



PORT- FOLIO

作 品 集

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M POLLIO EDUCATION GROUP

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畢業學生

2018

GRAD STUDENTS

AARON LIN

ANGEL WANG

ANGELA WEN

ARTERMIS DAI

CHLOE LI

DANIEL ZHANG

EASON XIA

ELAINE LAI

GARY REN

JASMINE LEE

JASMINE YU

JENNY XIONG

JONATHAN WEN

LINDA SHI

MORRIS HUANG

RACHELLE YAU

RAE TSUN

SARAH ZU

SHERRY LI

TIFFANY WANG

TINA LI

WILLIAM PARK

恭喜今年的畢業生們獲得如此傑出的成績。

在未來的歲月中，你的努力會使你的夢想成真，
請記住：不忘初心，方得始終。

愿你們的生活充滿激情、挑戰和幸福！

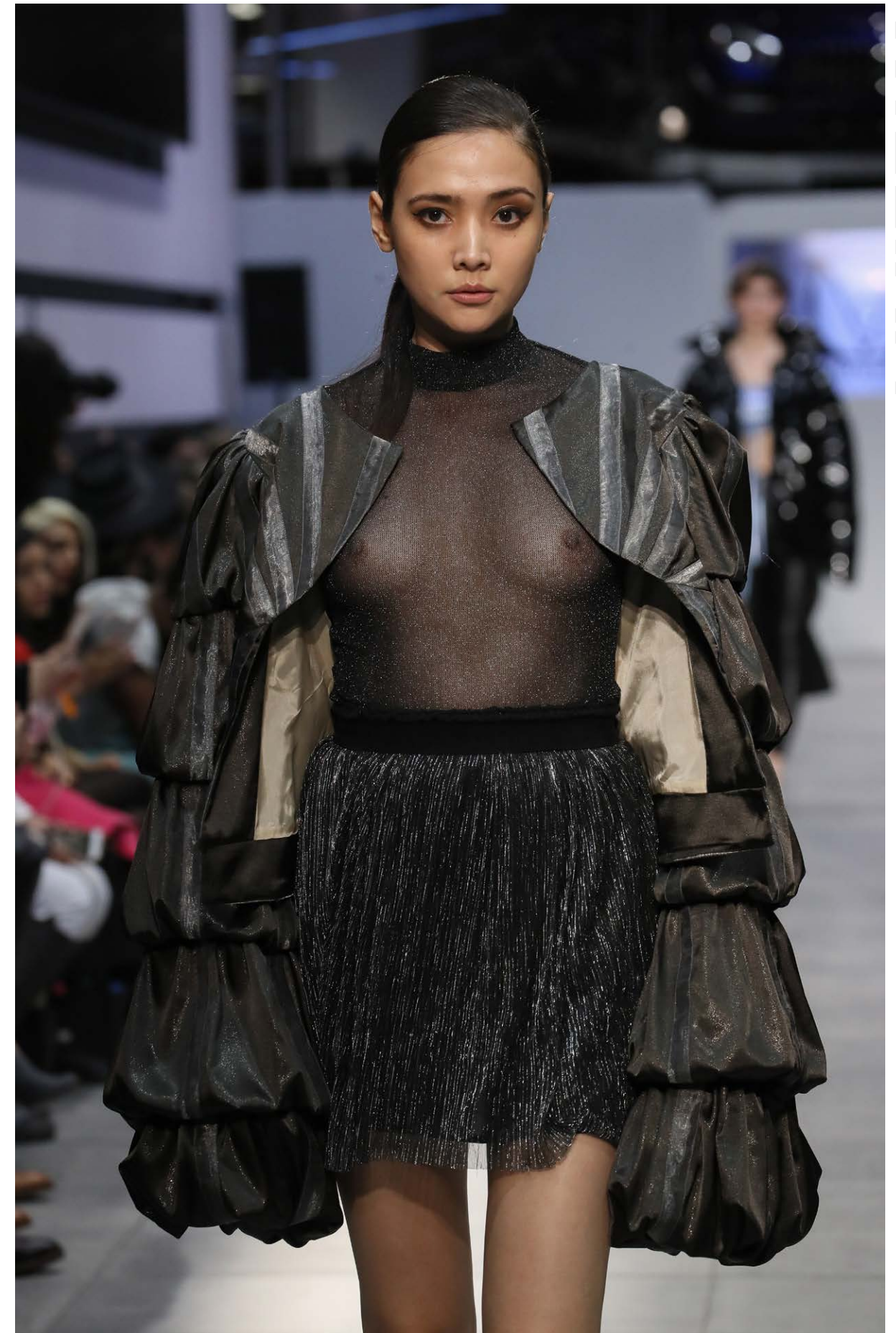
— Wayne Chiang, 綠蘋果藝術中心執行長

Sincere congratulations , graduates, on your outstanding achievements to date.

Whatever you dream for, whatever you hope to achieve may come true with your effort in the future. Remember that nothing is out of your reach if only you first believe.

Wishing you all the excitement, all the challenge, all the happiness life call hold.

- Wayne Chiang, Green Apple Art Center CEO



WILLIAM

歷屆錄取學校

ACADEMIC SUCCESS

美國	University of Kansas 堪薩斯大學	加拿大
Harvard University 哈佛大學	Rhode Island School Design 羅德島設計學院 (RISD)	McGill University 麥吉爾大學－建築系
Princeton University 普林斯頓大學	Pratt Institute 普拉特藝術學院	University of Waterloo 滑鐵盧大學建築系
Massachusetts Institute of Technology 麻省理工學院 (MIT)	School of the Art Institute of Chicago 芝加哥藝術學院	University of Toronto 多倫多大學
Cornell University 康乃爾大學	Parsons The New School for Design 帕森設計學院	Queen's University 加拿大皇后大學
Columbia University 哥倫比亞大學	School of the Visual Arts 視覺藝術學院	Carleton University 卡爾頓大學
New York University 紐約大學 (NYU)	New York Interior Design School 紐約室內設計學院	University of Calgary 卡爾加里大學
Washington University in St. Louis 聖路易斯華盛頓大學	Maryland Institute College of Art 馬里蘭藝術學院	University of British Columbia 不列顛哥倫比亞大學
Carnegie Mellon University 卡耐基美隆大學	San Francisco Art Institute 舊金山藝術學院	Simon Fraser University 西門菲莎大學
Rice University 萊斯大學	Savannah College of Art and Design 薩凡納藝術與設計學院	Kwantlen Polytechnic University 昆特倫理工大學
Syracuse University 雪城大學	英國	Ryerson University 瑞爾森大學
University of Pennsylvania 賓夕法尼亞大學	University of the Arts London 倫敦藝術大學 (UAL)	Ontario College of Art and Design 安大略藝術設計學院
Virginia Polytechnic Institute and state University 弗吉尼亞理工學院暨州立大學	– Central Saint Martins College of Art and Design 中央聖馬丁藝術學院	Alberta College of Art and Design 阿爾伯塔藝術設計學院
Illinois Institute of Technology 美國伊利諾理工大學	– London College of Fashion 倫敦時尚學院	EmilyCarr University of Art & Design 艾蜜莉卡藝術及設計大學
University of Southern California 加利福尼亞州立大學 (USC)	– Camberwell College of Arts 坎伯韋爾藝術學院	Capilano University 卡比蘭諾大學
University of California, Los Angeles 加州大學洛杉磯分校 (UCLA)	– Chelsea College of Art and Design 切爾西藝術學院	
University of California, Berkeley 加州大學柏克萊分校	– London College of Communication 倫敦傳播學院	
Southern California Institute of Architecture 南加州建築學院	Architectural Association School of Architecture AA 建築學院	
Art Center College of Design 藝術中心設計學院	Royal College of Art 英國皇家藝術學院	
California College of the Arts 加利福尼亞藝術學院 (CCA)	Cambridge School of Visual Art 英國劍橋藝術學院	
California Institute of the Arts 加州藝術學院 (CalArts)	Edinburgh College of Art 愛丁堡藝術學院	
Otis College of Art and Design 奧蒂斯藝術設計學院		
University at Buffalo 紐約州立大學布法羅分校		
University of Cincinnati 辛辛納提大學		

美國學術美術與寫作獎

SCHOLASTIC ART & WRITING AWARDS

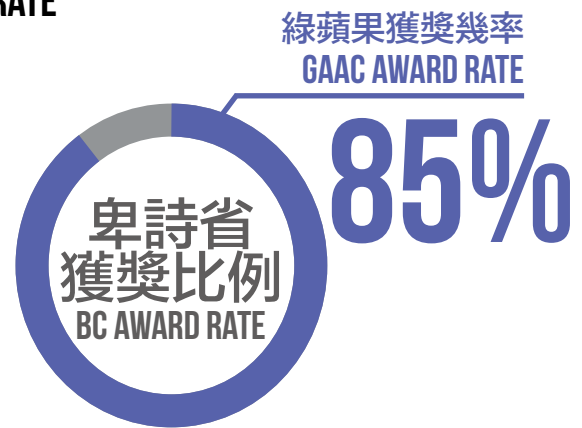
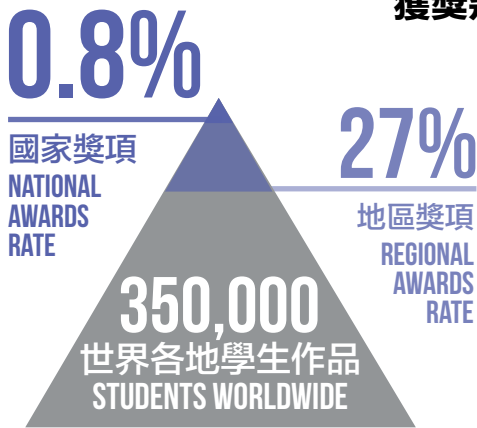


**Scholastic
Art & Writing
Awards**

自1923年以來，美國學術美術與寫作獎是美國最悠久及最富盛名的藝術競賽，且同時是全國最大的獎學金來源。每一年，主辦方收到超過30萬件來自世界各地的7-12年級的作品。該比賽是由地區和國家兩個階段組成，只有非常少數的優秀學生能夠獲得國家獎項。

Since 1923, Scholastic Art & Writing Awards has been the largest art competition in US. Each year, more than 300,000 artworks have been submitted by grade 7-12 high school students worldwide. The competition consists of two stages: the regional and national. Only few excellent students are able to receive national awards.

獲獎幾率 AWARD RATE



教育家獎項 AWARDS FOR EDUCATORS



綠蘋果
至2011年共獲得

15

教育家獎項

SINCE 2011 GAAC WON 15 MEDALS

2016-18 決賽獲獎名單 NATIONAL MEDALISTS



金牌 Gold Medal

Vivian Zhu - "Perfect Doll"
Mixed Media Category, 2018



銀牌 Silver Medal

Eason Xia - "Marks"
Mixed Media Category, 2017

Tiffany Wang - "Rotate"
Mixed Media Category, 2016

學生國家獎項 STUDENT NATIONAL AWARDS



6 金牌
GOLD MEDAL

繪畫、多媒體、建
築、服裝設計

Drawing, Painting, Mixed Media,
Architecture, Fashion



10 銀牌
SILVER MEDAL

繪畫、多媒體、電影、建
築、服裝設計

Drawing, Painting, Mixed Media,
Film, Architecture, Fashion

學生國家獎項 STUDENT REGIONAL AWARDS



42 金鑰匙
GOLD KEY



50 銀鑰匙
SILVER KEY



66 榮譽獎
HONORABLE
MENTION

繪畫、多媒體、攝影、版畫、電影、工業設計、建築、服裝設計
Drawing, Painting, Mixed Media, Photography, Printmaking, Film,
Industrial Design, Architecture, Fashion

初賽入圍名單

REGIONAL AWARD RECIPIENTS

金鑰匙獎 Gold Key

Daniel Zhang - "Filthoin No.1"
Painting Category, 2017

Eason Xia - "Marks"
Mixed Media Category, 2017

Elaine Lai - "Reset"
Printmaking Category, 2017

Linda Shi - "Trapped"
Mixed Media Category, 2015

Gary Ren - "Grand History"
Mixed Media Category, 2018

Sherry Li - "Al Tell-Tale Hear"
Mixed Media Category, 2017

Tiffany Wang - "Rotate"
Mixed Media Category, 2016

Tina Li - "Ultimateness"
Mixed Media Category, 2018

銀鑰匙獎 Silver Key

Alice Zeng - "Red Line"
Mixed Media Category, 2018

Artemis Dai - "Shell"
Fashion Category, 2018

Eason Xia - "Switch"
Painting Category, 2017

Elaine Lai - "Taiwan Impression"
Mixed Media Category, 2017

Gary Ren - "Age of Abundance"
Drawing & Illustration Category, 2018

Linda Shi - "Forest"
Drawing & Illustration Category, 2018

William Park - "Connection"
Photography Category, 2018

William Park - "Light Sequence"
Architecture & Industrial Design Category,
2018

Tiffany Wang - "Cloak"
Fashion Category, 2017

Tina Li - "Demise Line"
Drawing & Illustration Category, 2017

榮譽獎 Honorable Mention

Angel Wang - "White Space"
Mixed Media Category, 2017

Angel Wang - "Strangle"
Drawing & Illustration Category, 2018

Eason Xia - "Four Maps"
Drawing & Illustration Category, 2017

Eason Xia - "FORM"
Mixed Media Category, 2018

Gary Ren - "Regression"
Drawing & Illustration Category, 2018

Jenny Xiong - "In Depth"
Mixed Media Category, 2018

Linda Shi - "Terrace"
Architecture Category, 2016

Rachelle Yau - "Alternate Reality"
Drawing & Illustration Category, 2018

William Park - "Comfort Zone"
Design Category, 2016

William Park - "Dolphin"
Drawing & Illustration Category, 2017

William Park - "Refuge"
Drawing & Illustration Category, 2018

William Park - "Analysis"
Mixed Media Category, 2018

Tiffany Wang - "Cloak"
Fashion Category, 2017

Tina Li - "Whale Fall"
Drawing & Illustration Category, 2018

Tina Li - "Undesirables"
Drawing & Illustration Category, 2018

Tina Li - "Artificial Love"
Mixed Media Category, 2018

教師團隊

2018

TEAM OF INSTRUCTORS



WAYNE CHIANG GAAC CEO 綠蘋果藝術中心執行長

畢業於美國首都的大學，江先生自小從台灣移民，曾生活及學習於美國東西兩岸。熟悉美國環境、人文、歷史文化，並親身經歷美國教育體系，人脈關係遍布東西兩岸各著名大學及行業。他曾經分別服務於美國華盛頓弗吉尼亞州 AOL, ICQ 等國際知名科技公司。其後為美國各著名大學招生及教學體系服務開發頂尖系統。他同時也在加拿大移民投資管理公司中擔任副總裁。他豐富的經驗幫助眾多的學生獲得哈佛、耶魯、普林斯頓和康奈爾等名校的錄取。

Graduated from university in the United States, Wayne moved from Taiwan since he was a child and has lived and studied in various locations across the United States. Wayne used his time in America to familiarize himself with its environment, humanities, history and culture studies. He utilizes his personal experience of the United States educational system, and personal connections throughout the east and west coasts from famous universities and various industries to provide excellence in education. Wayne has previously worked in Washington, Virginia at AOL, ICQ and other well-known international technology companies. He has serviced the development in and teaching programs. Wayne also served as vice president of an investment management firm in the Canadian immigration system. His wealth of experience has helped many students enroll into prestigious schools such as Harvard, Yale, Princeton and Cornell.



