

綠蘋果藝術中心

GREEN APPLE ART CENTRE

2015
YEAR OF
EXCELLENCE

FEATURES

STUDENTS

ANDY LEE

ANGELA QU

BEN LI

CAVIN MO

CLAUDIA PANG

IRENE LU

LILLY ZHANG

LIVI CAI

TOMMY WANG

VITA CHEN

WILLIAM SUN

1

CONTENTS

2

INSTRUCTORS

7

ARCHITECTURE

15

FASHION

21

PORTFOLIO

37

SENTRIX

CONTENTS

Editor

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Contributing Designers

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INSTRUCTORS

ART + MIND ∞ CREATIVE



WAYNE CHIANG

創辦人，綠蘋果藝術中心執行長
美國 ASCA 教育顧問協會會員

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。

WAYNE CHIANG

Co Founder, Green Apple Art Center CEO
American School Counsellor Association Member (ASCA)

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.



ALISON H GUAN

創辦人，藝術總監
視覺藝術家，平面設計師
美國 ASCA 教育顧問協會會員

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。

ALISON H GUAN

Co Founder, Art Director
Visual Artist, Communication Designer
American School Counsellor Association Member (ASCA)

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.

**ERIK VILLAGOMEZ**

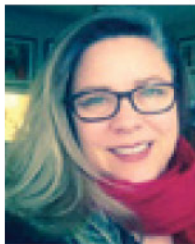
建築師，Metis Design Build 創立人
Spacing 建築雜誌創立人兼總編輯
哥倫比亞大學建築與環境學院教授

Eric Villagomez 是一位在學術與專業領域上，對人類居住環境抱有極大興趣的教育家、獨立研究員、以及設計師。他是 MetisDesign|Build 的創辦人，通過創新實踐打造出綜合性的地方建設及設計方法。項目的規模各異，從城市設計和規劃至居民建築，並已在各大知名出版社發表「綠色」設計，包括 Western Living 雜誌。Eric 是 Spacing Magazine 其中之一創辦人與編輯，針對大溫哥華地區的公共空間與都市景觀。除了他對雜誌出版的貢獻，Eric 還為專業、學術和社區人士講授並撰寫關於建築環境的專題。同樣的，他對測繪與製圖學的熱情已延伸到許多城市環境解析地圖的創作。他的研究，諮詢和寫作影響了本地及海外城市發展模式，對採用「綠色」城市設計流程、計劃、法規、標準、準則和原型有所貢獻。在 2004 年，Eric 加入哥倫比亞大學的景觀設計學院，並持續在各級景觀與環境設計工作室擔任指導。他的課程集中於通過不同規模來瞭解建築與自然環境的關係。

ERIK VILLAGOMEZ

Architect, Founder of Metis Design,
Founder and editor of Spacing Magazine,
Professor at School of Architecture & Landscape in UBC

Eric Villagomez is an educator, independent researcher, and designer with academic and professional interests in the human settlements at all scales. He is the founder of Metis Design|Build, an innovative practice dedicated to an integrative approach to the design and construction of buildings and other locations. Projects vary in scale from urban design and planning to residential architecture and have been published in various popular publications, including Western Living, showcasing 'green' design. He is also one of the founders and editors of Spacing Magazine, an up-and-coming publication looking at Metro Vancouver's public realm and urban landscape. Aside from his regular contributions to the magazine, he lectures and writes on topics regarding the built environment for professional, academic, and community audiences. Similarly, his passion for mapping and cartography has led to the creation and presentation of various maps dissecting the urban environment. His research, consulting, and writing has influenced patterns of urban development locally and abroad – contributing to the adoption of 'green' urban design processes, plans, codes, standards, guidelines, and prototypes. Erick joined the Landscape Architecture program at the University of British Columbia in 2004 where he continues at all levels in design studio instruction in the Landscape Architecture and Environmental Design programs. His courses focus on understanding the systemic relationship between the built and natural environment as seen through different scales.

**KATHLEEN WYMA**

藝術歷史學者
獨立策展人和評論家

Kathleen Wyma (藝術歷史學者，獨立館長和評論家) 是一個駐點於溫哥華的藝術歷史學者、藝術館長、作家及評論家。她經常在 UBC (哥倫比亞大學) 教導當代藝術，以及 University of the Fraser Valley 和 Emily Carr University 指導藝術歷史跟電影研究。Kathleen 擁有 UBC 大學的藝術歷史博士學位；她的研究涵蓋了後殖民主義、民族主義、不同文化間交流所帶給全球藝術的影響。她出版了許多論文及展覽圖錄。在 2013 的七月，她管理了於印度科欽的 OED 藝廊所展覽的「由物質的論點：重新思考在後現代藝術中的媒介」。這次展覽包含 19 位來自全球印度血統的藝術家的作品，開啟了交流討論及鼓勵「物質」的現狀和在藝術作品中所扮演的角色之辯論。這個展覽的任務是研究如何重新定義物質、矯正想法、恢復文化厘語在當代批判的立場。2014 年的六月及八月，Kathleen 會在印度策劃兩個額外的展覽：振興視覺（視網膜）和當代不可預見的事項。

KATHLEEN WYMA

Art Historian,
Independent Curator & Critic

Kathleen Wyma is a Vancouver based art historian, curator, writer and critic. She regularly teaches courses on modern and contemporary art at the University of British Columbia and has also taught art history and film studies at The University of the Fraser Valley and Emily Carr University. Kathleen holds a doctorate degree in art history from the University of British Columbia and her research addresses issues of post colonialism, nationalism and the impact of intercultural exchange in an increasing globalized art world. She has published numerous articles and exhibition catalogues and in July 2013 she curated the exhibition The Material Point: Reconsidering the Medium in the (Post) Modern Moment at Gallery OED in Cochin, India. The show included 19 international artists of Indian origin and sought to open up dialogue and encourage debate about the current state of "materiality" and its role in artistic production. The mandate of the exhibition was to investigate how (or if) the repurposing of materials, the reclamation of ideas, or the recuperation of cultural idioms is representative of a contemporary critical stance. In June and August of this year Kathleen is curating two additional exhibitions in India: Reviving the Retinal and Contemporary Contingencies.



MYRIAH TONGE

課程總監，視覺藝術家
平面設計師

Myriah Tonge (BFA, BDes, TEFL) 在藝術與設計的領域裡，擁有超過 15 年的教學經驗和廣泛的教育背景。作為一個藝術家和教育家，她的目標是鼓勵創意發想，給予學生們可以自信地表達自己獨特的個性和想像力的工具。Myriah 已經幫助許多學生準備成功的作品集和論文，來獲得世界各地知名大學的獎學金和入學許可。Myriah 結合她於 ESL 的教學經驗，以及美術和通訊設計的學位，以幫助學生清楚地表達自己的思想，以及學習在藝術和設計界中的獨特用語。



ERIK BEAN

環藝建築師，建築師

Erik Bean 是位溫哥華的設計師，擁有 UBC 大學建築和景觀設計的環境設計榮譽學士學位。他是 Design&，溫哥華一間多學科設計公司，含括本地和國際客戶提供多元化的產品組合作品的共同創辦人兼創意總監。Erik 同時也是 Iredale Group Architecture 製作團隊的一份子，提供多樣化和策略技能。他正積極在多個項目上完成各種規模和水平。他結合自己的學術和專業經驗，給學生帶來了多樣化的專業知識和經驗分享。目前正著眼於實用建築教育過程。



AMELIA SISSONS

環境建築師，建築師，平面設計師

Amelia Sissons 是溫哥華的設計師，出身於 Alberta 省。她天生伴隨著設計品味和創意，以及對於世界的好奇心。這種好奇心，把她帶到了溫哥華英屬哥倫比亞大學並獲得了環境設計學士學位。Amelia 涉獵的作品非常廣泛，從城市設計到展覽設計，其中還包括一些她曾經在室內設計展與 Lucy Liu 合作的作品。她一向對公共場所感興趣，也喜歡通過她的設計能力來幫助人們。Amelia 有興趣的設計類型不僅限於公共的設計，她也接受建築設計，景觀設計和平面設計。她對世界的好奇心和對建築設計的興趣將她帶到了尼泊爾和荷蘭，這使她探索到不同的人文和城市。這些經歷進一步地激發 Amelia 對於多樣文化和地方的嚮往。Amelia 作品中那些傑出的靈感全來自於她以往的旅途以及童年。她喜歡在生活中一些短暫的瞬間，因為 Amelia 相信那些瞬間便是靈感激發後那些源源不絕的想像力的來源。

MYRIAH TONGE

Program Director, Visual Artist
Communication Designer

Myriah Tonge (BFA, BDes, TEFL) has over 15 years of teaching experience and an extensive educational background in Art and Design. Her goal as an artist and educator is to promote creative thinking by giving students the tools to confidently express their unique personalities and imagination. She has helped many students prepare successful portfolios and essays for scholarships and admittance to high profile universities around the world. Myriah combines her experience teaching ESL with her degrees in both Fine Art and Communication Design to help students express their ideas clearly and learn the terminologies that are unique to the Art and Design world.

ERIK BEAN

Environmental Designer, Architect

Erik Bean is a vancouver based designer with an Environmental Design honours degree from the University of British Columbia's School of Architecture and Landscape architecture. He is the co-founder and Creative Director of Design&, a Vancouver based multidisciplinary design firm with a multifaceted portfolio with local and international clients, and also part of the production team at Iredale Group Architecture offering a diverse and strategic skill set. He is actively working on multiple projects at various scales and levels of completion. combining his academic and professional experience Erik brings a diverse set of expertise and insight to the classroom; focusing on a process based pragmatic architectural education.

