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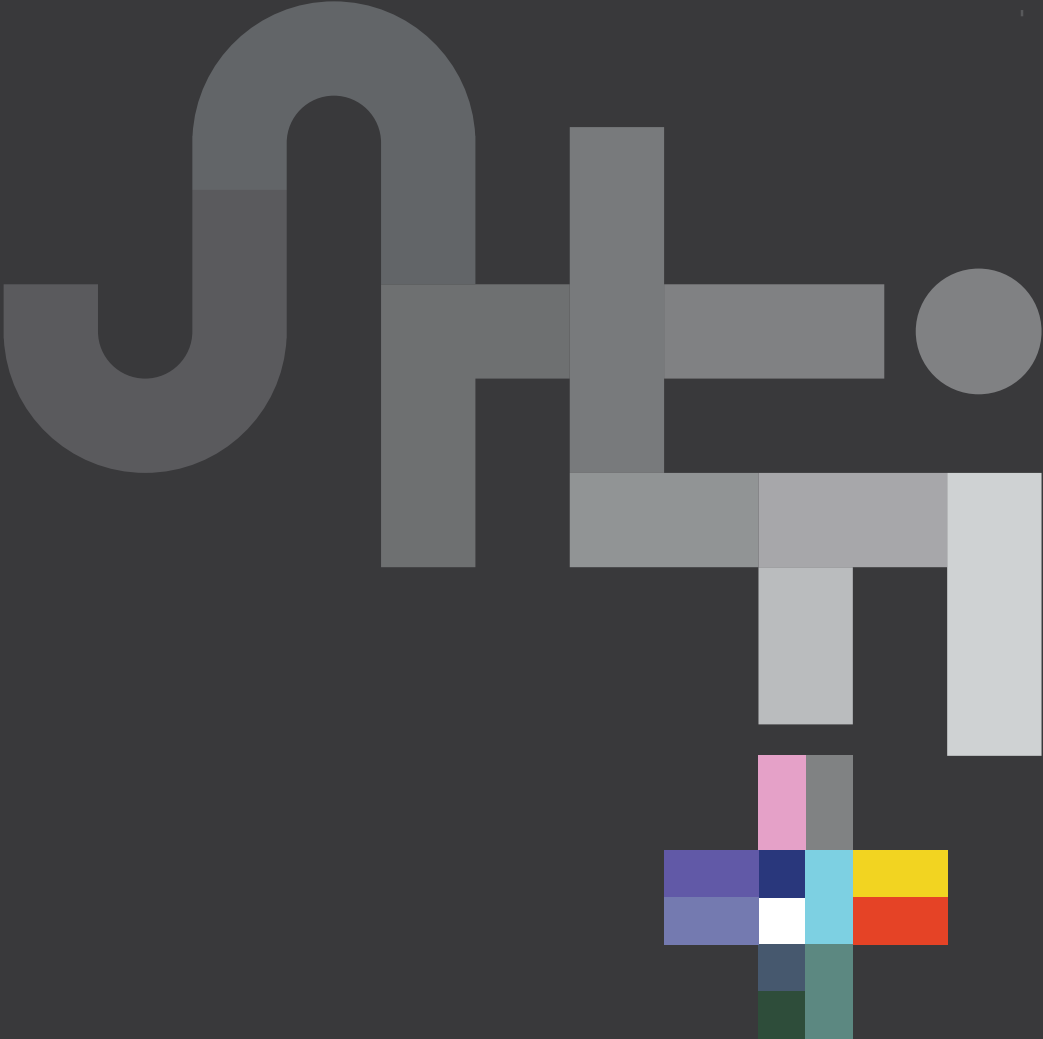




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+ SHIFT + YOUR SENSE

An abstract geometric composition on a dark gray background. It features a large, stylized, light gray shape on the left that resembles a thick, curved line or a partial letter 'J'. To its right are several rectangular blocks of varying shades of gray, some overlapping. A solid gray circle is positioned to the right of these blocks. At the bottom right, there is a small cluster of colored squares in a grid-like arrangement, including shades of pink, purple, blue, white, cyan, yellow, orange, and green.