DAVID YOUNGSON CREATIVE DIRECTOR 創意總監

DAVID 是一位資深的設計師，強項是激發創造力以及運用創新的方式來啟發學生新的思維模式。生於溫哥華並在當地長大，DAVID 在加拿大學習了城市政治、建築、與城市發展研究、並且在中東獲得特別學位。他對於空間與三維立體的熱情使他成為了在加拿大與美國項目創意團隊的一員。他是 86 年度世界博覽會製作團隊的一員負責創建引人入勝的戶外體驗，他的職業生涯包括展覽設計，著重於文化設施。他參與很多溫哥華著名的設計項目，如溫哥華博物館 (MUSEUM OF VANCOUVER)、科學館 (TELUS WORLD OF SCIENCE)、羅渣士體育館 (ROGERS ARENA)、卑斯體育館 (BC PLACE)、和加拿大文明博物館等 (CANADIAN MUSEUM OF HISTORY)。他最為人知的工作是擔任溫哥華冰球加人隊 (VANCOUVER CANUCKS) 的品牌設計總監。目前於 Emily Carr University of Arts + Design 協助工業設計課程，為癌症患者開發椅子。

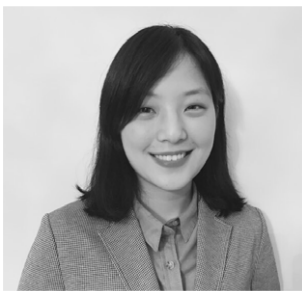
David was born and raised in Vancouver. He has studied Urban Politics, Architecture and Urban Studies in Canada with a special studies program in the Middle East. His passion for built space and three dimensional storytelling have allowed him to be part of creative teams for a wide range of projects in Canada and the US. He was part of the creative team who produced EXPO 86, with responsibility for creating engaging outdoor experiences. His career includes exhibition design work for wide major cultural facilities, including, BC Museum of Diversity, Museum of Vancouver, Telus World of Science, Rogers Arena (visitor experience), BC Place and the Canadian Museum of History. Perhaps his best known work is as creative director in re-branding the Vancouver Canucks of the NHL. In both the public and private realm, David encourages multi-layered learning and discussion, and focuses on instilling design thinking. Currently David is assisting in an industrial design class at Emily Carr University of Arts + Design to develop a chair for cancer patients.



ALISON GUAN ART DIRECTOR 藝術總監

擁有 15 年以上的教學經驗。她相信持續性保有熱情、富有創意的訓練方法，以及自我分析的學習方式。Alison 對於藝術的熱忱始於非常年輕開始，帶領她歷練了亞洲傳統式教學，使得她擁有極高技巧的繪畫技術。幸運地她對於繪畫藝術的熱愛從未停止。她除了提出疑問、尋找解答、和探索方法之外，更從其他老師、美術家、藝術家、甚至是音樂家身上，學習到多樣化的技巧、知識跟經驗。她的熱情帶領她生存在自我挑戰裡。她懂得如何提供傳統技巧的訓練，來滿足需求及克服弱點。她特殊的知識及經驗強化跟定義一些基礎的價值跟目標，使得綠蘋果藝術中心有別於其它的藝術學校及訓練中心。

Having 15 years of teaching experience, Alison believes in preserves passions, training with creativity, and learning by self-analysis. Her love for arts started at very young age, which takes her through the traditional Asian training with highly skilled drawing & painting. Luckily, her passion for arts never stop within drawing and painting only. She continuously questions and conducts research, experiments, and learns many skills, knowledge and experiences through other teachers, artists, designers, and even musicians. Her passion leads her to live by self-challenges. She understands both the weakness and the need of providing traditional skill training. Her unique knowledge and experience have sharpened and defined some of the fundamental values and goals, which makes Green Apple distinct from all other artschools and training centers.



TRACY CHIU EDUCATION PROGRAM COORDINATOR 教育項目負責人

Tracy 在 2012 年取得了英屬哥倫比亞大學的心理學學士學位。由於對設計的熱愛，她在大學畢業後前往英國繼續深造平面設計。在 2014 年，取得了英國愛丁堡大學的平面設計碩士學位。通過運用跨學科的知識以及重新利用生活中的事物，她嘗試在作品中探究心理學與平面設計之間的關係。她認為藝術設計教育就是幫助學生跳出平凡，變得更有創意，更有思想。

Tracy received her MA Graphic Design from Edinburgh College of Art, University of Edinburgh. She was born in Taiwan and moved to Canada where she completed BA in Psychology at the University of British Columbia. Her passion in design has led her to pursue a further education in graphic design upon completion of her bachelor degree. This is what she think art and design education is about: helping students to expand from their own set of perspective, becoming more creative, original, and intellectual.



COLLEEN WU COORDINATOR ASSISTANT / INSTRUCTOR 助理 / 指導老師

Colleen 畢業於廣州美術學院附屬中學和 Emily Carr 藝術與設計大學溝通設計系。由於從小在中國接受系統的藝術訓練，所以擁有非常紮實的美術功底，加上在大學學習期間接觸到不同的文化與思維方式，這些經歷創造出豐富且不同的想法，以及建立了獨特的設計風格。我希望利用我的學習背景及經驗幫助學生建立廣泛的創意及提高他們的繪畫基礎。

Colleen graduated from the Attached High School of GuangZhou Academy of Fine Arts and Emily Carr University of Art and Design (Communication Design). Because of the rigorous, systematic training of art in China since childhood, Colleen has very strong drawing skills. She also learns different way of thinking and culture when she was studying at Emily Carr. Those learning experiences have helped her to create abundant of ideas and build up her special design style. She hopes that her study background will help students develop creative idea and improve their drawing skill.



IRENE HWANG COORDINATOR ASSISTANT / INSTRUCTOR 助理 / 指導老師

Irene 是一位溫哥華的插畫家與藝術家，她畢業於 Emily Carr 藝術與設計大學視覺藝術專業。作為來自韓國的移民，她將自己定義為雙重文化的 1.5 代人，將來自原國籍的文化與新國家的文化相結合，通過藝術的方式體現她的 1.5 代理念。她對跟她擁有同樣經歷的移民學生的教育感興趣，她希望能分享她作為 1.5 代藝術家的經驗給對藝術同樣充滿激情的學生們。Irene 的藝術作品主要是使用電子與插畫的元素。

Irene is an illustrator and artist based in Vancouver, BC. She graduated from Emily Carr University of Arts + Design with a BFA in Visual Arts major. As an immigrant from Korea, she defines herself as 1.5 generation, the individual who is bi-cultural, combining both cultures - culture from the country of origin with the culture of the new country. Irene has developed the idea of 1.5 generation in her art practice often and found her interest in education for immigrant students. She wants to share her experience as 1.5 generation artist and engage the immigrant students who has passion in art to become artists. Irene often works with digital and animation elements in her art practice.



PAUL KIBAYASHI ARCHITECT 建築師

Paul 出生於日本千葉縣，但在加拿大成長。他畢業於麥吉爾大學建築學專業，並曾在倫敦和東京學習建築。畢業後，他任職於洛杉磯的 Gehry Partners，曾參與法國 Louis Vuitton Moet Hennessy 博物館和拉斯維加斯 Lou Ruvo Brain 學院等設計。Paul 是溫哥華執照建築師，擁有超過十年的建築經驗。

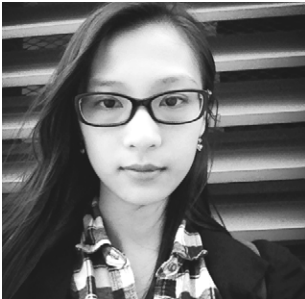
Paul was born in Chiba Prefecture, Japan, but spent most of his life in Vancouver, Canada. He received his professional degree in architecture at McGill University and also studied architecture in London and Tokyo. After graduating from McGill, Paul was a designer with Gehry Partners in Los Angeles where he worked on the Louis Vuitton Moet Hennessy Museum in France and Lou Ruvo Brain Institute in Las Vegas. Paul is a practicing architect in Vancouver and has over a decade of architectural experience.



CHEE YUEN CHOY ARCHITECTURAL DESIGNER 建築設計師

Chee 曾在 OMA，Sou Fujimoto，Henning Larsen 和 Kengo Kuma 工作，並在那裏負責上海 SOHO 項目建築結構的開發。Chee 擁有多倫多大學的建築碩士學位，Ryerson 大學的建築科學學士學位以及 St. Lambert 的 Champlain 學院的美術文憑。Chee 目前於溫哥華 Arno Matis 建築公司擔任主創建築師。

Chee has worked in the offices of OMA, Sou Fujimoto, Henning Larsen and Kengo Kuma, where he developed construction details for the firm's Shanghai SOHO project. Chee is fluent in Cantonese and Mandarin and holds a Master of Architecture from the University of Toronto, a Bachelor of Architectural Science from Ryerson University and a Diploma of Fine Arts from the College Champlain, St. Lambert. Currently Chee is the Associate of Arno Matis Architecture Inc.



ROSRENA WONG INDUSTRIAL DESIGNER 工業設計師

Rosrena 是一為擁有豐富創意工業設計師。她畢業於羅德島設計學院的工業設計專業。從小型工作室到世界 500 強全球公司，她的經驗教給她很多關於用戶體驗，品牌，市場趨勢和可製造性。她熱衷於將現代技術融入產品，不僅提高效率，而且為用戶帶來情感滿足。

Rosrena is an Industrial Designer and a creative thinker. She graduated from the Rhode Island School of Design. From working with small studios to a Fortune 500 global corporation, her experiences have taught her a lot about user experience, branding, market trends, and manufacturability. She has a passion for integrating modern technologies into products to bring not only efficiency, but also emotional satisfactions to users. She is also an enthusiast of good food, travel, music, and quirky gadgets.



FRIDA-RAYE GREEN ARTIST 藝術家

Frieda-Raye 是一名藝術家，目前居住在溫哥華。Frieda-Raye 從小就被藝術、紡織以及多元的藝術元素所圍繞著。因此在她多年的教學經驗中，她致力於結合不同的媒介來激發學生的想像力，從而創造獨一無二的作品。Frieda-Raye 的創作一直以來圍繞在日常生活中的冥想、神秘、以及幽默的時刻。她如夢境一般的作品不停地探索著科技與人類意識間的關係以及互通。

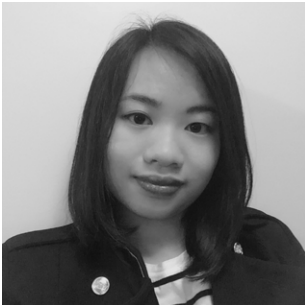
Frieda-Raye is an artist currently based in Vancouver. Ever since childhood, she has been surrounded by art, textile, and diverse artistic elements. In her many years of teaching experience, Frieda-Raye is committed to combining different media to stimulate students' imagination to create a unique work.



MIRA SONG ARTIST 藝術家

Mira 是一位跨領域的藝術家。曾在溫哥華，多倫多，香港和首爾展出作品。她擁有 Emily Carr 藝術大學藝術設計碩士，UBC 花園設計證書，韓國國立藝術大學藝術學院 BFA。在她的實踐中，Mira 探索自然和公共空間的結構，通過觸發記憶和想像力的不同感官的實例來重塑。她通過收集建築和自然空間的物體和圖像來調查這個審美領域，然後將其重新分配到多媒體作品中，包括繪畫和雕塑。

Mira is an interdisciplinary artist based in Vancouver and Seoul, and has exhibited in Vancouver, Toronto, Hong Kong and Seoul. She holds a Masters of Applied Arts from Emily Carr University of Art + Design, a Certificate in Garden Design from UBC and a BFA from Korea National University of Arts in Seoul. In her practice, Mira explores natural and constructed public spaces, reframed through the embodiment of different senses that trigger memories and imagination. She investigates this aesthetic territory by gathering objects and images of architectural and natural spaces which she then re-appropriates into multi-media works, including painting and sculpture. Mira has been featured in the media and magazine including Vancouver Sun and Magenta Magazine. Her work is in the private collections in Canada, US and South Korea.



EVELYN CHUA GRAPHIC DESIGNER 平面設計師

Evelyn 目前正在加拿大溫哥華的 Capilano 大學的理念設計學院就讀視覺傳達設計學士學位。她畢業於英屬哥倫比亞大學 (UBC) 音樂系主修雙簧管。Evelyn 把教學的熱情以及和中小學生的相處經驗結合起來，她興趣廣泛，尤其著重於對設計、插畫和音樂等方面。她熱愛學習，並不斷研究新的設計趨勢、方法、風格和科技，以保持在現代電子化的社會中不落後。

Evelyn is currently working towards a Bachelor of Design in Visual Communication at Capilano University's IDEA School of Design. She graduated from the University of British Columbia with a Bachelor of Music majoring in oboe. Teaching has been a natural progression from her passion and combined experience working with elementary and secondary students. Her focus and interests include various topics in the fields of design, illustration and music. She loves learning and is constantly researching new design trends, methods, styles, and techniques in order to stay up to date in the digital world.