AMELIA SISSONS

Environmental Designer, Architect, Graphic Designer

Amelia Sissons is a Vancouver designer, originally from Alberta. She has always had a sense of design and creativity, accompanied with a curiosity towards the world. This curiosity brought her to Vancouver to complete the Bachelor of Environmental Design at the University of British Columbia. Amelia has experience in a variety of projects, from urban design to exhibition design, and some of design project for Interior Design Show West. She has always been interested in public spaces, and the ability to help people through design. Amelia's interest in design is not limited to social design, but also includes architecture, landscape design and graphic design. Her curiosity for the world and interest in architecture has taken her to places such as Nepal and the Netherlands, which allowed her to explore different cultures, people, and cities. These experiences further developed Amelias' love for traveling, which is the prominent inspiration in her work along with her childhood memories. She enjoys small moments in life, as Amelia believes that those moments are the sparks of inspiration that allow the imagination to flow.

**SOPHIA SENGURIYA**

建築師，插畫師，平面設計師

Sophia 是建築師和平面設計師，在陽光明媚草原地區馬尼托巴省，溫尼伯市出生與長大，現居住在溫哥華市。受過專業的環境與建築設計訓練，同時也是運用傳統藝術和平面設計結合來敘述故事的藝術家。我喜歡與當地的企業與組織合作，並把它們的故事帶到生活當中去。我總是喜歡跨科學學習，以及從不同的角度出發思考。我是一個熱愛音樂，積極向上，有規劃並且熱心本土公益的人。

SOPHIA SENGURIYA

Architect, Illustrator, Graphic Designer

Sophia live in Vancouver, British Columbia and was born & raised in the sunny prairies of Winnipeg, Manitoba (aka the Heart of the Continent). Trained in environmental/architectural design, she is a visual storyteller that practices in the intersection of traditional art and graphic design. From brand identity to art direction in video, she enjoys collaborating with local businesses & organizations to help bringing their stories to life. She is a forever learner with an interdisciplinary perspective that is passionate about music, mental health advocacy, transportation planning, and supporting local among many other things.

**JADE SU**

時尚專業教授，服裝設計師

Jade 是服裝設計師，現任浙江理工大學服裝學院教授。蘇潔在 1991 年畢業於浙江絲綢工學院服裝專業本科，並於 2002 年在中國美術學院獲得服裝設計專業設計藝術學碩士。蘇潔不僅在學術和服裝設計領域上有著出色的，她還身兼中國紡織工程學會服裝服飾專業委員會委員以及中國服裝設計師協會會員。

JADE SU

Fashion Professor, Fashion Designer

Jade Su is currently a Professor at Zhejiang Sci-Tech University's Fashion Faculty. In 1991, she obtained a Bachelor's Degree from Zhejiang Silk Textile Institute's Fashion Program. And in 2002, she received Master's of Fashion Design from China Academy of Art. Not only does Jade Su has outstanding achievements in both academia and fashion design field, she is also a member of China Textile Engineering Society's Fashion Committee, and a member in China Fashion Association.

**TRACY CHIU**

平面設計師，插畫師

Tracy 是心理學學士，以及平面設計碩士。我出生在臺灣，在加拿大長大。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，我在大學畢業後前往英國繼續深造平面設計。在 2014 年，我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，我嘗試在作品中探究心理學與平面設計之間的關係。我相信設計是無限的，並且總是與人類的心裡活動緊密相連：一個成功的設計必須能夠傳達作者的想法給觀眾，並能夠利用可視化語言來激發和鎖定群眾的興趣。我希望能夠教導學生如何針對他們的題目做適度的理論研究，該能力在大學以及碩士的學習過程中是非常重要的。我也希望能在課程中與學生分享新穎的藝術或科學資訊，讓他們逐漸從被動的網路圖片搜尋擴展到自己主動吸收多方面的知識。我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 CHIU

Graphic Designer, Illustrator

Tracy Chiu received 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. Her work involves exploring the boundary between psychology and graphic design through a multidisciplinary, object-based approach. She believes design is limitless and is always deeply interconnected with human psychology: a successful design must be able to communicate its ideas to the audience, and be able to use visual language to stimulate target audience's interests. She wishes she could teach students how to conduct appropriate theoretical research in regards to their project topic. In university and masters level, being able to research is an essential ability. She also hopes she can share videos in art and science during class time, gradually guide them to expand from passive Internet image searching to self-initiative learning, actively seeking knowledge from various different levels. This is what she thinks art and design education is about: helping students to expand from their own set of perspective, becoming more creative, original, and intellectual.

**KATE LIU QUAN**

平面設計師，公共傳媒設計師

Kate 喜歡塗鴉，繪圖和設計。她之前在溫哥華藝術學院和 BCIT 學習平面設計和圖形傳達技術。畢業以來，她一直從事於平面設計和印刷業。Kate 對設計的熱情讓她覺得這是一個具有創意的溝通，交流和學習的方式。她認為，這是一個很棒的方式來照亮別人以及自己的一天。Kate 的工作主要是替客戶做品牌設計，如通利琴行，世運旅遊，俾斯麥 (Bismark) 等等。她現在延伸她的設計理念至營銷方面的行業，並期待著能藉由她的藝術才能，傳遞出她更多的想法。她希望能將她的技術帶給綠蘋果，以幫助學生能夠通過他們的藝術找到自己的定位。

KATE LIU QUAN

Graphic Designer, Communication Designer

Kate enjoys doodling, drawing, and designing. She studied Graphic Design in The Art Institute of Vancouver and Graphic Communication Technology in BCIT. She has been working in the graphic design and printing industry since graduation. Kate's great passion in design has led her to feel that it is a creative way of communicating, sharing and learning. She believes it is a great way of brightening someone else's day, as well as her own. Kate works mainly on branding design with clients such as Tom Lee Music, Silkway Travel, Bismark, etc. Kate hopes bringing her skills to Green Apple to help students find their voice through their arts.

**COLLEEN WU**

視覺藝術家，公共傳媒設計師

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 WU

Visual Artist, Communication Designer

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.

**KAUE AFTIMUS ROSA**

遊戲設計師，軟件工程師

Rosa 從小就經常與家人玩遊戲，尤其是他的哥哥與父親，他們在家的時候很大一部分的時間都在玩電子遊戲，他們認為這很有趣。這也促使了 rosa 走上遊戲設計之路。在他空閒的時間，他接觸了建造遊戲的軟件 Flash，但經過多次失敗後，他毅然搬到溫哥華去學習遊戲開發。從溫哥華電影學校畢業後，他開始在 DeNA 遊戲工作室工作。在那裏，他創作了一些網絡遊戲，網頁設計，以及一個 HTML5 的手機遊戲等。他的目標是有一天能參與一個受歡迎的遊戲制作。

KAUE AFTIMUS ROSA

Game Designer, Software Programmer

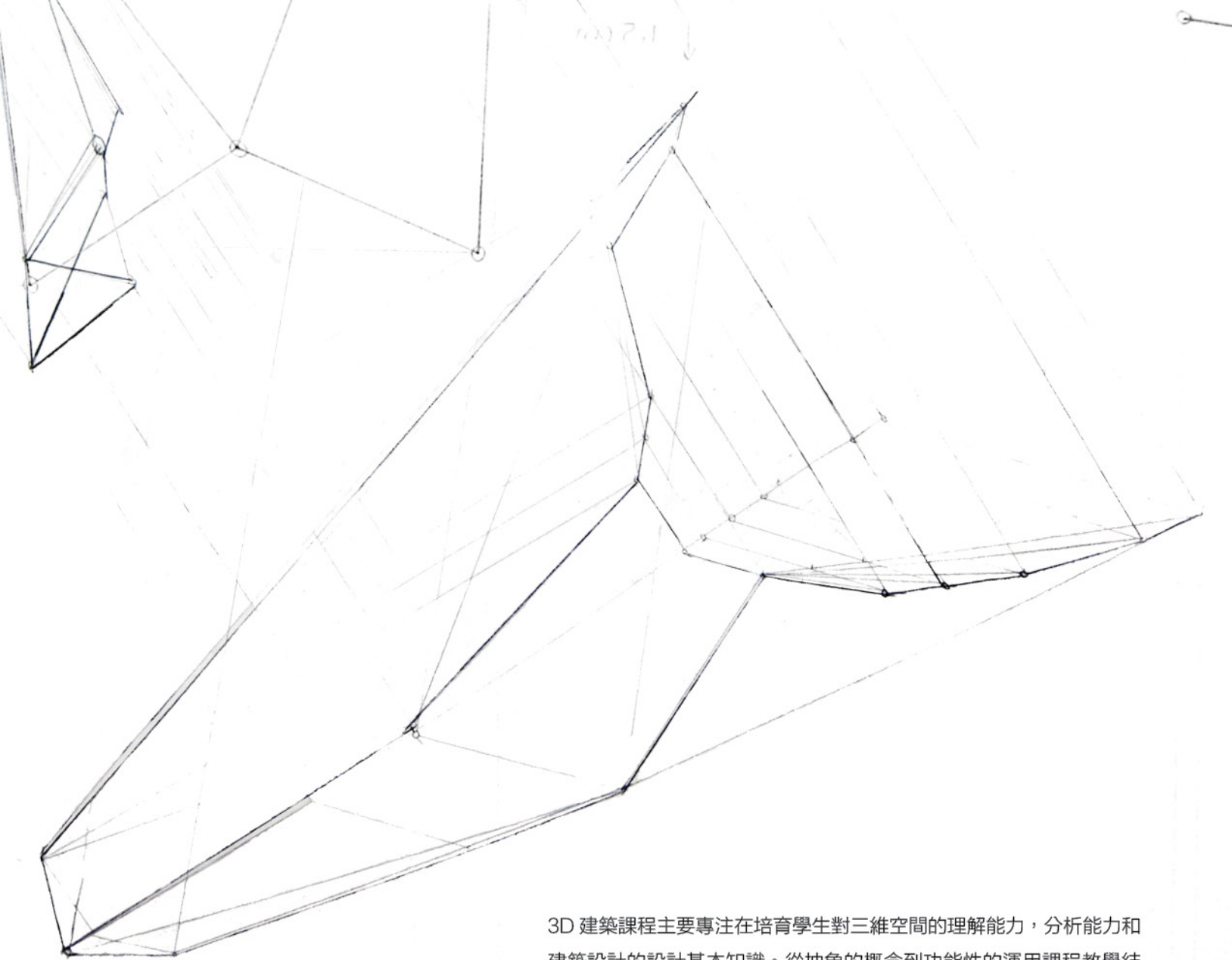
A big portion of his time, Kaue spent playing video games with his family, specially brother and father. They had (and still have) a lot of fun doing so. That is what motivated him to start creating fun things. On his free time he found himself trying to make games in Flash, and after many fails he decided to move to Vancouver and study actual game development. Between 2011 and 2012 he was finally making games with Flash and Unity! Right after graduating, from Vancouver Film School he started working at DeNA Studios Canada. Where he was able to combine all my experience in web and games to make a HTML 5 mobile game and start a new Unity project, not yet announced. His biggest goal is to one day delight someone with a game that he has helped to make.

