualifications or prizes could be cancelled when the violations proved and the organizer shall have the rights to take actions.
- Respect the evaluation from the committee.
- Before the preliminary and final selections, participating works which are publicized, awarded or evaluated in process in a related design competition, shall be informed in advance for juries.
- Requests, lobbies, threats, bribes or other actions interfering the evaluation are not allowed.
- The participants must provide the design detail information for future public reports and the exhibitions.
- To protect the intelligent property rights of the participant, the nominees are recommended to apply for a patent before handing in the mockup.
- The participants shall have adequate insurance coverage for their works submitted, particularly with regards to the risk of theft, fire, breakage and damage.
- The top three winners must be rewarded in person at the Award Ceremony; all travel expenses related to the award ceremony will be borne by the participants.

For the winners:

- The winners must provide the design detail information for future public reports and the exhibitions.
- The winners, along with the awarded work, shall cooperate with the organizer in the relative activities within 3 years from the proclaiming the awarding.
- Monetary prizes will be gross, but the income tax will be deducted from all monetary prizes according to government regulations (The winners from abroad shall pay for 20% income tax.)
- For promotion purposes, the organizer shall have the rights to utilize (including but not limited to reproduce, Public recitation, Public broadcast, Public presentation, Public transmission, Distribution, Public display, Publication, Public release) the works of the participants entering the final competition in different formats, including but not limited to Video/CD recordings, catalogues, photos, publications, and exhibitions.
- The commercialization and marketing activities of the awarded works shall not contravene the spirit of the competition.

Prizes and the certificates could be disqualified and must be returned in any of the following condition:

- Participants who do not meet the requirements of the qualification.
- In the event that the awarded works has been proven to be plagiarized or having involved in any infringement of copyrights or other laws, the organizer shall have the rights to disqualify the awarded winners and revoke any prizes and certificates awarded at its sole discretions.
- In the event that the awarded works is proven to be unoriginal design or has been fraudulently copied from others' works, the organizer shall have the rights to disqualify the awarded winners and revoke any prizes and certificates awarded at its sole discretions.
- In the event that the commercialization and marketing activities of the awarded works contravenes the spirit of this competition, the organizer shall have the rights to disqualify the awarded winners. And revoke any prizes and certificates awarded at its sole discretions.
- In the event that requests, lobbies, threats, bribes or other actions interfering the evaluation, the organizer shall have the rights to disqualify the awarded winners.
- The organizer shall have the rights to make alternations of TISDC and will be publicized on the website; any contentions will be evaluated by the committee and the Taiwan Ministry of Education.

Contact

2011 Taiwan International Student Design Competition Executive
Cultural & Creative Industries Center, National Taiwan Normal University
Address: 1F, No.6, Lane 5, Chingtian St., Da-an District, Taipei 106 TAIWAN
TEL: 886-2-2391-1606 # 12 & 14 FAX: 886-2-2391-9193
E-mail: ccic.ntnu@gmail.com
Website & FACEBOOK: <http://www.tisdc.org>



2011 臺灣國際學生創意設計大賽 成果專刊

2011 Taiwan International Student Design Competition Portfolio

書名 2011 臺灣國際學生創意設計大賽成果專刊
 出版機關 教育部
 發行人 吳清基
 發行單位 教育部高教司
 地址 10051 臺北市中山南路 5 號
 電話 886-2-77366051
 指導單位 教育部
 主辦單位 教育部高教司
 執行單位 國立臺灣師範大學文化創藝產學中心
 專輯主編 林磐聳
 專輯副主編 廖偉民
 美術編輯 陳婉希
 專案助理 陳睿穎、林容年
 攝影 林政忠、鄭鼎
 出版日期 2012 年 2 月
 版次 初版 1 刷
 訂價 新臺幣伍佰圓整

其他類型版本說明：本書同時登載於臺灣國際學生創意設計大賽網站，網址為：www.tisdc.org

展售處：

五南文化廣場
 地址：臺中市中山路 6 號
 電話：(04)2226-0330 #820、821

國家書店
 地址：臺北市松江路 209 號 1 號
 電話：(02)2581-0207#17

三民書局
 地址：臺北市重慶南路 1 段 61 號
 電話：(02)2361-7511#114

國家教育研究院教育資源及出版中心
 地址：臺北市和平東路一段 181 號 1 樓
 電話：(02)-3322-5558#173

教育部員工消費合作社
 地址：臺北市中山南路 5 號
 電話：(02)7736-6054

Published by Ministry of Education

Issuer Ching-Ji Wu

Copyright Owner Ministry of Education

Address No. 5, Zhongshan S. Rd, Jongheng District, Taipei City 10051, Taiwan (R.O.C)

Tel 886-2-77366051

Advisor Ministry of Education

Organizer Department of Higher Education, MOE

Executive Cultural & Creative Industries Center, National Taiwan Normal University

Chief Editor Apex Lin, Pang-Soong

Vice Editor Melvyn Liao

Arts Editor Pacie Chen

Project Assistant Rebecca Chen, Jui-Yin, Jung-Nien Lin

Photographer Oliver Lin, Dean Cheng

The Date of Publishing February 2012

Price 500 NTD

GPN: 1010100262

ISBN: 978-986-03-1602-5

著作財產權人：教育部



本書以創用 CC 「姓名標示 - 非商業性 - 禁止改作」 3.0 臺灣授權條款釋出，此授權條款詳細內容請見：
<http://creativecommons.org/licenses/by-nc-nd/3.0/tw/>

This work is licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 3.0 Works Taiwan License.

「姓名標示」部分請依以下引用方式標示著作財產權人
 本書請依以下方式引用：

國立臺灣師範大學文化創藝產學中心（編），《2011 臺灣國際學生創意設計大賽成果專刊》。教育部發行，2012 年 02 月。

國家圖書館出版品預行編目 (CIP) 資料

臺灣國際學生創意設計大賽成果專刊 . 2011 / 國立臺灣師範大學文化創藝產學中心執行 . -- 初版 . -- 臺北市：教育部，教育部高教司，民 101.02
 面；公分
 ISBN 978-986-03-1602-5 (精裝)

1. 設計 2. 創意 3. 數位藝術 4. 作品集

960

101000810