MONACO KROHN FASHION DESIGNER 服裝設計師

Monaco 畢業於 Center for Arts and Technology 的服裝設計與銷售專業。她一直以來都在電影界發展，參與過短片、電視劇、以及著名電影的戲服製作，如“星際迷航 3”、“綠箭俠”等。她也曾經接過許多劇院及時尚界的製作項目。作為一名充滿熱忱的設計師，即使自己平時在溫哥華電影界的工作已令她忙碌無比，Monaco 還是不斷地積極參與她覺得有趣及刺激的戲服設計相關機會，繼續發展她的職業生涯。

Monaco is a professional costume designer. and she graduated from Fashion Design and Merchandising program at the Centre for Arts and Technology. Monaco has worked on several short films, TV series, and feature films such as “Star Trek 3”, “Arrow”, and many more. She has also worked on various projects in theater and fashion. As a passionate designer, Monaco continues to grow her career in Vancouver, constantly involving herself with exciting, costume related opportunities.



SAMMY CHIEN INTERDISCIPLINARY MEDIA ARTIST 跨領域新媒體藝術家

Sammy 出生於台灣，僑居加拿大的跨領域新媒體表演藝術創作者。2008 年在紐約數位表演先驅 Troika Ranch 與舞蹈科技表演博士 Henry Daniel 指導及合作下，開啟了與音樂，舞蹈，劇場等表演藝術跨領域的深層合作發展，包括法國龐畢度中心，中國國家大劇院，台北當代藝術館，德國海勒洛歐洲藝術中心等等。2014 與北京現代舞團從事新媒體 / 影像 / 聲音以及科技方面的合作創作，合作對象包括了王家衛的攝影師杜可風，張藝謀的劇場美術指導高廣建以及中國搖滾教父崔健。Sammy 聯合創辦了 Chimerik 似不像跨界藝術團隊，希望運用科技的輔助來更深層的滲透不同領域的界線並建構出新體及語彙並且進一步的改善社會以及滋潤心靈。

Sammy is a Taipei born, Vancouver based interdisciplinary media artist, director, performer, researcher and mentor who works with film, sound art, new media and dance/theatre performance. He has collaborated visually, aurally and conceptually in numerous multi-disciplinary projects which have exhibited across Canada, Western Europe, and Asia including Centre Pompidou(Paris), Museum of Contemporary Arts Taipei, National Centre for the Performing Arts(Beijing), Hellerau: European Centre for the Arts Dresden. His recent collaboration with Beijing Modern Dance Company includes working with artists such as Wong Kar Wai's Cinematographer Christopher Doyle, the Father of Rock in China Cui Jian and having lunch with Ai Wei Wei. Sammy has also been involved in research or mentorship in projects that focus on the integration between art, science, technology and spirituality as well as engaging with various community groups. He is the Co-Founder/Artistic Director of Chimerik collective.



SARAH SUN FILMMAKER 電影製作人

Sarah 是來自加拿大的電影製作人，毕业于罗德岛设计学院的动画系。她在 2015 年制作的动画 Life of Bullet 贏取了 Applied Arts Student Award Contest; 并入围了 Buchon、SPARK 等奖项及 TOFIZI 国际动画节。她于 2016 年制作的动画 SWARM 则入围了柏林国际电影节、加拿大多媒体电影节等国际大型比赛与电影节。Sarah 是來自加拿大的電影製作人，畢業於羅德島設計學院的動畫系。她在 2015 年製作的動畫 Life of Bullet 贏取了 Applied Arts Student Award Contest; 併入圍了 Buchon、SPARK 等獎項及 TOFIZI 國際動畫節。她於 2016 年製作的動畫 SWARM 則入圍了柏林國際電影節、加拿大多媒體電影節等國際大型比賽與電影節。她現今在哈佛大學進修碩士。

Sarah is a filmmaker from Canada. She loves creating designs that engage people and spark their curiosity. She received a BFA in Film/Animation/Video from Rhode Island School of Design where she concentrated in Animation and Visual Development Design. Since graduation, she has applied her skills to various design and directing positions in the film industry. In 2015, her animation “Life of Bullet” received Applied Arts Student Award Contest, and was nominated for Buchon, SPARK and TOFIZI International Animation Festival. In 2016, her animation work “SWARM” was nominated for Berlin World International Film Festival, Canadian Diversity Film Festival and other notable competitions and festivals. She is currently pursuing a master's degree in Education at Harvard University.

創作作品課程

2 0 1 8

**PORTFOLIO
PROGRAM**

繪畫類

DRAWING & PAINTING



▲▲JOIN, Eason Xia
▲DEMISE LINE, Tina Li ●



▲▲UTOPIA, Artemis Dai
◀CUBE, Aaron Lin
▲BRAIN, Morris Huang



▲SWITCH, Eason Xia ●



▲FILTHION NO.1, Daniel Zhang ●



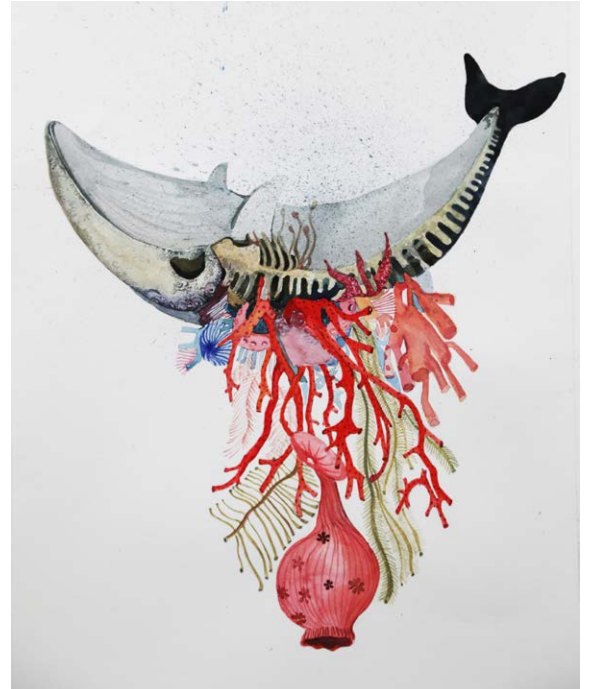
▲ESCAPISM, Angel Wang



▲UNTITLED, Elaine Lai



▲AFTER, Sarah Zu



▲WHALE FALL, Tina Li ●



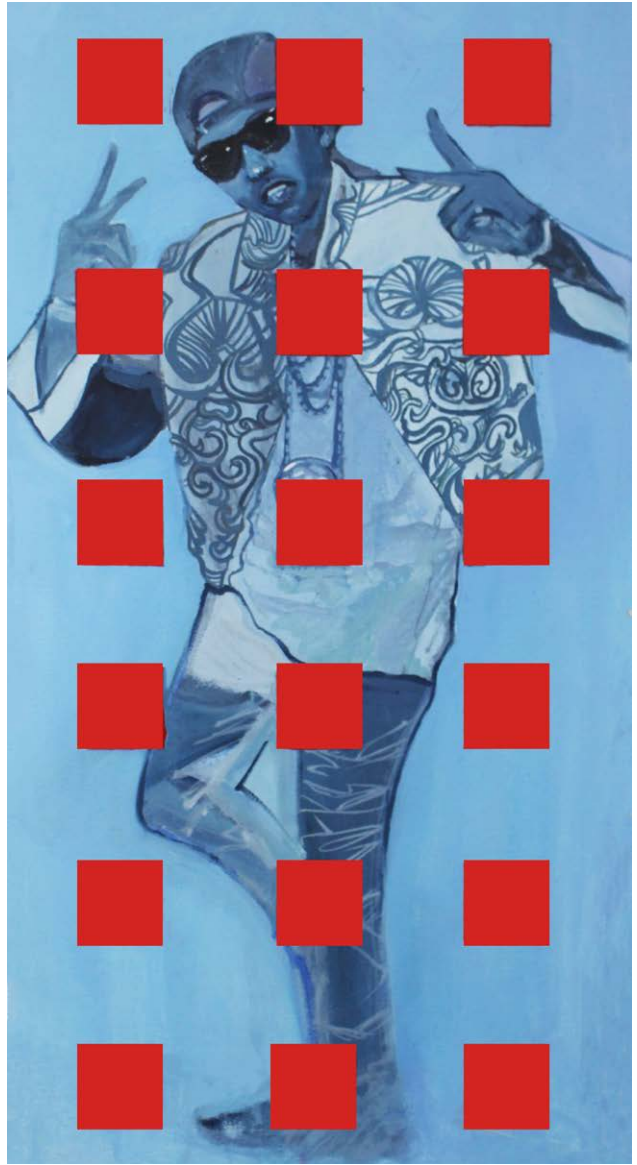
▲▲ NATURE, Angela Wen
◀ YELLOW, Rae Tsun
▶ BEAR, Tiffany Wang



▲▲ 7 DEATHLY THINGS, Artemis Dai
 ▲ PICASSO, Jasmine Lee



▲CHILDREN OF PAST, Gary Ren



▲BLACK MAN, William Park



▲RAIN BOY, Artemis Dai





▲ REFLECTION, Linda Shi



▲NIHILITY, Tina Li



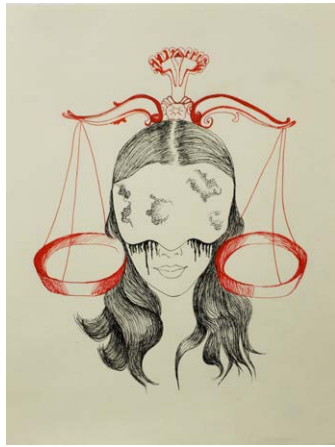
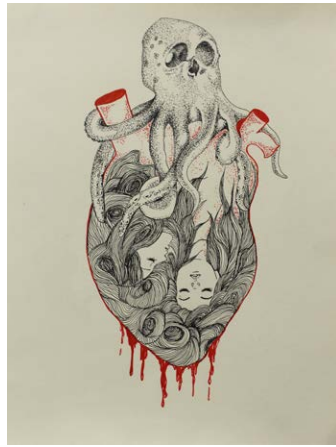
▲FINELINER, Gary Ren



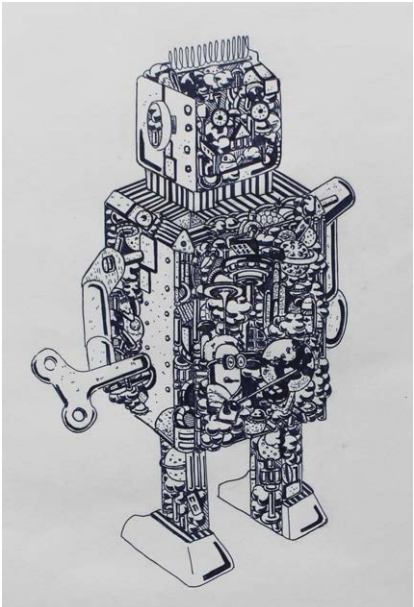
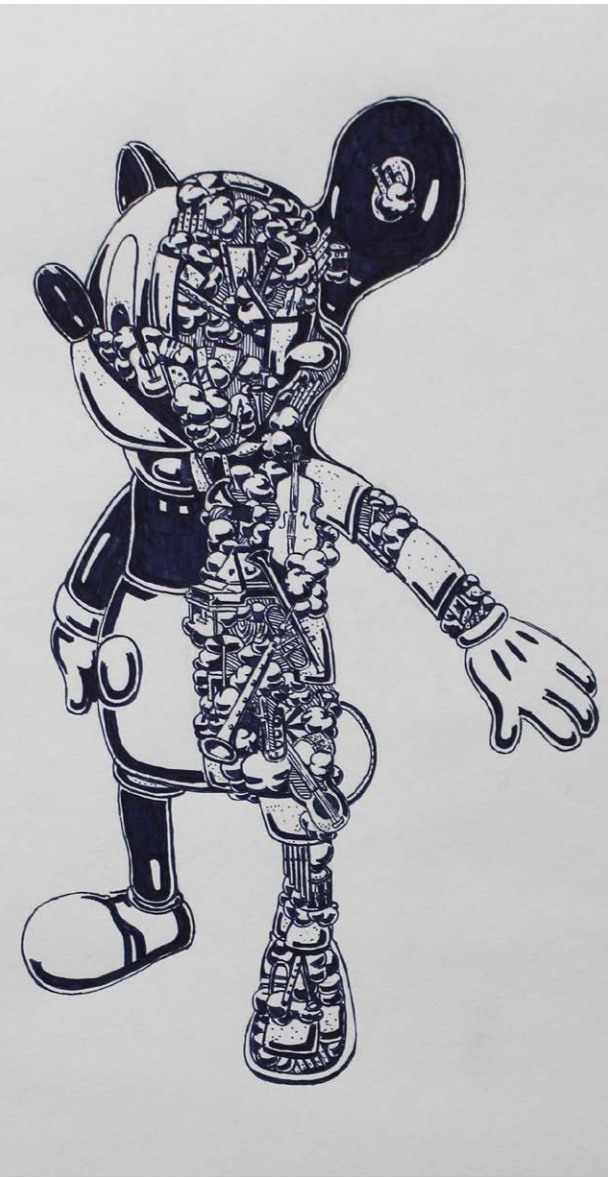
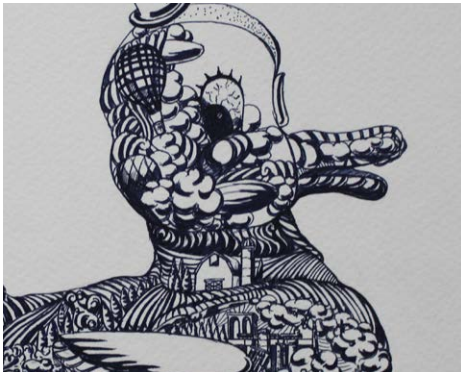
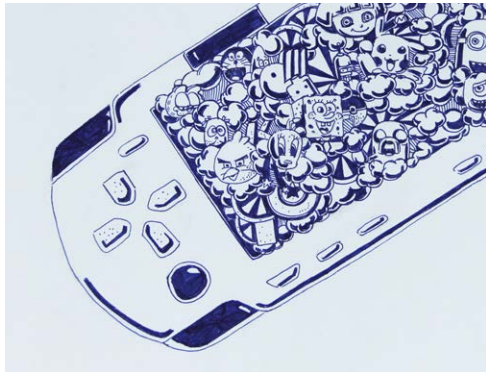
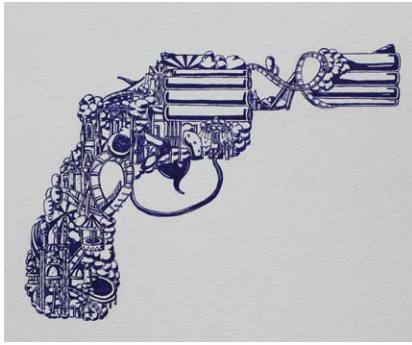
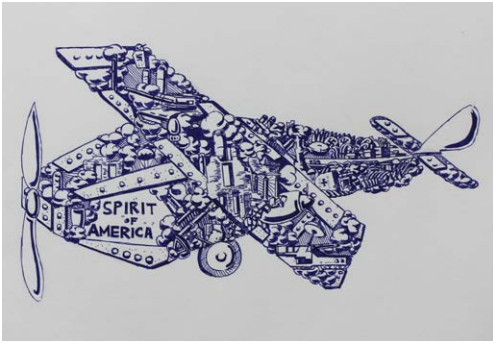
▲IN REAL WORLD, Tiffany Wang