**SUSAN ZHANG**電影製作者
視覺藝術家
Film Maker
Visual Artist**JILL HUANG**視覺藝術家
Visual Artist**YUKINA TAKEUCHI**動畫師
電影製作者
Animator
Film Maker

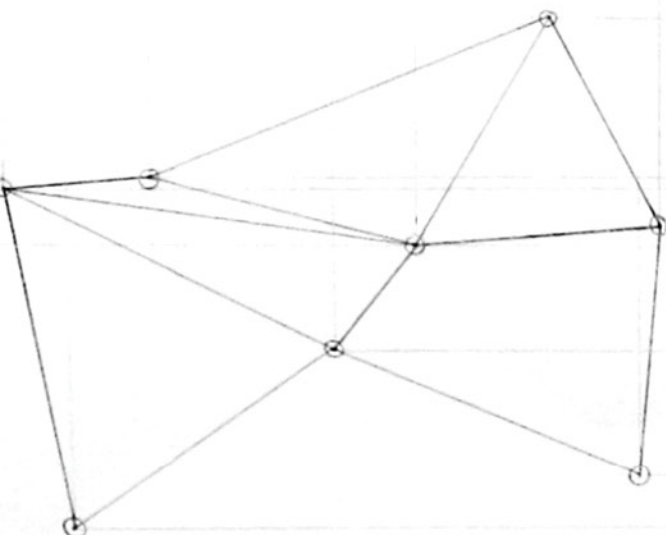
The background of the entire page is a light gray geometric sketch. It features a large, light gray triangle pointing towards the right, which serves as a backdrop for the main title. Above and below this triangle are faint, hand-drawn geometric diagrams. These diagrams consist of interconnected lines forming various polygons, with small circles marking the vertices. The lines are thin and black, giving the impression of a technical or architectural sketch. The overall aesthetic is minimalist and architectural.

ARCHITECTURE PROGRAM

SKETCHES
Andy Lee, Austen Li



3D 建築課程主要專注在培育學生對三維空間的理解能力，分析能力和建築設計的設計基本知識。從抽象的概念到功能性的運用課程教學結合大學第一年的教學模式讓學生提前適應大學學習。我們更擁有全溫哥華最大的師資團隊作為我們的基礎力量，為學生量體訂做屬於自己的學習規劃。



The 3D Architecture Program primarily focuses on nurturing students' understanding toward three-dimensional space, analytical skills, as well as the fundamental design and construction knowledge. Through equipping students with the ability to transform an abstract concept for functional usage, this program integrates the teaching model of first-year university courses, preparing students to adapt to university's learning environment early in advance. We have the largest professional instructor team in Vancouver to help students personalize their own learning plan.

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TRI-WAVE

TOMMY WANG

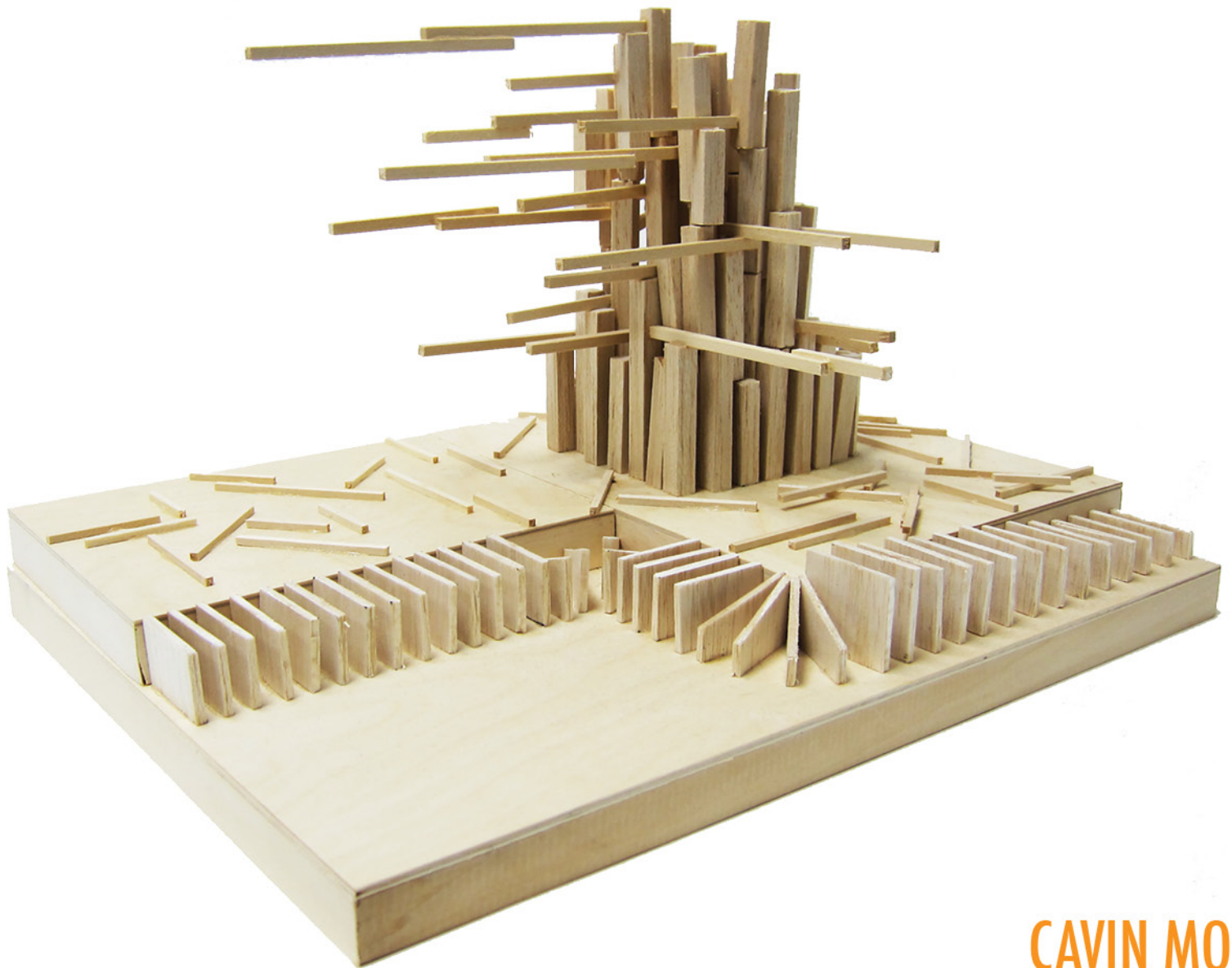


我所設計公園遊樂場的概念是一個多層次、多功能，並且可以滿足不同年齡層與類型的族群。通過分析籃球扣籃的動作，並將其融入到設計的造景中。這個公園的地點被選在史丹利公園，這個多功能遊樂場的外型是由分析籃球扣籃結合而成。據我所知，溫哥華本身缺乏多功能的公共設施，所以在我的設計中，籃球場與滑板公園都在波浪形的橋下，提供不分季節的遊樂場所。而橋上則是陽光充足的綠地草坪野餐區，這個野餐區會延伸至海面下，並折上來形成一個景觀臺。海面下的區域則是一個戶外游泳池。冬天的時候，可以把水放幹，成為孩子們玩耍的滑梯。整個遊樂場的結構是由三個原始的波浪並排而成，雖然它們的結構外觀都不同，但它們和諧地並存，並且使整個結構更有層次感。更重要的是這個設計適合不同的年齡、興趣族群，讓他們可以和諧地在一起分享同一個公共空間。

My playground concept is to consist multiple features that will content all age groups and working as a harmonious system. I started off by analyzing movement of dunking basketball, which later inspired and transformed into my landscape. Site of my playground will be in Stanley park, and it's shape is transformed by the analytic movement diagram of dunking. Afterwards I pondered some of the lacking public spaces in Vancouver. Then I settled upon the idea of intergrating a undercover basketball court and undercover skate park in my project. Thus inspired me to lift ground up to provide a sheltered space for skateboarders and basketball players all season, while there is rooftop grass area perfect for basking under the sun and picnic. The area will continuously extend into the ocean and come back up creating a view deck and it's declined slope will form a pool independent from the oceanwater beside it, which also could be drained and turn into slide ways for children in winter times. The structure emerges three organic waves, which constrast and stand out from the landscape. Although two appear different, but both work in a harmoniously, which refer back to the initial concept. Most importantly, the TRI-WAVE demonstrates how distinctive complex individuals could coexist to benifit others. The TRI-WAVE is a playground for anyone, escaped from traditional playgrounds, which negotiates over the barrier of various ages and groups, offers something for everyone and intergrates useful spaces that lacks in the city.

這個設計是建立在公園內的障礙訓練娛樂設施。我的概念是設置不同功能來針對不同的障礙攀爬的練習比如獨木橋，攀爬，迷宮，跳欄等。我把地形分為兩個部分，第一部分，用很多方形木樁建立一個內部迷宮，迷宮外有很多橫向的支架來供攀爬的練習，地面還放置不規則的獨木橋部分訓練平衡。第二部分，是比地平線凹下的部分，裡面安裝了不同高低的木板來供大家進行跳欄訓練。其餘的空地是供大家休息使用。

This design is an obstacle training recreational facility within a park. My idea is to set multiple functions for different exercises, such as single-plank bridge, climbing, maze, hurdle and so on. The park is divided into two parts: an internal maze and a depression landform. The maze is composed of a lot of square-shaped wood stakes, and there are a lot of horizontal brackets for climbing exercises around the maze; the irregular single-plank bridges are placed on the ground for balance training. The second part contains installations of boards that are placed at different levels for the public to undertake hurdle training. The remaining space is for people to have a rest.



CAVIN MO

MULTIFUNCTIONAL PLAYGROUND

GREEN PRADISE

ANDY LEE

這個設計是一個互動式的公園，它有兩個部分：一個是樹冠上的步道；另一個是地底走廊。整個設計的外形概念來自於分析羽毛球時揮拍的動作，這一個動作的三個主要部分是手腕手臂跟肩膀。通過分析整套動作，並將它作出不同的變化，例如折射、垂直、放大或展開等，最後做出這個穿梭在樹冠中的觀景臺的外形。而地底走廊則是透過走道兩側的玻璃，讓觀賞者看到不同的土層與居住在裏的生物。

Green Paradise creates a dynamic play environment. Traditionally in parks and playgrounds information about the natural world is presented on unengaging plaques. Green Paradise integrates this information into the playground itself by using text to create the very structure that makes up the playground. The tree house/vantage point is strategically oriented towards a cedar tree. Information about the tree is embedded in the walkway and rails, simultaneously holding the playground user aloft and directing useful information toward them.





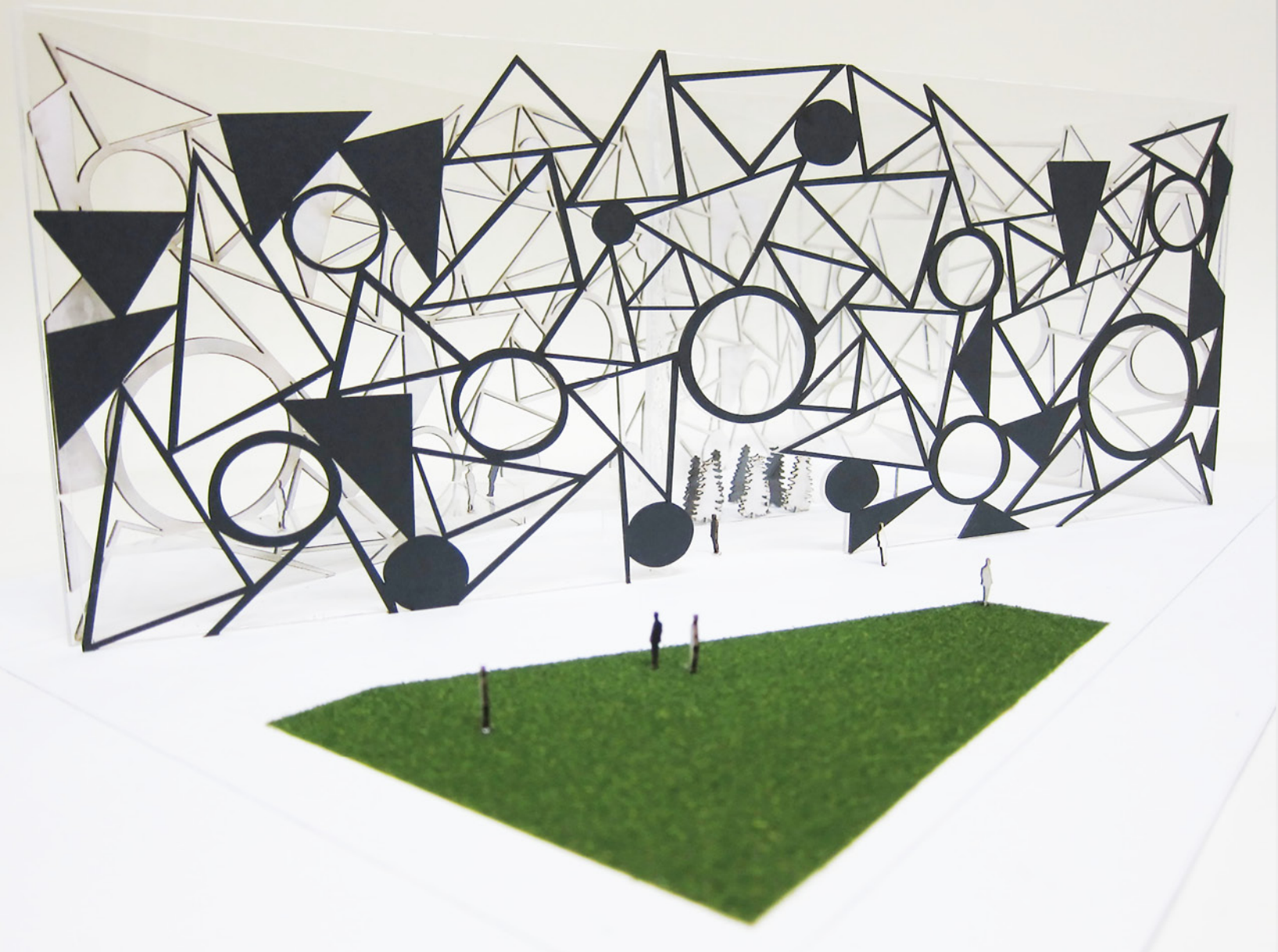
這是一個社區公共的階梯型建築，人們可以順著階梯走上去，也可以走進階梯的內部，在較高的階梯裡會設置一些商舖提供給居民休閒購物。該建築的中心部分是木製的公園。採用螺旋向上疊加的設計代替圍繞的方式，這設計使這個公園更節省社區公共空間，同時為人民群眾的休閒放鬆提供了一道獨特的風景。

In this architecture project, I wanted to incorporate the idea of optical illusion, specifically the endless staircase illusion. It is made for the community with the staircase being spaces that people can enter and take shelter in, while in the taller parts it is possible for people to set up shops. The center wooden part is a park that goes up instead of around. This park is also designed to save space within the community, while at the same time provide a unique landscape for the people to enjoy and relax.