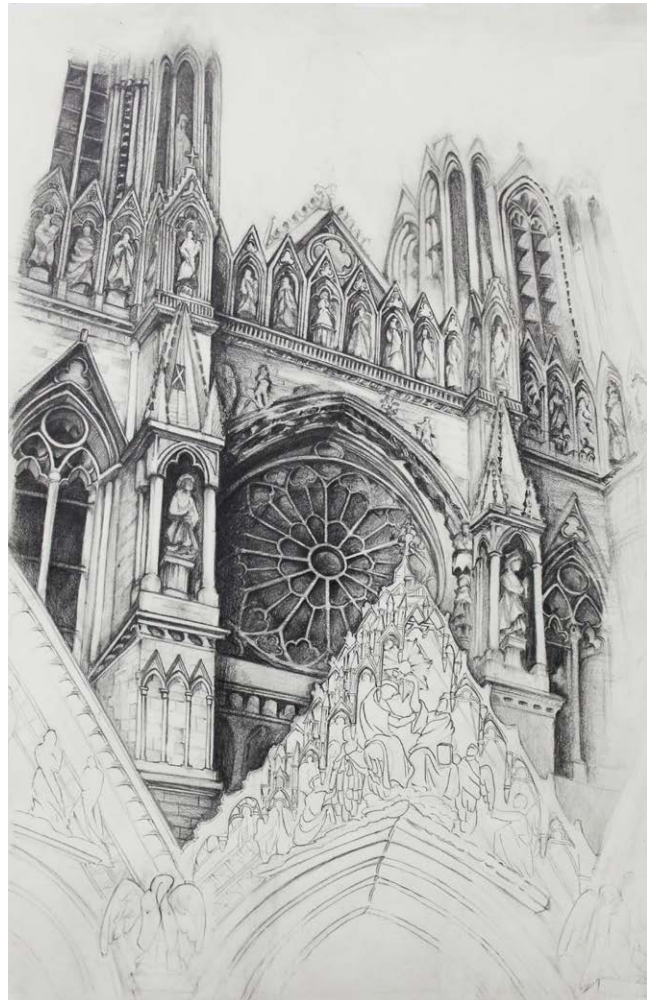


▲▲DOLPHIN, William Park ●
▲RESET, Elaine Lai ●

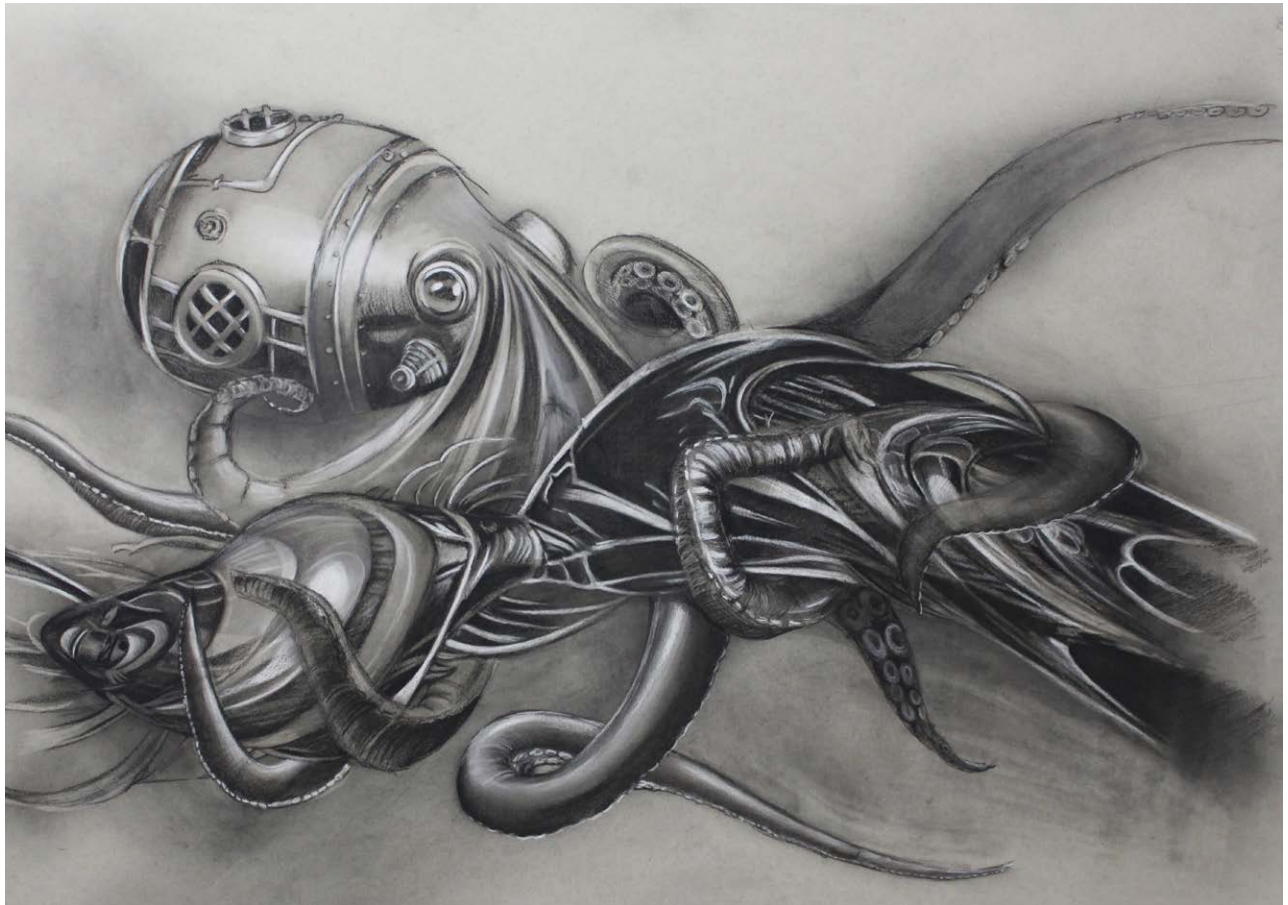


▲UNTITLED, Jasmine Yu
▶AGE OF ABUNDANCE, Gary Ren ●





◀ *TRANSFORM*, Eason Xia
▲▲ *CATHEDRAL*, Linda Shi
▲ *REFUGE*, William Park ●



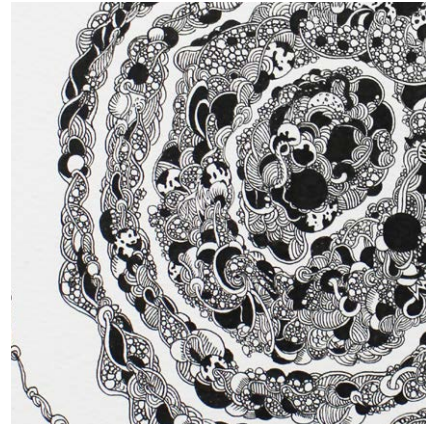
▲ EMBRACE, Rachelle Yau



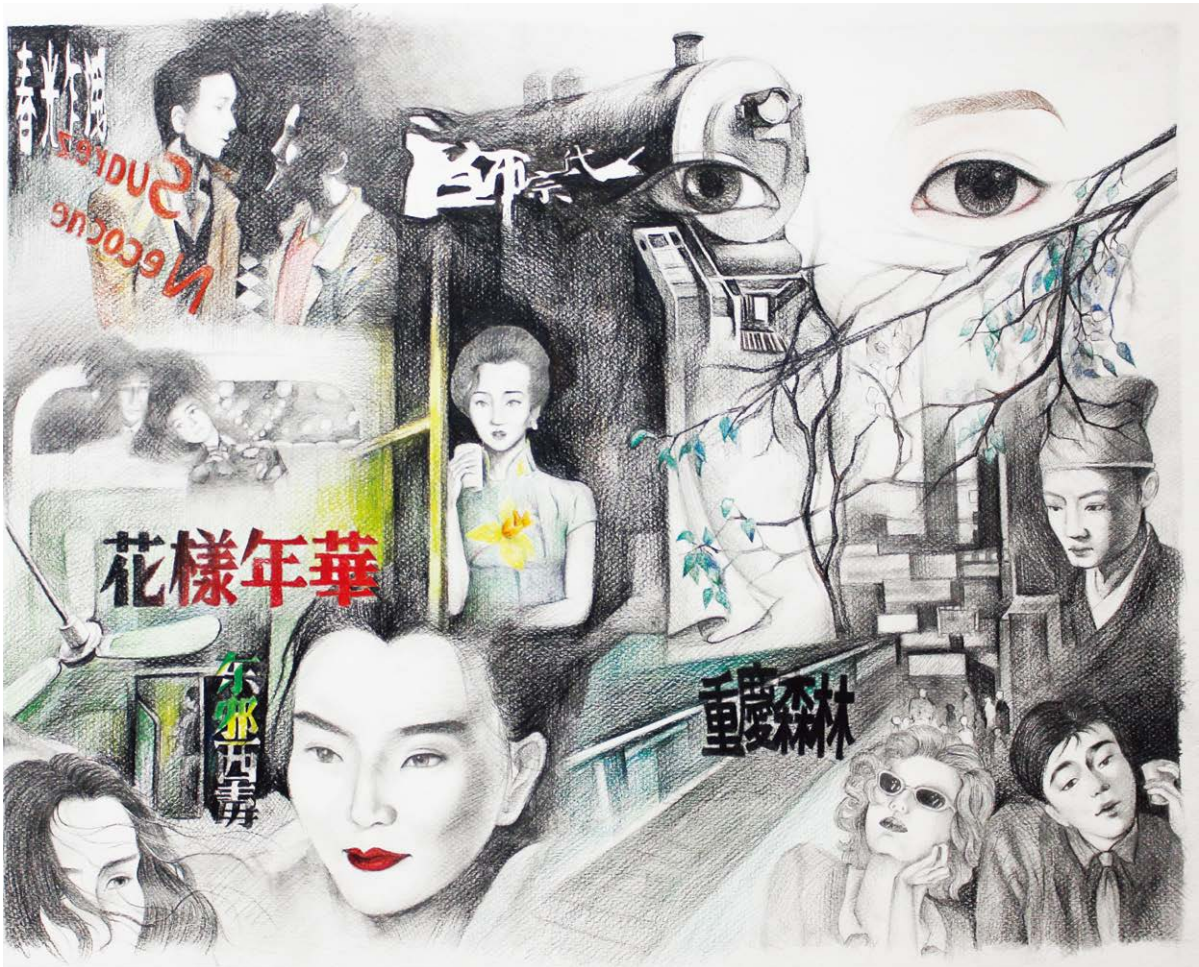
▲ FOREST, Linda Shi ●



▲STRANGLE, Angel Wang ●



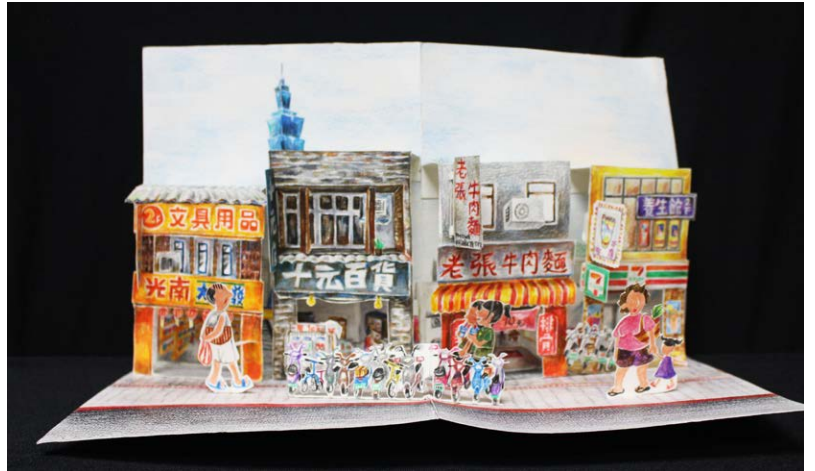
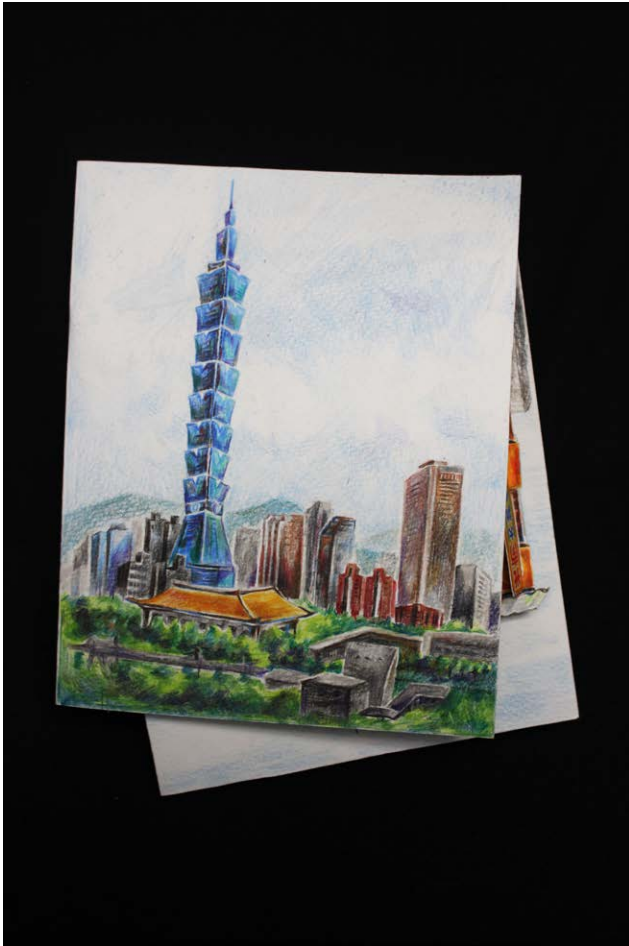
▲REGRESSION, Gary Ren ●



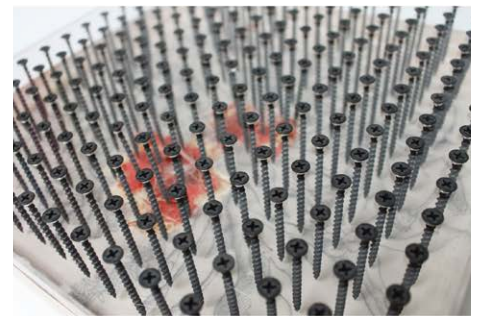
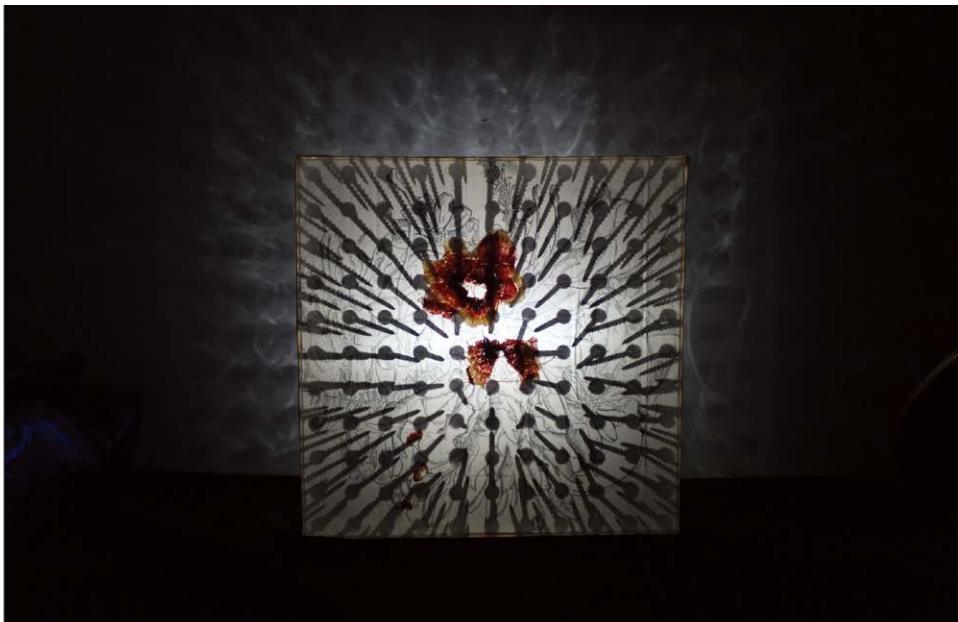
▲REMINISCENCE, Jenny Xiong

多媒體類

MIXED MEDIA



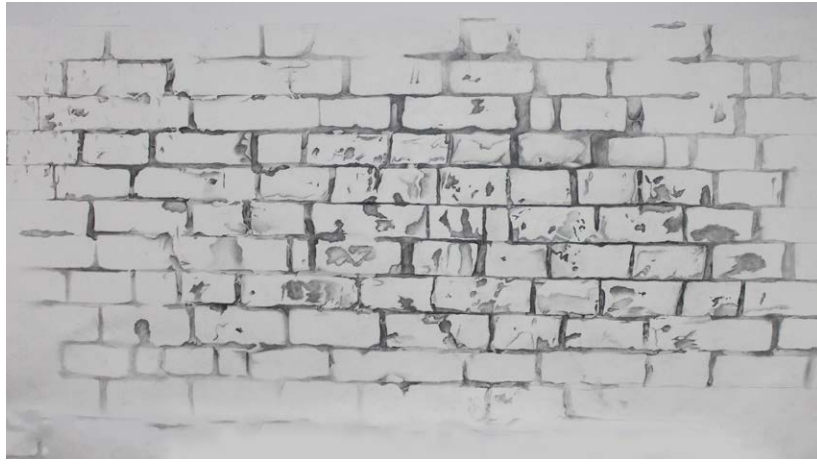
▲ TAIWAN IMPRESSION, Elaine Lai ●



▲ EMBROIDERY, William Park

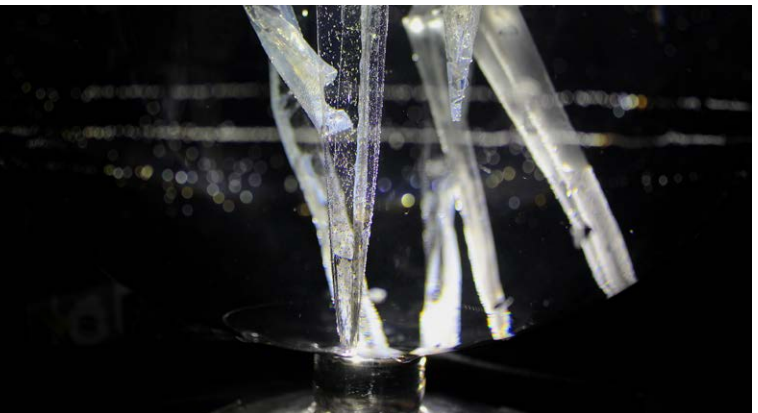


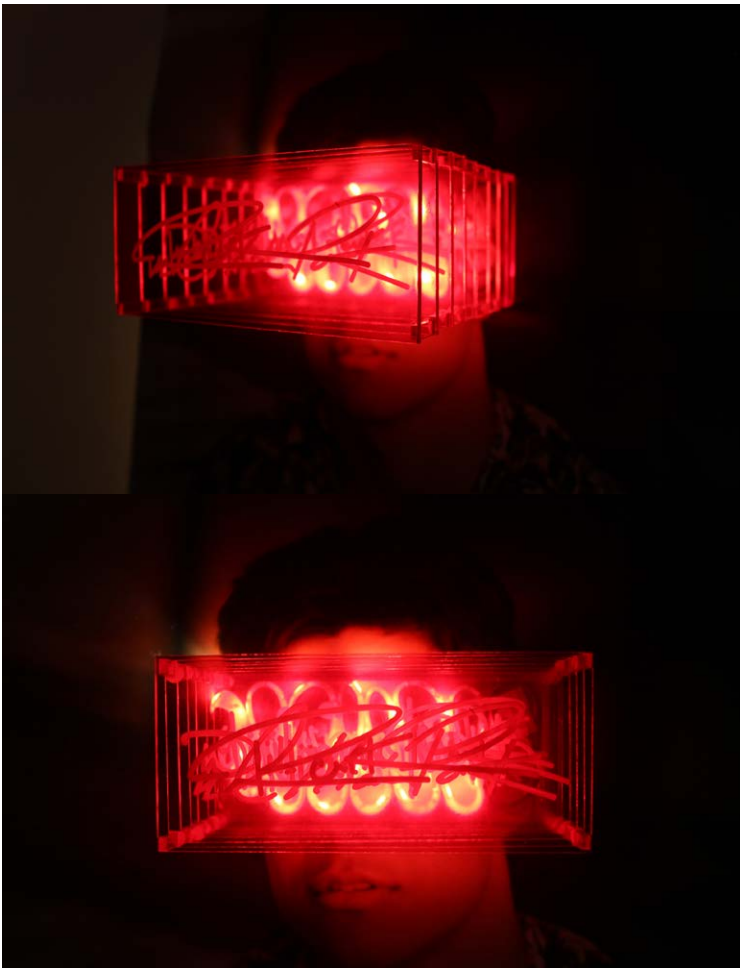
▲MASK, Sherry Li
 ►OVERLAP, Eason Xia





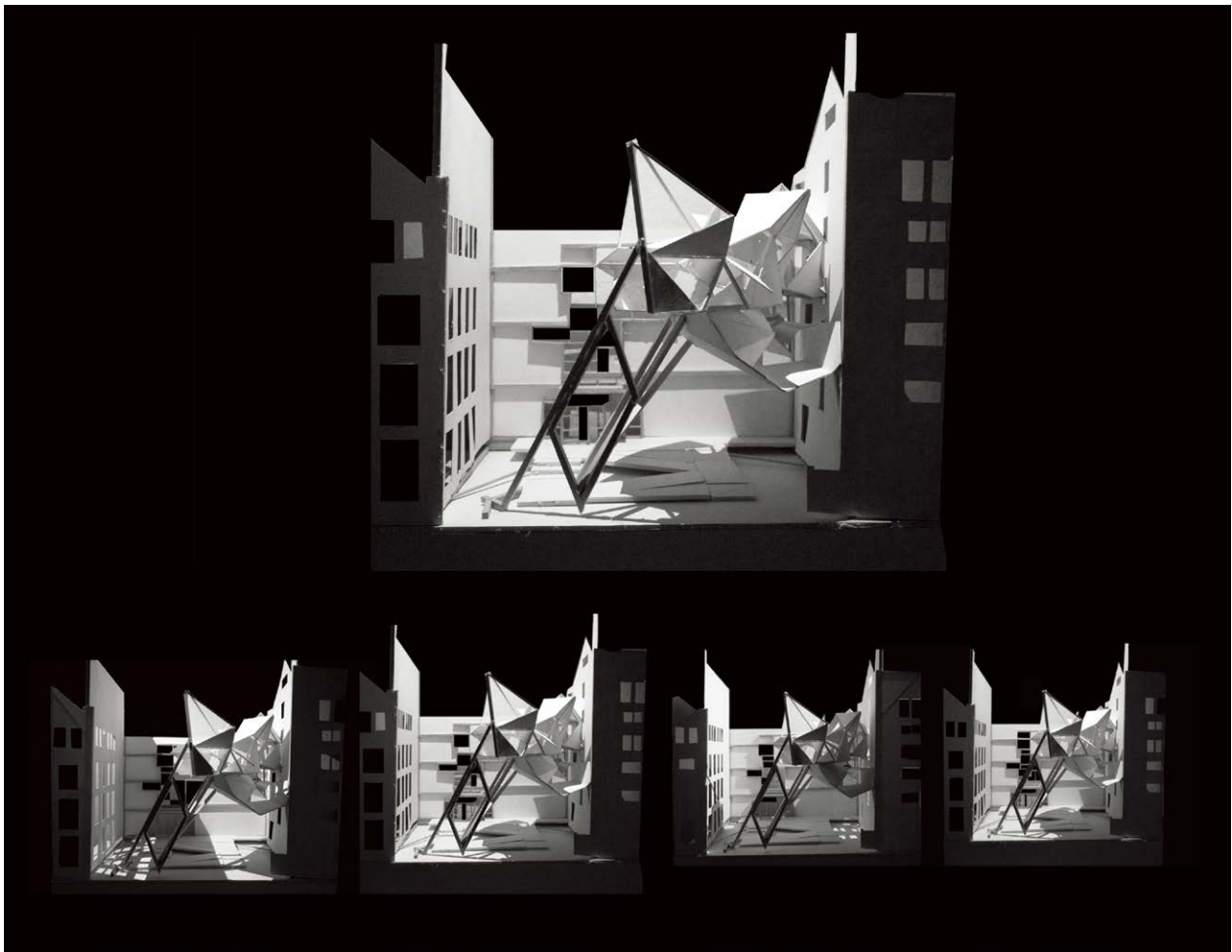
◀◀▲CONNECTION, William Park ●
 ◀◀ART GALLERY, Rae Tsun
 ▲▲AMALGAM, Angel Wang
 ◀ROTATE, Tiffany Wang ●
 ▲UNTITLED, Gary Ren



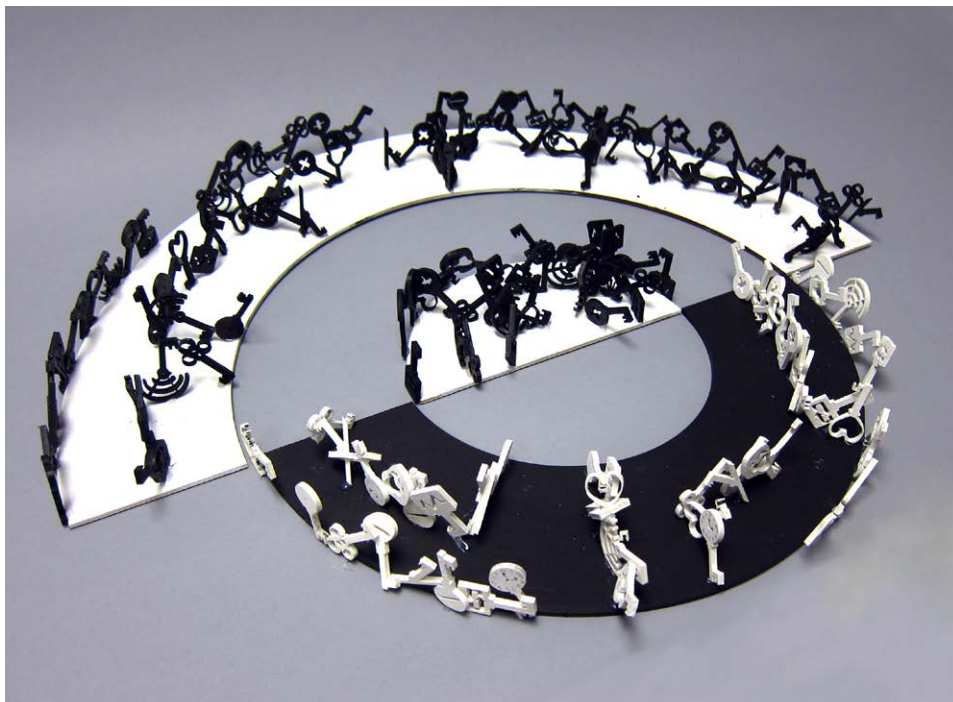


- ◀◀ *DETORIATION*, Angel Wang
- ▲▲ *GRAND HISTORY*, Gary Ren ●
- ▲ *PARSON CHALLENGE*, William Park
- ▶ *ULTIMATENESS*, Tina Li ●