WILLIAM SUN

HIDDEN PERSPECTIVE

SCHOLASTIC ART & WRITING AWARDS HONORABLE MENTION



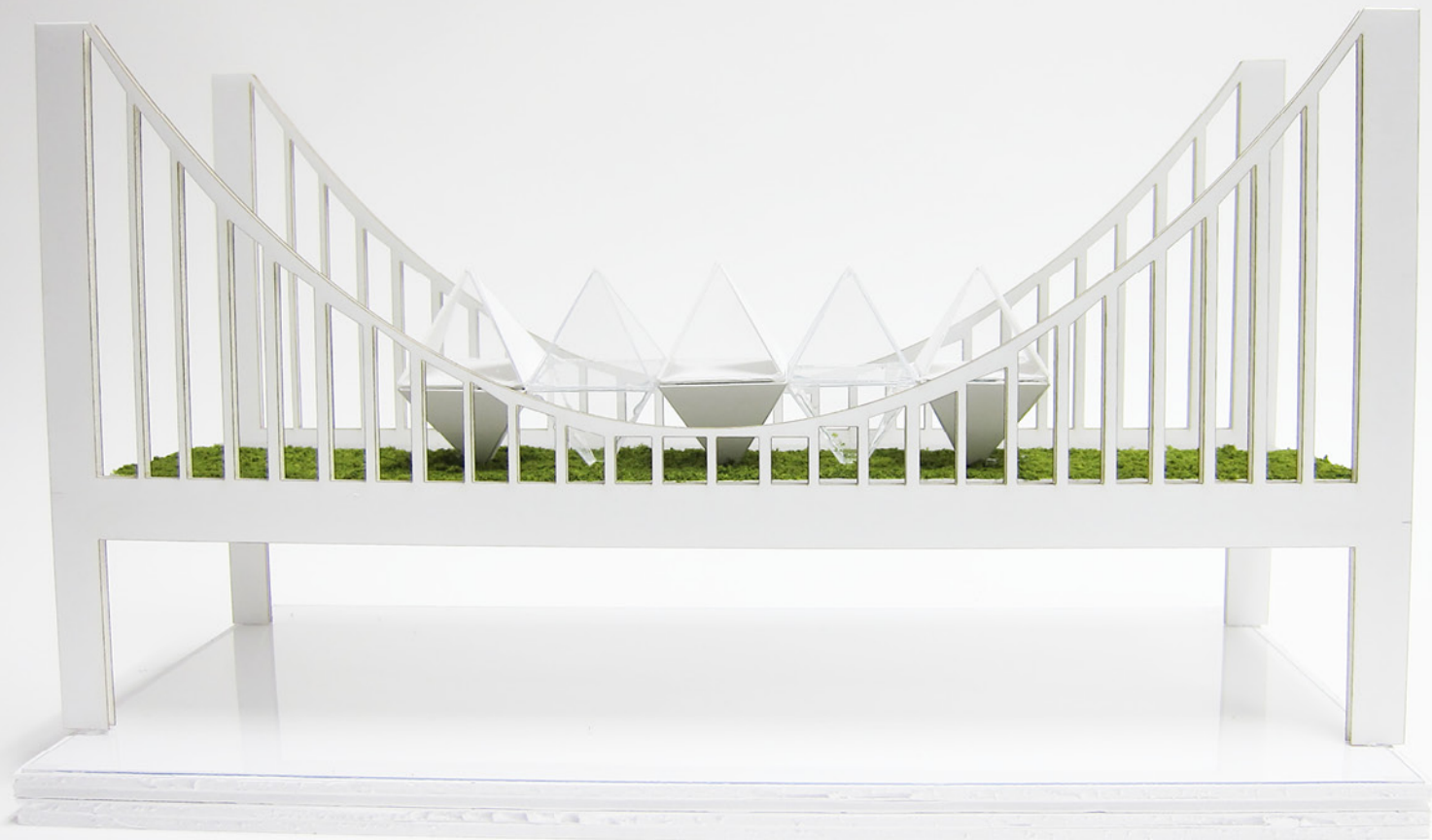
TRI-AN-CLE

LILLY ZHANG

SCHOLASTIC ART & WRITING AWARDS GOLDEN KEY

這個作品的概念是“在失衡中尋找平衡”。在生活，沒有東西是特別好或者特別壞的。在這個世界上，任何事物都會找到平衡點，就像這世上沒有一個國家全是有錢人或全是窮人。在這個作品中，我運用了不規則三角形和圓形來表現混亂和失衡的感覺，但是又希望能讓人們看到兩個物體間互相支撐的平衡感。並且在這個作品中，我嘗試著將有機物和非有機物結合在一起，例如植物和水泥。在這個建築中，陰影的區域代表著綠化帶，裏面的植物在白天的時候可以通過光合作用釋放氧氣，在整個建築中形成一個空氣自循環系統。在這個建築物的中間，有一個娛樂區域，擁有噴泉、游泳池、健身房，和一個室內公園。整個建築將會被列為一個小的社區中心。

I want to express the idea of finding balance within unbalance. In life, nothing will be extremely good or bad. Everything finds balance in the society, such as in every country, there will be rich people and poor people. A country will not have all rich people or poor people because things need to be balanced. In this project, I used irregular triangles and circles to make people think about messiness or imbalance, but also seeing the balance being made between them. Also, in the project, I intend to combine organic things with inorganic things such as concrete and plants. The shaded areas are the green plants, which can make oxygen to support the building's air circulation system. In the middle of this building, there is an area for entertainments. It has a fountain, a swimming pool, a gym and an indoor park. The whole architecture can be considered as a small community.



DIAMOND IN ROW

CLAUDIA PANG

在橋梁上建造一排房子是專門為西溫的居民而設計的。為了工作，居住在西溫的人需要穿過獅門大橋和很長的路程。因此，生活在這座橋上，實際上就是生活在人們去工作的路上，這樣可以縮短他們上班時的交通時間。他們也同時能夠享受到斯坦利公園和美麗的大海景觀。考慮到要最大程度地利用資源，我選擇使用這種地基小，中間膨脹的菱形作為單個的結構。為了創造一個有趣和互動的生活社區，在每一個住宅之間有一個透明的公共建築，人們可以在這個公共空間內進行各種休閒活動。公共建築的兩側是住宅用的房子，所以它們的牆是不透明的，以保護隱私。房屋隔壁的道路是行人用的，而橋上的兩條大路則是汽車道。

This design of row houses on a bridge is for commuters from West Vancouver. To work, some of them need to go across the Lions Gate Bridge and travel very far. So living on a bridge is actually living on their way to work places, which can shorten their commuting time. They will also be able to enjoy the beautiful sea and landscape of Stanley Park. In consideration of using space more efficiently, I choose to use the structure with a small base and the inflated upper structure. In order to create an interesting and interactive community life, there are also transparent public buildings between each residential houses. People can do various recreation activities together in the public space. Two-side walls of residential houses connecting public buildings are solid to protect privacy. Roads near the houses are for pedestrians. The two sides of the bridge are car lanes.



服裝設計課程主要專注培養學生三維造型，材質的運用和挑戰學生的動手能力。在課程裡我們不但止只接觸到服裝設計，還向學生介紹時尚買手，服裝管理等其他和服裝相關的行業。在暑假學生還有機會親身到紐約向各大品牌的管理人才學習到如何建立服裝品牌。我們的教學理念帶領學生能走出他們自己受限的思維模式，保持他們對這世界周遭充滿好奇與熱情。

The Fashion Program mainly focuses on building students' sense of three-dimensional styling and material usage, and challenging students' hands-on ability. Not only do we touch on fashion design in the program, we also introduce other related careers to students, such as fashion buyer and fashion management. During summer, students will also have an opportunity to go to New York, learning how to create a fashion brand from major brand management personnel. Our teaching philosophy brings students out of their confined mode of thinking, helping them to constantly maintain curiosity and passion to the world around them.

SKETCH

Angela Qu



FASHION PROGRAM



設計概念是來自於 Thom Browne 和 Alexander McQueen 的作品。我認為正式的套裝可以成為休閒的，所以我把男性的西裝和女性的裙子結合在一起。

I want combine man suit with woman's dress. This idea is from Thom Browne and Alexander McQueen. I think suit can be casual.

BIRD

BEN LI





LIVI CAI

PRANKSTER

SCHOLASTIC ART & WRITING AWARDS
HONORABLE MENTION

我想探索一個徘徊在天使與惡魔之間的交叉的身份。粉嫩紅色用來代表這個身份的混亂存在感。

I want to explore the identity of a being that is at the crossing of an angelic and demonic existence. The color pink is being used to represent such being's chaotic existence.



CAPTURE

VITA CHEN



我想要體現惡魔的存在。我將黑色的布料條交錯，呈現出惡魔想要控制人類身體的欲望。我用金屬鐵絲做成骷髏頭的形狀來呈現惡魔也想控制人類靈魂的感覺。

I want to illustrate demonic presence. I used sheer fabric to demonstrate the movement, and black to represent demon. I crossed the fabric strips to show how demon wants to control human's body. I used metal wires to form a skull shape to show that demon want to also control human's soul.



這個墮落的天使代表了社會中的妓女。我想要在這作品中體現妓女的“自尊心”。雖然我們的社會並不尊重妓女，但她們還是持續的爭取她們身為人類與女人的尊嚴。

The fallen angel represents the prostitute in our society. In this piece, I wanted to express pride. Even though prostitutes are not being respected by the society, they are still trying to keep their dignity as a human being and a woman.

FALLEN ANGEL

SCHOLASTIC ART & WRITING AWARDS

SILVER KEY

ANGELA QU



PORTFOLIO PROGRAM





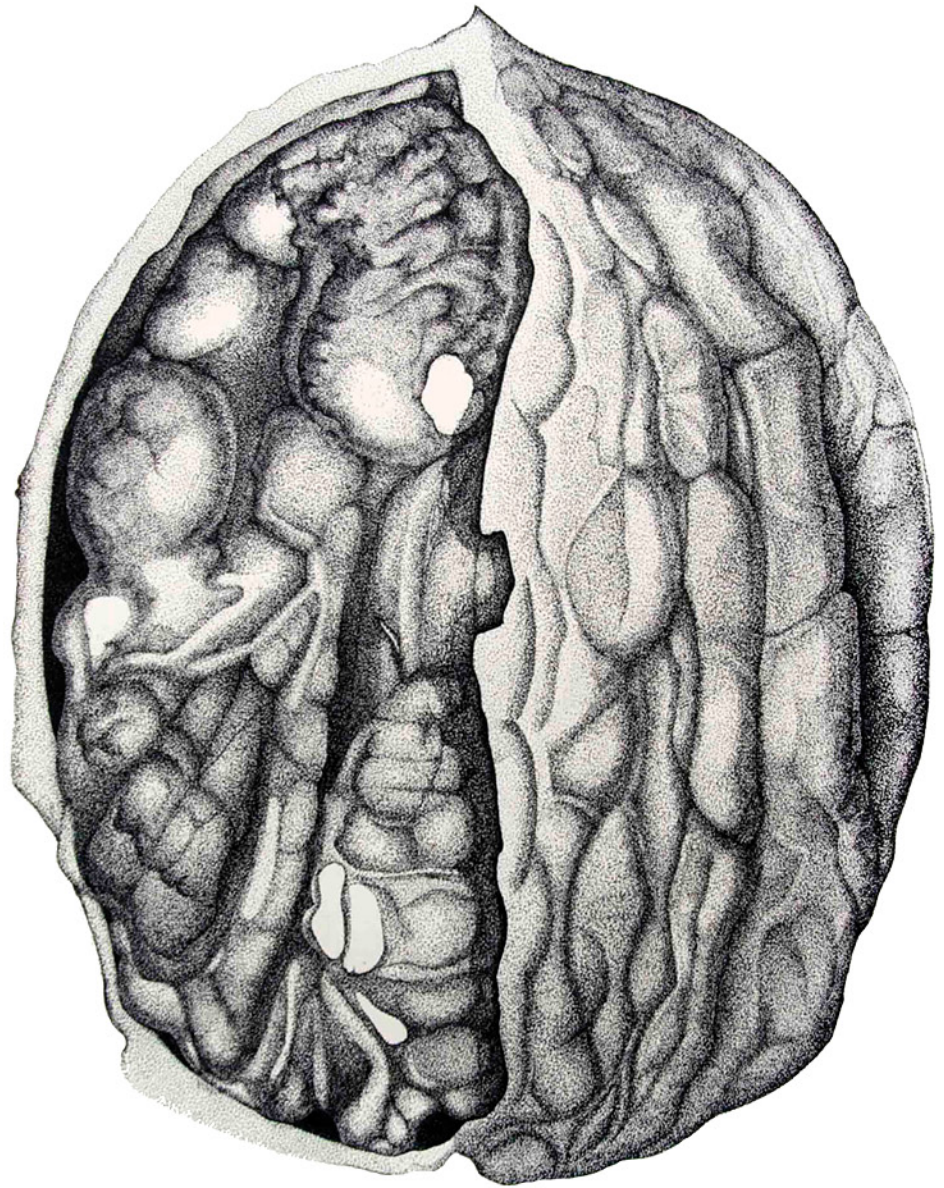
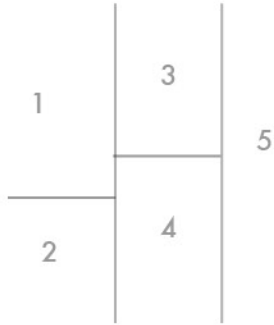
升學作品課程主要主旨是讓學生學習如何開啓他們的創意之門。我們認為培養學生的創作思維是我們課程的核心工作，同時我們也注重學生基本繪畫技巧的練習。我們的課程主要以主題性作為切入，在過程中我們更注重培養學生的獨立思考能力，資料整理能力，動手能力，批判性思維和最後的綜合整合能力。