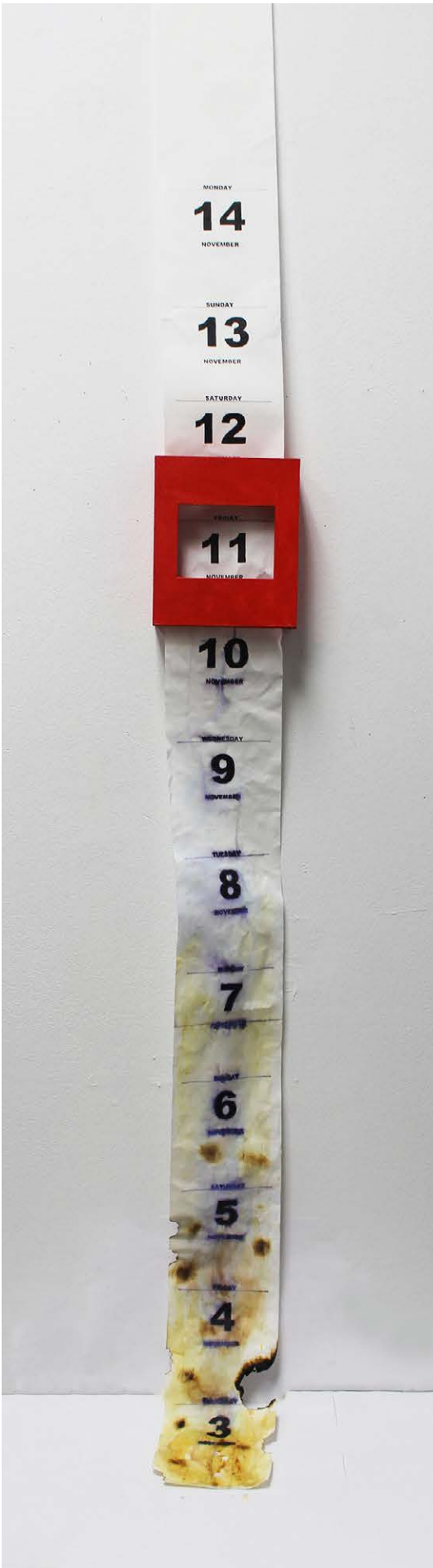




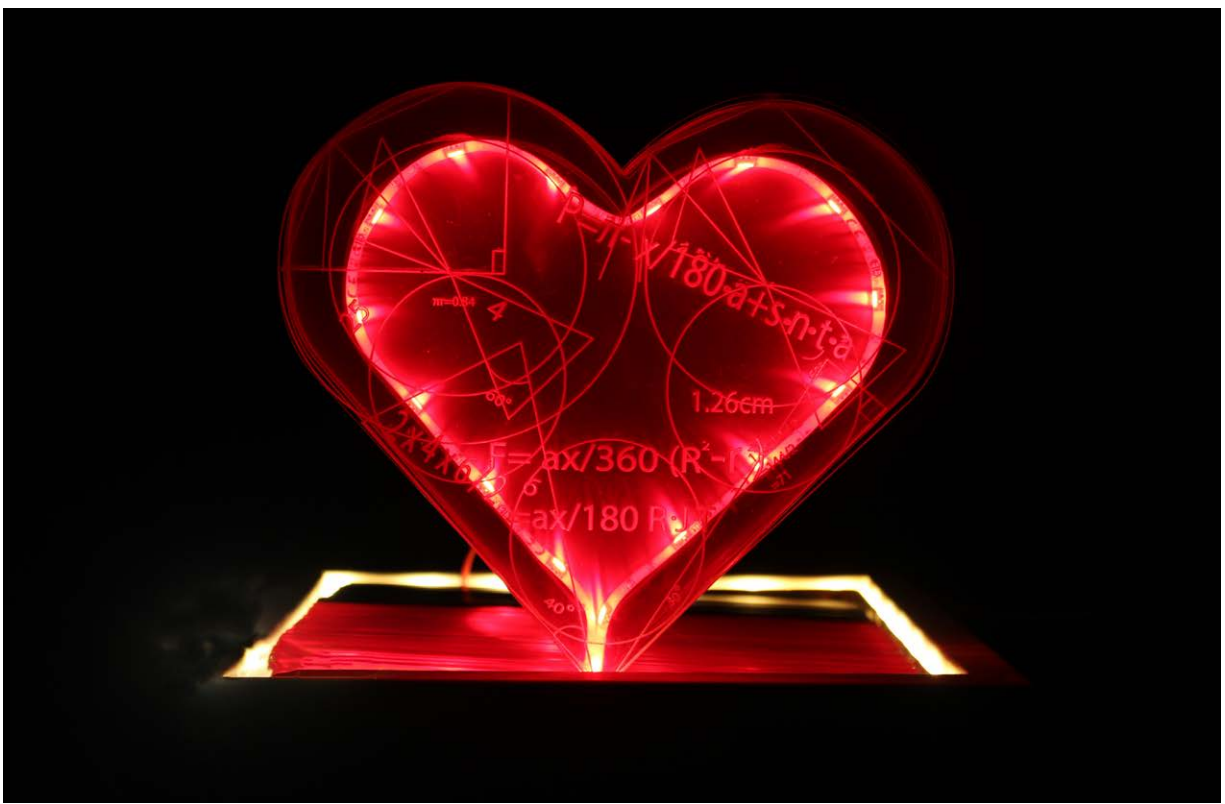
▲ LIGHT SEQUENCE, William Park ●



▲ TRAPPED, Linda Shi ●



◀ MARKS, Eason Xia ☹ ●
▲▲ AI Tell-Tale Hear, Sherry Li ●
▲ FREAM, Rachelle Yau





◀▲NUMBERS, Sherry Li
◀HEART, Tiffany Wang
▲▲MYTHOLOGY, Linda Shi
▲ARTIFICIAL LOVE, Tina Li ●



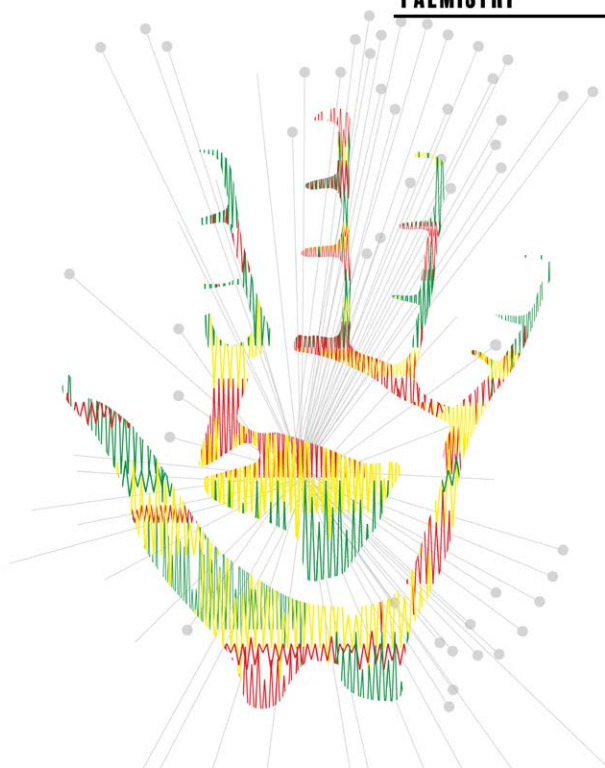


◀▲ *IN DEEPH*, Jenny Xiong ●
◀ *WHITE SPACE*, Angel Wang ●
▲ *BUN IN THE COFFIN*, Rae Tsun