The gist of the Portfolio Program is to let students learn how to open up their door to creativity. The core of our program is to nurture students' creative thinking, and at the same time we also value students' basic drawing skill practices. Our program mainly gives out a topic as a starting point for students; and during the process we focus on training students' independent thinking skills, research and data organization skills, hands-on skills, critical thinking, and the final integration of these abilities.

PREDATOR

Irene Lu
Printmaking

SCHOLASTIC ART & WRITING AWARDS
SILVER KEY



1. WALNUT

Lilly Zhang
Fine Liner Drawing

2. DEVoured

Tommy Wang
Water Color on paper

SCHOLASTIC ART & WRITING AWARDS
SILVER KEY

3. HANDS"SCULPTURE OF TIME"

Tommy Wang
Detail Drawing
SCHOLASTIC ART & WRITING AWARDS
GOLDEN KEY

4. BELLE

Vita Chen
Color Pencil on paper

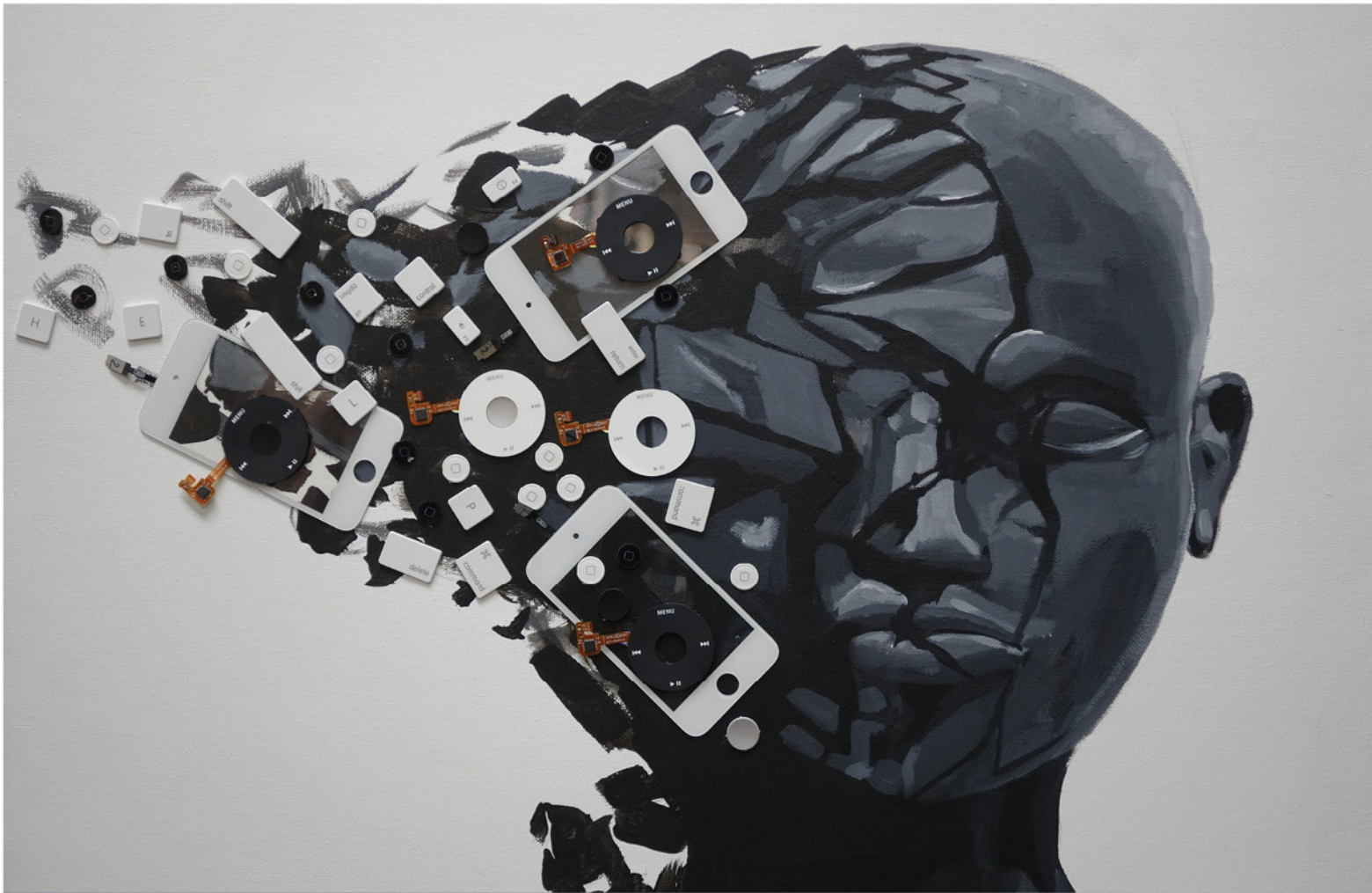
SCHOLASTIC ART & WRITING AWARDS
HONORABLE MENTION

5. ZODIAC

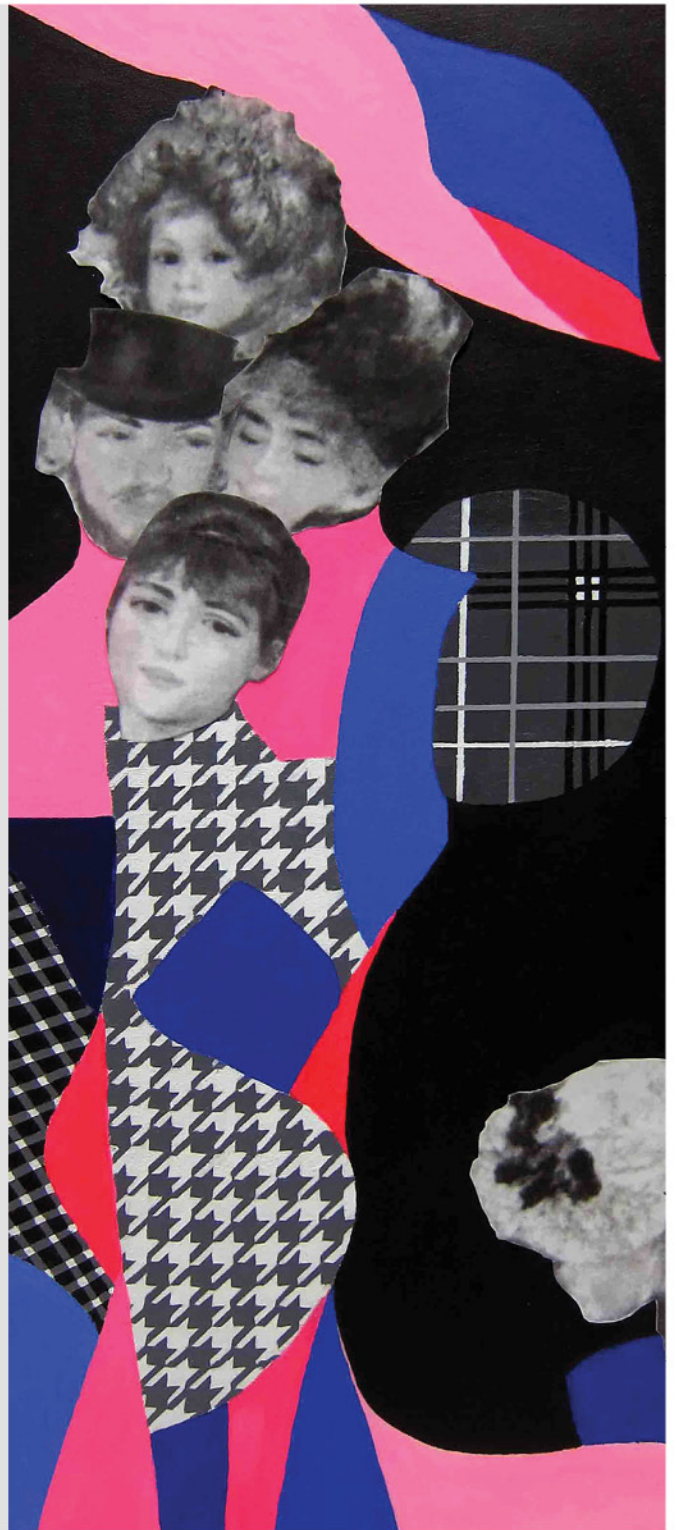
Angela Qu
Fine Liner Drawing







1. **BLAST**
Cavin Mo
Mixed Media



2. SELF PORTRAIT

Ben Li
Mixed Media

3. BEAUTY

Angela Qu
Mixed Media

**SCHOLASTIC ART & WRITING AWARDS
HONORABLE MENTION**

4. A STUDY OF COLOR AND PATTERN

Livi Cai
Acrylic, Photo on Canvas



1

2

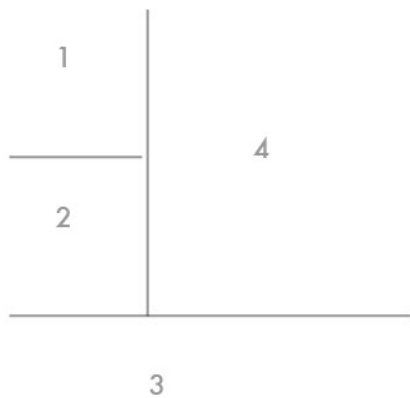
3

1. **WOMEN**
William Sun
Mixed Media



2. CUBE
Claudia Pang
Wood

3. ILLUSION
Cludia Pang
Color Pencil



1. REINCARNATION

Andy Lee

Arcylic on Gramophone Record

SCHOLASTIC ART & WRITING AWARDS
SILVER KEY



2. SOUND AND VISION

Livi Cai

Arcylic on Gramophone Record



3. THE ANSWER

Ben Li

Mixed Media

SCHOLASTIC ART & WRITING AWARDS
HONORABLE MENTION



4. THROUGH THE PUDDLE

William Sun

Arcylic on Canvas

SCHOLASTIC ART & WRITING AWARDS
GOLDEN KEY







1. ATTACHMENT AND DETACHMENT

Claudia Pang
Mixed Media

SCHOLASTIC ART & WRITING AWARDS
GOLDEN KEY

2. EXECUTION

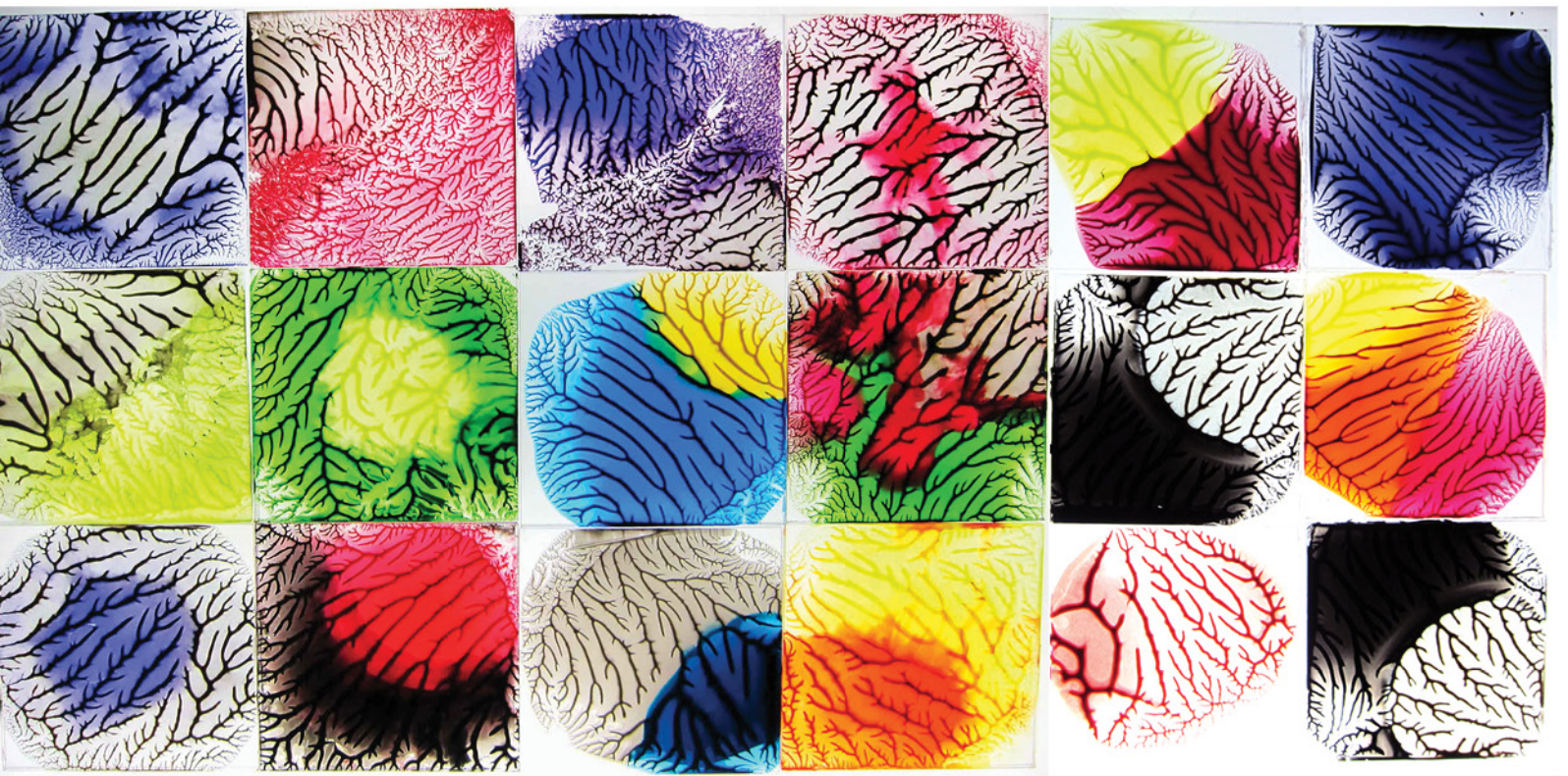
Livi Cai
Mixed Media

SCHOLASTIC ART & WRITING AWARDS
HONORABLE MENTION

3. GOOGLE: SELFPROTRAIT

Lilly Zhang
Water Color on Paper

SCHOLASTIC ART & WRITING AWARDS
SILVER KEY



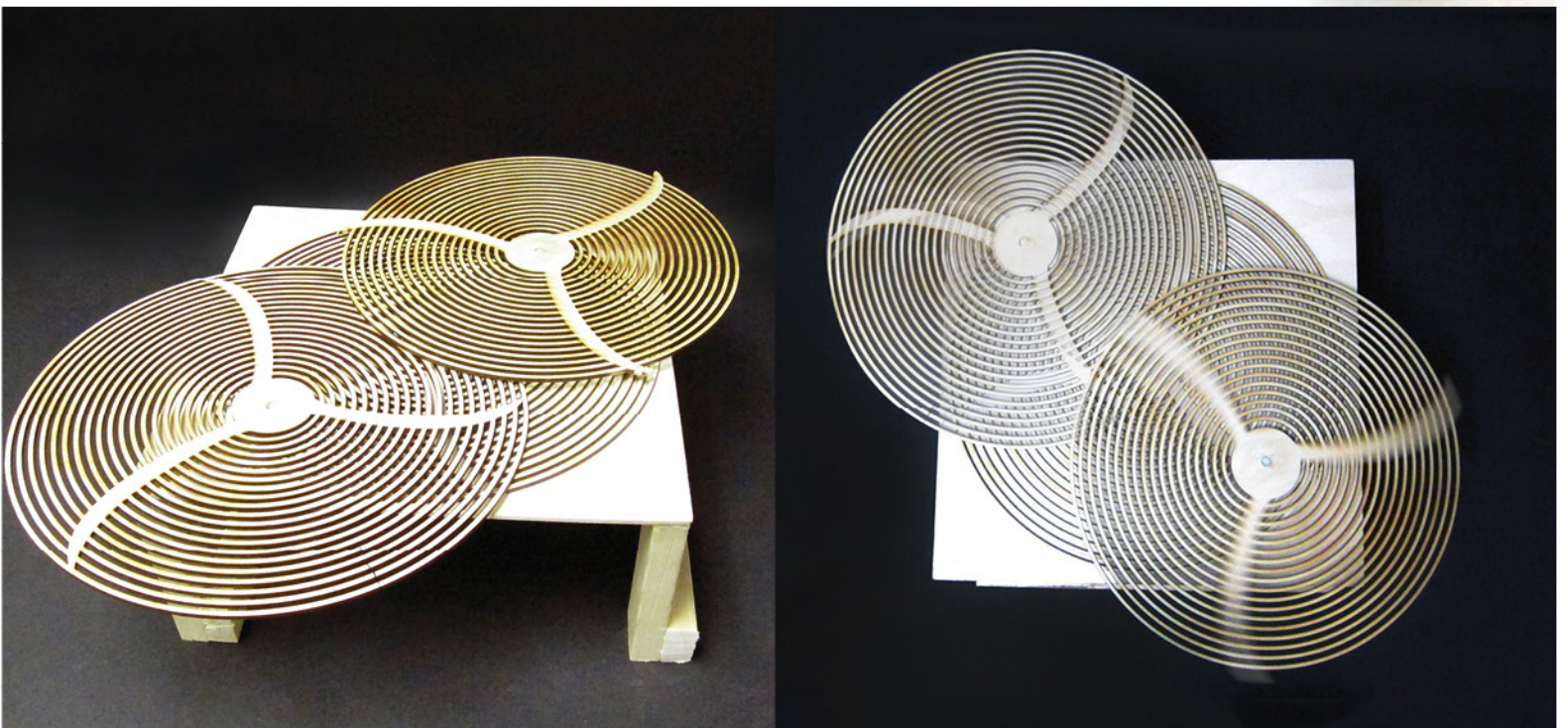
4. FEAR
Tommy Wang
Mixed Media

5. FORESEEN- LEGO
Andy Lee
Mixed Media



1. ACCUMULATION IS A NEW BEAUTY

Claudia Pang
Mixed Media



2. EXCIDO

Irene Lu
Mixed Media

SCHOLASTIC ART & WRITING AWARDS
HONORABLE MENTION

3. ILLUSION

Andy Lee
Mixed Media





1. BEAUTY

Lilly Zhang
Mixed Media

2. DIFFERENT

Ben Li
Photography

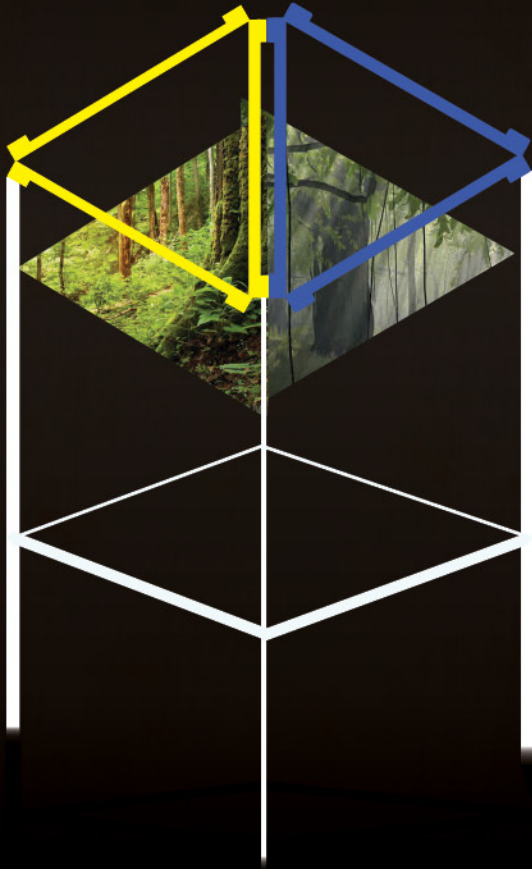
SCHOLASTIC ART & WRITING AWARDS
SILVER KEY

3. CHINATOWN

Ben Li (Designer)
An (Photographer)
Photography

SENTRIX

TOMMY WANG / WILLIAM SUN / LILLY ZHANG / AUSTEN LI / ANDY LEE



Green Apple
Art Center



ART
HOPE
FOUNDATION
arthopefoundation.org

SENTRIX, the installation artworks are brought to you by ART HOPE FOUNDATION (www.arthopefoundation.org), designed and constructed by students of GREEN APPLE ART CENTRE (www.greenappleartcentre.ca) and financially sponsored by M. POLLIO EDUCATION GROUP (www.mpollio.com) and students' parents. The students involved this project are Andy Lee, Austen Li, Lilly Zhang, Tommy Wang, and William Sun.

SENTRIX

	2	4	6
1	3	5	7

1. POSTER
Andy Lee

2. CONSCIOUSNESS
Andy Lee

3. SIGHT
Austen Li

4. SOUND
Lilly Zhang

5. TASTE
Tommy Wang

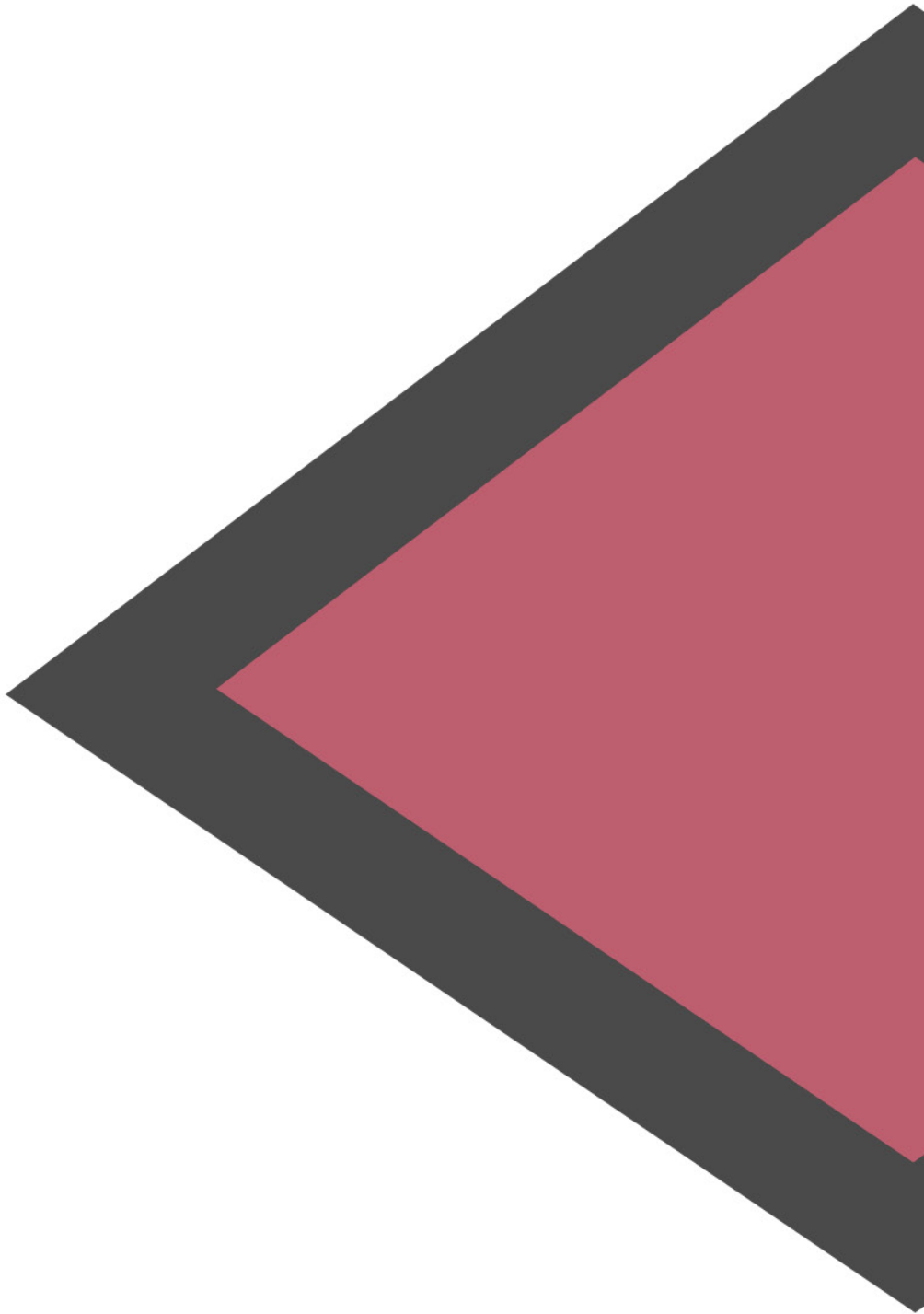