數位媒體 & 新媒體

DIGITAL & NEW MEDIA

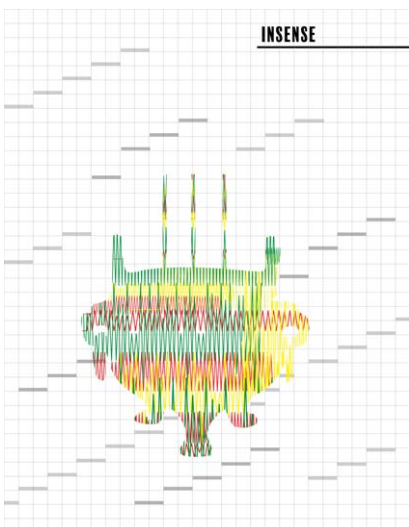
PALMISTRY



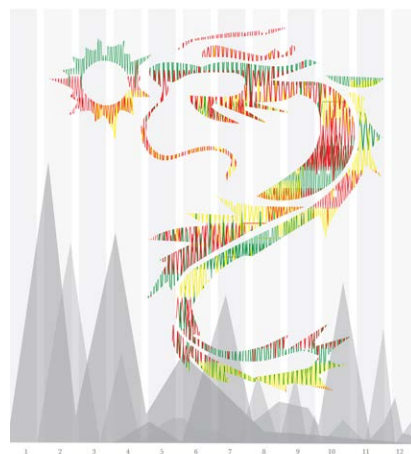
DREAM



INSENSE



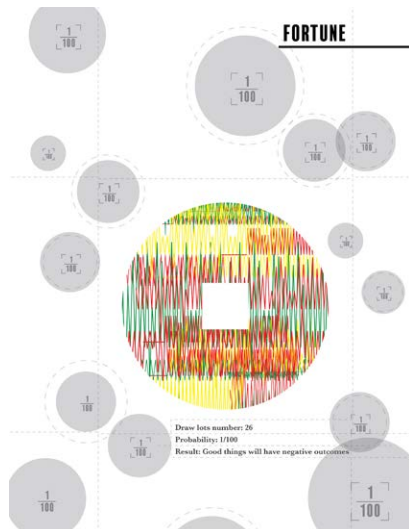
CHINESE ZODIAC



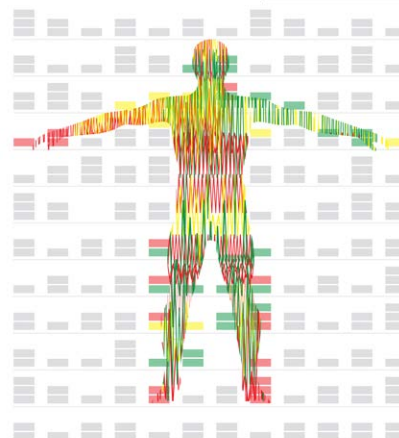
PHYSIOGNOMY

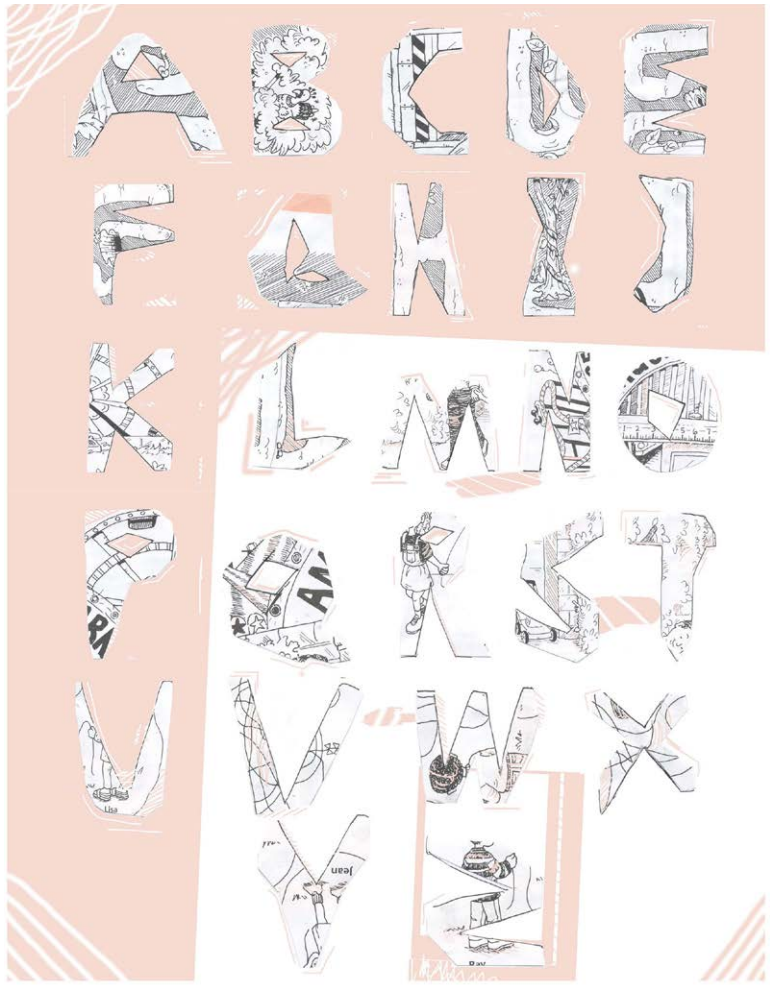


FORTUNE



FIVE ELEMENTS





▲ TYPOGRAPHY, Angel Wang



▲ TWO WORLDS, Gary Ren

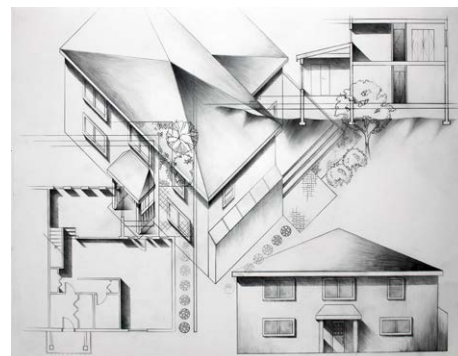
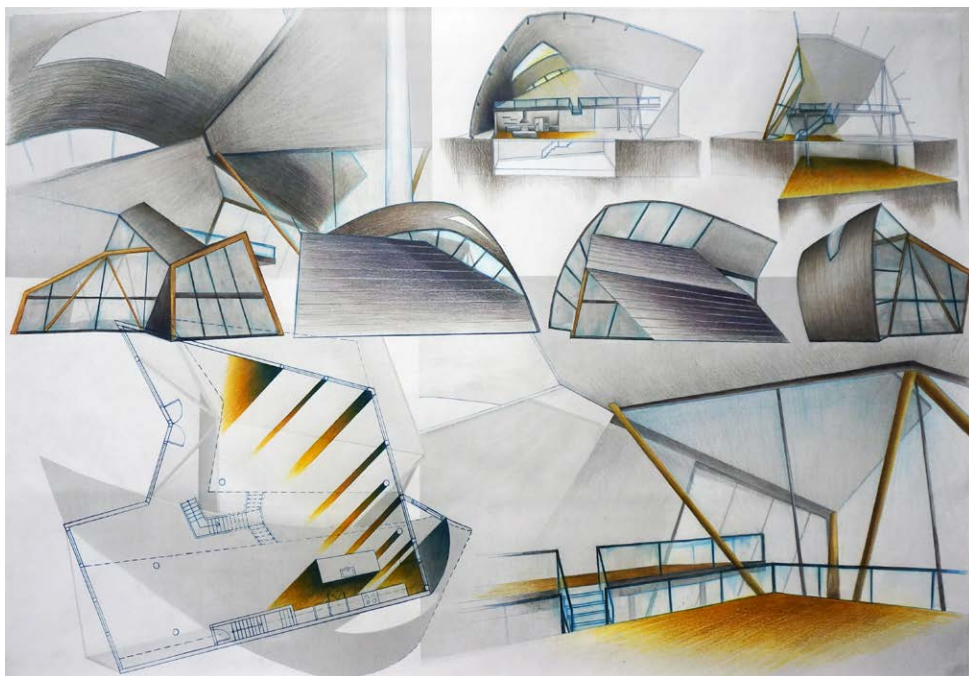
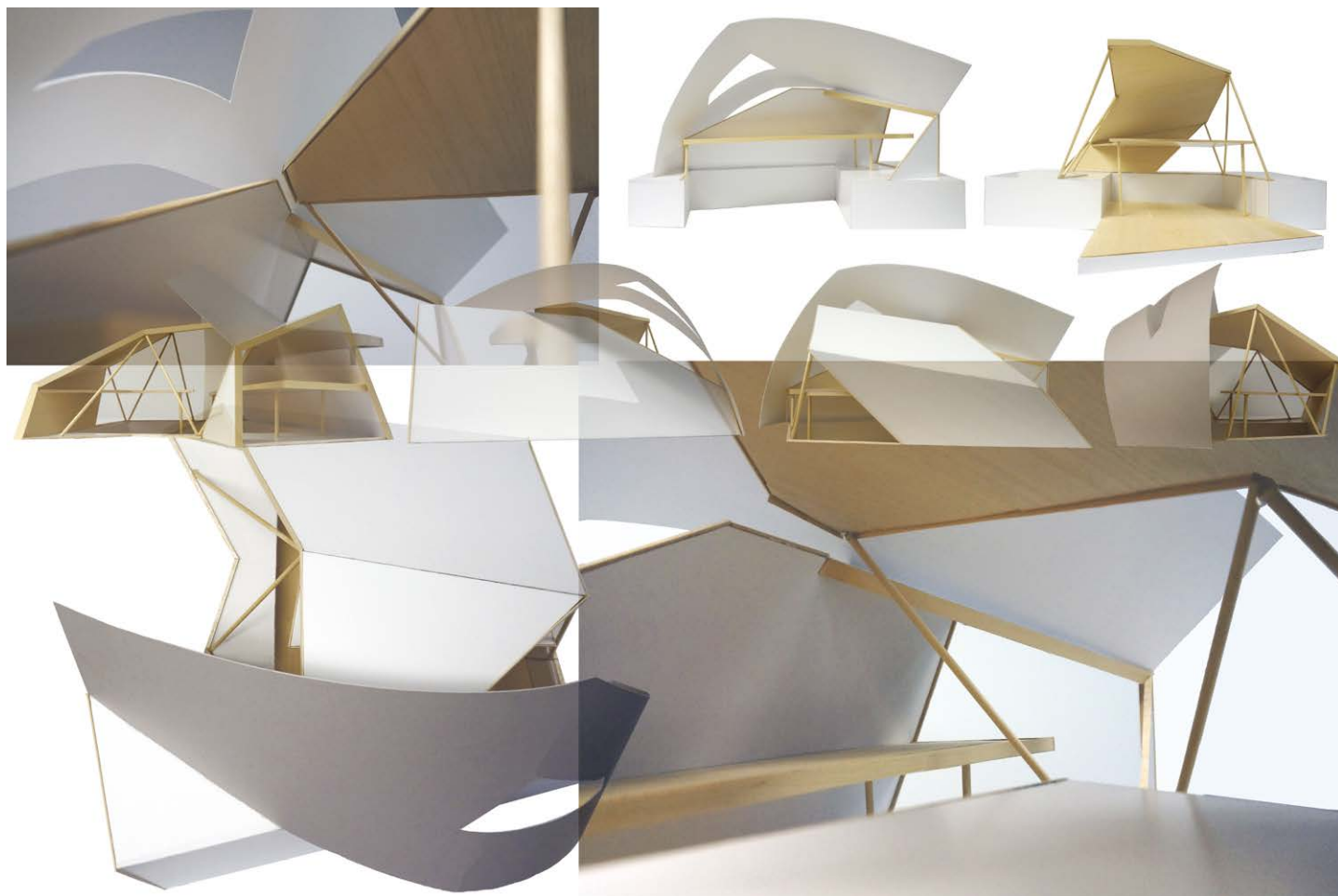


▲ME, Angel Wang

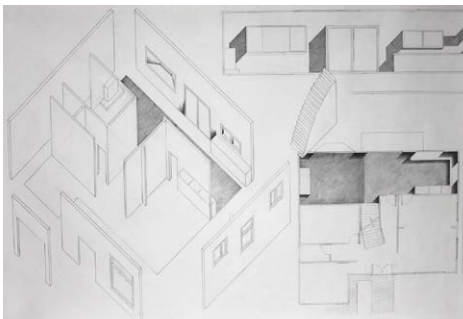
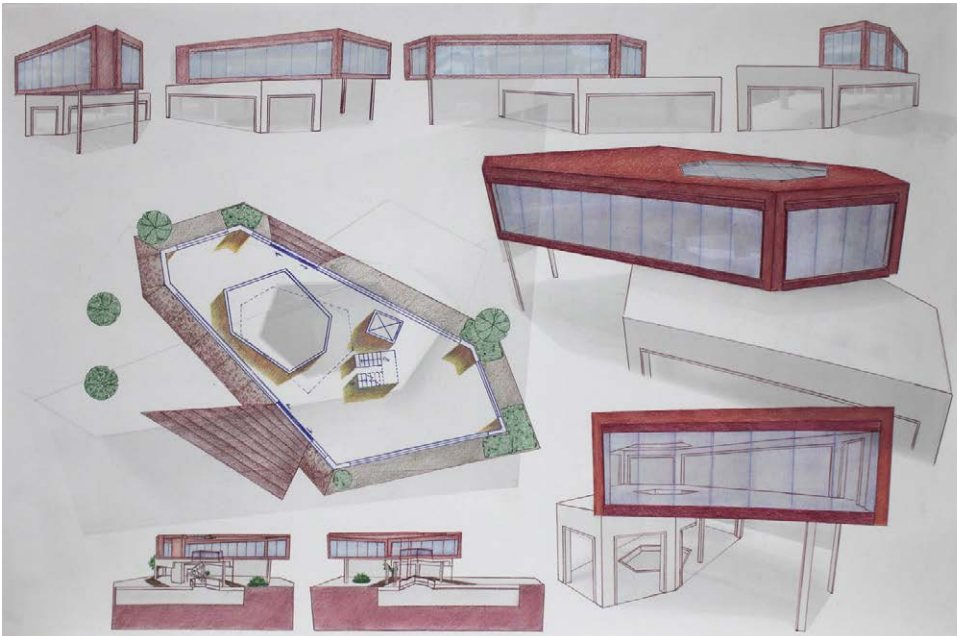
▲THE RUNNER, Angel Wang (Group Project with Andy Chen, Sho Matsuyama, Alex Ding)

建築設計

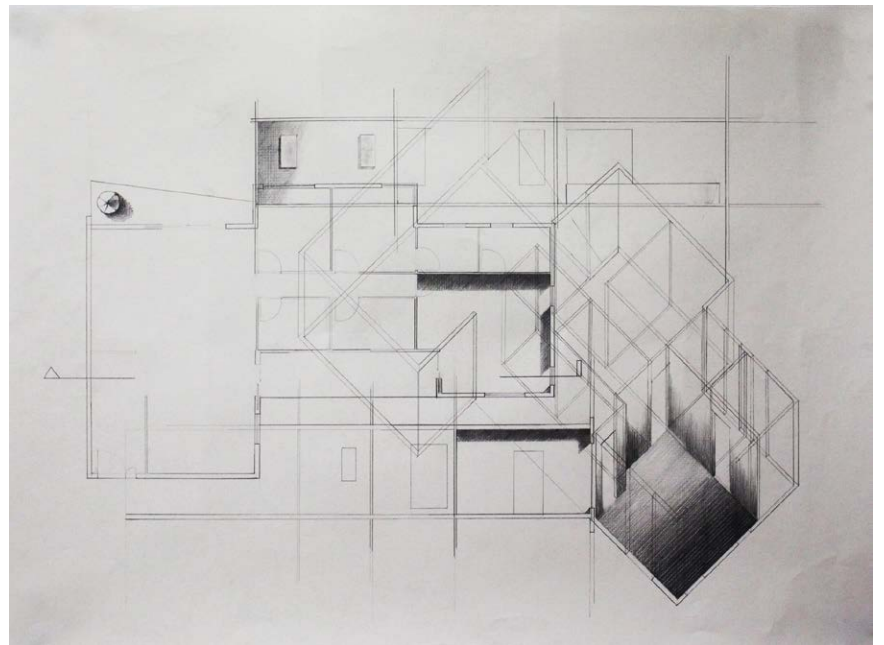
ARCHITECTURE



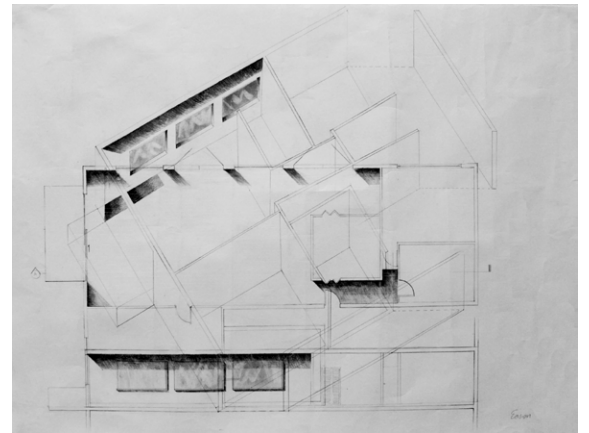
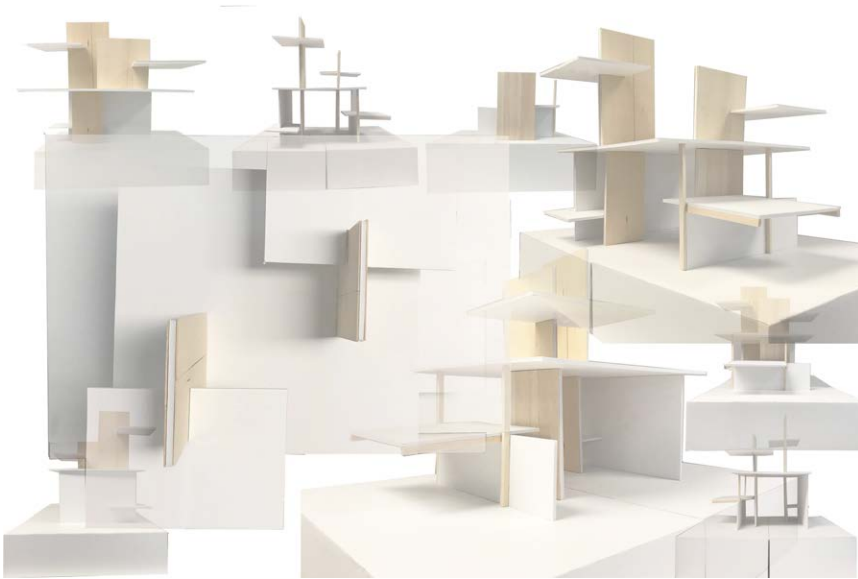
- ▲▲ANTI-CONCEPT, Angela Wen
- ◀TRANSLATION, Angela Wen
- ▲SPATIAL MEMORY, Angela Wen



▲▲ANTI-CONCEPT, Rachelle Yau
◀TRANSLATION, Rachelle Yau
▲SPATIAL MEMORY, Rachelle Yau

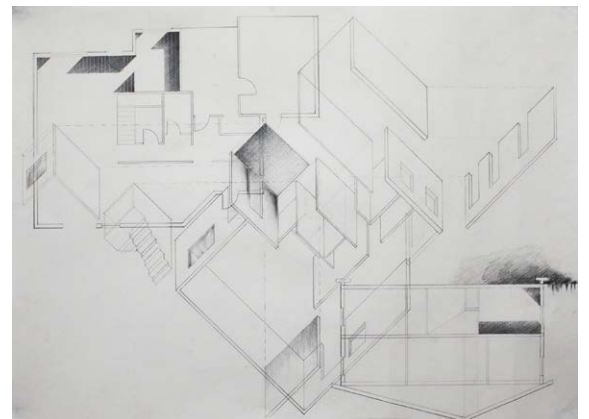


▲▲ANTI-CONCEPT, Linda Shi
▲SPATIAL MEMORY, Linda Shi



▲▲ANTI-CONCEPT, Gary Ren
▲SPATIAL MEMORY, Gary Ren

▲ANTI-CONCEPT, Eason Xia
▶SPATIAL MEMORY, Eason Xia



服 裝 設 計

FASHION DESIGN



▲CLOAK, Tiffany Wang ●



▲SHELL, Artemis Dai ●



▲NOT, Jenny Xiong



▲YELLOW MUSHROOM, Artemis Dai

SEARS DX 設計比賽

THE SEARS DX CANADIAN HIGH SCHOOL DESIGN COMPETITION

CELEBRATION STAMP

By Chloe jiayi Li



This stamp is designed for celebrating the Canada's 150th anniversary, so I used the number 150 as the main pattern in the stamp. I chose the most symbolic elements which can show the spirit of Canada: the totem, landscape, and the people.