6. TOUCH
William Sun

7. SMELL
Lilly Zhang



<SENTRIX>是一個在2014夏季台灣文化節展出的公共互動裝置藝術，由藝術希望慈善基金會的五位高中學生所完成。這個互動裝置藝術的標題參考了科幻電影－黑客帝國－的含義：幻覺是通過人為手段而誕生。<SENTRIX>的想法來自於基金會學生們想提高大眾對不同感官所帶來的欺騙的認知。我們如何得到經驗？我們如何經歷事件？答案是：感官。隨著我們的感官，我們看見了日出，聽到了鳥兒的啁啾，聞到花香，品嚐到新鮮出爐的麵包以及摸到我們寵物鬆軟的毛；我們也擁有意識的力量來記住這所有的經歷。但是，一旦感官被人為因素所干擾時，將會有什麼後果呢？當我們的感官和現實有所出入的時候，又會發生什麼事情呢？<SENTRIX>是基金會學生們通過發現與觀察人的六個感官：聽覺、嗅覺、味覺、觸覺、視覺、以及意識，並將它們以藝術的形式呈現後用來表達此觀念的成品。

<SENTRIX> is a public interactive installation completed by a team of five high school students from the Art Hope Foundation during 2014 Summer Taiwanese Festival. The title of this work references the Sci-Fi movie "Matrix", in which illusion is created via artificial means. And this project seeks to explore the six human senses: sounds, taste, touch, sight, smell, and consciousness, and to visualize these inborn physiological abilities through an alternative and creative approach. The idea behind the project first started when students from Art Hope Foundation wanted to raise awareness about the large amount of sensual deceptions in the world. How do our experiences occur? How do we experience events? The answer is: the senses. With our senses we see the sunrise, we hear the birds chirp, we smell the fresh flowers, we taste the freshly baked bread and we touch the fur of our pets; we also have the power of consciousness to remember all these experiences. But what happens when those senses are tricked? What happens when our senses tell us one thing is happening when in reality, something entirely different is taking place? <SENTRIX> is the product of their attempt to express this idea.



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