In the number '1', I use the totem as the basic pattern. Indian totem is really common in our life, and we can always see it in the campus. Also, it is the first nation's heritage who are the descendants of the original inhabitants of Canada. Thus, I used the totem elements to show our respect to them and our culture.



I drew the landscape in Canada in '5'. The landscape in Canada is also symbolic. Whenever we go, we breathe the fresh air and enjoy the beautiful scene in Canada. The sky, mountain, tree, and sea are the basic elements in our life. The design of the stamp reminds us what a beautiful country we live and the importance of protecting the nature.



In the third number '0', I designed two people. As we all know, the shape of zero is like a circle which indicates a cycle. From 150 years ago to now, it is a cycle. The old man reflects the Canadian who lived in 150 years ago and he holds a red maple leaf, indicating the origin and start. The new born-baby holds a colorful maple leaf, who shows the future. The baby receives the red maple leaf and turns it as a colorful one, meaning we make lots of progress in these years and make Canada better and better. This year is the end of the 150 year from past to now, but it is also the start of another 150 year, so the baby shows that we are expected to our future. We success a lot in the past, and the future is more brilliant and beautiful.

IDEA DEVELOPMENT



This is my first version of stamp. I wanted to communicate the transformation of culture and time by drawing no people who are from past and now.



Then I wanted to emphasize the '150' years, so I decided to use '150' as the main pattern.



I tried to use calligraphy, but I figured out the vision is not very clear. Thus, I used the digital illustration.



Character image research



Landscape image research

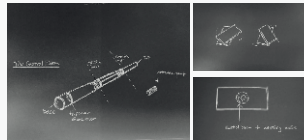


Totem image research

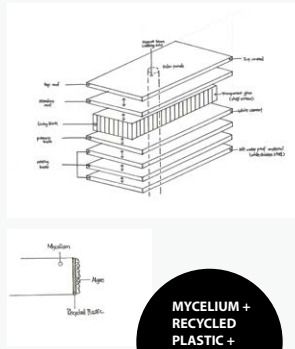
the HOUSE OF CARDS



The House of Cards locates on the scenic sea wall that surrounds the perimeter of downtown Vancouver. The False Creek area of downtown Vancouver - where the house locates in, offers great conveniences and views to its habitants. Connected with a bridge, the owner of the house could enjoy the bustles of the city and the serenity of the floating house at the same time. It consists of two layers of roofs, of which one is constantly rotating, while the other remains static. The house also consists of multiple layers of bases, of which the top-base is static, while the others are rotating.

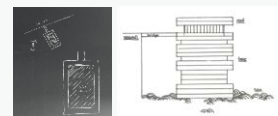
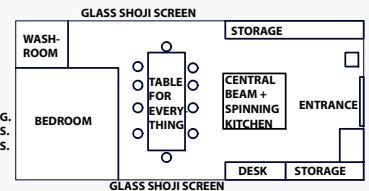


The central beam provides the necessary structural support for the floating house, it also acts as the axis for the rotating components of the house. A hydro power generator locates at the base of the beam, utilizing the momentum created by the rotating bases (due to the force exerted by waves). Five solar panels are installed on top of the rotating roof, with the roof rotating in accord with the position of the sun, the panels could maintain maximum efficiency during sunny days.



MYCELIUM + RECYCLED PLASTIC + STAINLESS STEEL

The indoor living area would be kept as simplistic as possible with minimal furnitures to enlarge the visual feeling of space. The functions of living, dining, and family room are all combined into one. The section of the central beam that goes through the house would be hollowed out for a spinning kitchen, where all functions of a proper kitchen is condensed into a spinning table. Glass-shoji screens surround the perimeter of the indoor area and separate it from the patio, allowing a more versatile usage of space, and blur the concept of indoor and outdoor. All the roofs and bases are made with a combination of Mycelium and recycled plastic, with stainless steel wrap around the submerged bases for extra protection from salt water.



Being able to drift and hover has been one of my dream ever since I was little. The hoverboard I designed, called the drift, is a future transportation that is going to make my dream come true.



The 1966 Jaguar XJ13 's design makes a big influence on this hoverboard. The smooth shape of the XJ13 is being applied on this hoverboard for aerodynamic purpose. The side vents of the board are also inspired by the vents of maseratti.

The hoverboard is 81cm long and 23cm wide
Size 15kg weight
Ultra light weight casting



The materials been used are lightweight concerned, in order to make the hoverboard light and firm
Carbon Fiber (Light weight, but protects the engine from damage)
Plastic
Bamboo (Waterproof, organic, and prevents overheating)



The theory behinds it
The hoverboard actually works the same way as the Dyson bladeless fan. The engine sucks in the air around it and let the air flows in a very fast speed in a circular motion. Then the air will be force to exit the engine through small exits, in order to increase the air pressure. Once the air leaves the engine in a high pressure, it will creates lift force to make the board hovers.



Power Unit
Electric engines provide 65kg of lift force.
The two storage batteries will last for 20 min.
The battery requires one hour to get fully charged
Top speed 40 km/h

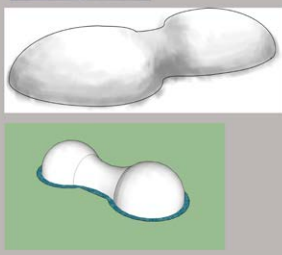
In the modern urban life, as the living area is getting smaller our transportation have to change. Making the transportation smaller and agile, is becoming a trend. The design of this hoverboard is to provide a convenient ride for users. It doesn't get limited by geographic condition, it is easy chargeable, and its also easy to carry around. This hoverboard not only accomplishes my dream of hovering, it also provides an ideal transportation option for people especially students.

- ▲▲▲ CELEBRATION STAMP (GRAPHIC DESIGN), Chloe Li
- ▲▲ THE HOUSE OF CARDS (ARCHITECTURE), Gary Ren
- ▲ THE DRIFT (INDUSTRIAL DESIGN), Eason Xia

the Drop

by Eason Xia

The building's shape was inspired by the Teshima Art Museum in Japan. The exterior looks like a drop of water, and this design specifically aims to create a minimalist look. The design also makes this building adapt to nature, because the beauty of nature is being simple. The building will be unique and outstanding as it was because of the shape of it. It has a fast pace and highly advanced world. It is hard to find a place that gives people the sense of nature and calmness. Hopefully this building will be the place that reminds people the beauty of nature in this fast and complicated world.



Environmental Footprint

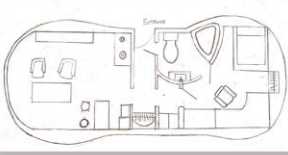
The curve shape of the building is designed to let water flows down. There is also tunnel around the building which is helpful for collect rainwater and other precipitation.

The outer part of the building is covered by vacuum insulation panels, which can reduce the CO2 been created by daily activities, mainly by air conditioning. The building is painted with thermal insulating coating. It reflects heat created by sunlight and keeps the indoor temperature stable.

the Drop

Key Materials
The materials been used are largely concern about environmental protection. Most of the materials are recyclable, which would not create a huge waste of construction material.
Recycled Concrete
Vacuum Insulation Panels
Wood
Metal

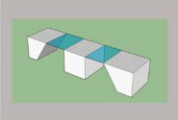
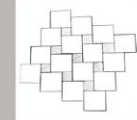
Interior
The building minimized its interior to fit in the squeeze urban area.



50m²
One bedroom
One washroom
Minimized kitchen area
Roof height, 3 meters

Features

Skylight
The skylight is built with geometry bricks, to disperse the direction of sunlight. Keeps the lighting in the room stable all day.



Aisle



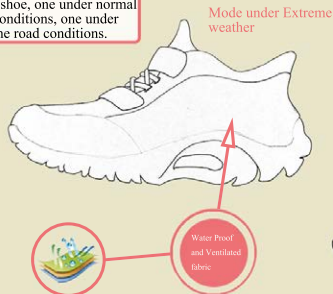
The aisle connects the dining room to the bedroom. It is inspired by the Pulitzer Architecture award winner, Bell-Luce Winery, in Geneva, Spain.



ANTI-SKIDDING SHOES

The purpose of Anti-Skidding shoe is to prevent accidents when walking on slippery surfaces. Another purpose is to reduce the energy needed when walking on ice.

There will be two modes of the shoe, one under normal road conditions, one under extreme road conditions.



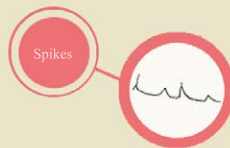
My idea came from the difficulties I have experienced when walking on sidewalks covered with ice during the unusual weather week ago.

I found walking on slippery surfaces will consume more energy and require me to concentrate more on the ground.



Direction of resistance/friction caused by spike

Direction of Applying Force (in Motion)



Extra Frictional Rubber/ Exceptional grip coefficient

This rubber will provide more grab to ground surface. It will prevent slipping to a extent.

This is a Detector that sensed the temperature change of earth surface and surrounding temperature. It is located in the lower part of shoe where it will least affect movement.

Temperature Detector



S.A.W.C (Stairs Accessible WheelChair)

Design Statement: The goal of this unique wheelchair is that it would allow disabled persons to travel around with ease and eliminate the need of their time being wasted from waiting for elevators and rolling up long ramps. My aunt, who was born with less functional legs inspired me to design this personal vehical.

- 1: Electrical motor embedded within seat powering wheels and treads
- 2: Rich leather material for maximum comfort
- 3: Front wheels for guiding and maintaining balance
- 4: Air bag installed in headrest to protect user's head in case of accidents

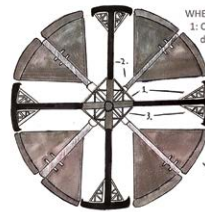


MORRIS HUANG

Research: A permanent wheelchair ramp depending on the type of material reaching the height of 30 inches and the length of 30 feet long can cost between 3,500 and 8,000 dollars. The SAWC will eliminate the need of these costly installations.

SPECS:
-TWO ELECTRICAL MOTORS
-LENGTH: 120CM
-HEIGHT: 80CM
-WIDTH: 80CM

S.A.W.C.

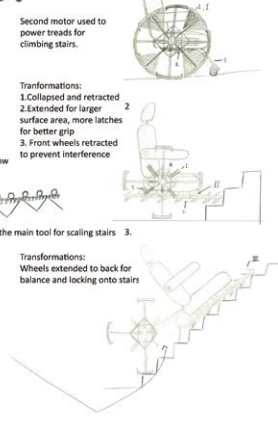


WHEELS:
1: Carbon fibre frame for lightness and durability.
2: Steel to ensure beerm from snapping integrity
3: Triangles in frame to ensure structural integrity

Springs to allow chair to absorb shock and allow a smooth ride for the user on rough terrain.



The extended treads will be the main tool for scaling stairs



Second motor used to power treads for climbing stairs.

Transformations:
1: Collapsed and retracted
2: Extended for larger surface area, more latches for better grip
3: Front wheels retracted to prevent interference

Transformations:
Wheels extended to back for balance and locking onto stairs

COMFORT ZONE

DESIGNED BY WILLIAM PARK

With this chair that I designed, it brings a more modern look and also keeps it efficient in use. Most chairs these days are either great in design with heavy weight or lacking in design. I designed and produced a model that will both acquire the aspects of a unique design while ensuring it's enough to move around. I thought of using the body of the chair to my advantage and make something out of it, so I ended up having a surface underneath the chair which can store objects.

and leather. With the brushed white metal, it gives the owner a very clean finish to the chair. Adding to that, I put in contemporary wood together with it, connecting the cleanliness of the metal with the touch of modern design and nature of the wood. As for the backrest, I added a four-point bearing into the chair to adding rather than just soft, clean, cushion.

comfortable seat while using the body structure to my advantage" and so on. It's available in one of many key points in a chair and the chair that I designed is surprisingly light and portable. Even though the chair has a lot of metal and wood, it actually is light enough to transport where the owner wants the chair to be put because of the floor wheels that are installed under the chair. The wheels are not necessary so it can be taken off by hand with a little bit of screwing.

WHERE TO PUT IT
For this chair I designed, it was meant for students in middle school and university/college. This chair is perfect in use for dormitories and personal rooms. In the past years, most chairs don't have space for storing items, which is when I asked myself, "Why don't I design a chair that will both give the person a

DIMENSION	
Width	50 CM
Length	75 CM
Height	115 CM
Seat Length	40 CM

CONCEPT SKETCH



DIMENSION SKETCH



- ▲▲▲ THE DROP (ARCHITECTURE), Eason Xia
- ▲▲ ANTI-SKIDDING SHOES (INDUSTRIAL DESIGN), Linda Shi
- ▲ S.A.W.C (INDUSTRIAL DESIGN), Morris Huang
- ◀ COMFORT ZONE (INDUSTRIAL DESIGN), William Park ●

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2018

NEW YORK
FASHION WEEK

DANIEL ZHANG

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TINA LI

WILLIAM PARK

DANIEL





DANIEL

YANNIE





YANNIE

VIVIAN





VIVIAN



TIFFANY

TINA





WILLIAM