ABOUT SHiF+

The SHiF+, FYP Showcase brings together projects realized by the students who have proposed new solutions and designs. Their projects showcase ground-breaking new ideas in emerging digital technologies and creative thinking across Illustration, Visual Communication, 2D & 3D Animation, Game Art, Photography and Cinematography. Not only is the event of educational significance, but also a joyful celebration of the unwavering dedication and enormous achievements of our students and a testament to the successes of the school.

SHiF+ is the title of SUS Academy FYP Showcase and the "+" represents transformation and growth. This year we have designed the SHiF+ identity based on the gradient of Grey and 12 designated colourful blocks. We combine individuality with consistency that allows the audience to be inspired.

SHiF+, FYP Showcase 汇集了学生们提出的新解决方案和设计。他们的作品展示了新兴数字技术和创意思维方面的突破性新想法，涵盖插图、视觉传达、2D 和 3D 动画、游戏概念设计、摄影和微电影。此次盛会不仅具有教育意义，而且是对我们学生坚定不移的奉献精神 and 巨大成就的欢乐庆祝，也是学校成功的证明。

SHiF+ 是 SUS Academy FYP Showcase 的主题，"+" 代表转型和成长。今年我们根据灰色的渐变和12个指定的彩色块设计了SHiF+ 标识。我们将个性与一致相结合，让观众受到启发。

关于 12

ABOUT



Mohamed Nazrien

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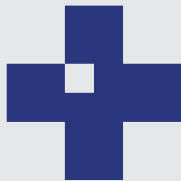
Lew Lee Juin

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Wong Khang Siang

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Teoh Hui Xuen

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Ng Xin Yi

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Yong Xuan Ting

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BE BOLD AND
THE REST
WILL FOLLOW



大胆
一点
其余的将跟随



NAZRIEN

I would like to make those colours to heal us in unity. The sun represents an entity which could unite us all to its warmness, hold hands and fight for each other. Ergo, is explained in my favourite album channel orange by Frank Ocean.

我想用橙色来表达利用团结来治愈我们。太阳代表了一个实体，它可以将所有的人团结在它的温暖中，手牵手，为彼此而战。Frank Ocean 在我最喜欢的专辑频道橙色中解释了 Ergo。

My name is Nazrien Esa, an aspiring illustrator, designer and visual artist in Malaysia. My whole aesthetic of creation is influenced by many aspects of me growing up as a person. For instance, my childhood drawings were a stepping stone for me to "crawl" my way to the love of arts.

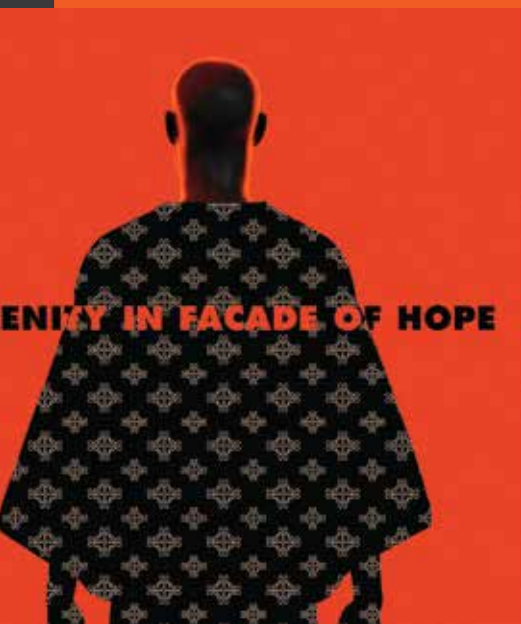
As I grew older, I was fascinated with Jean-Michel Basquiat, a visual artist and illustrator where my designs were leaning towards more on Neo-expressionism movement. Not to mention, musical act such as Frank Ocean also being thrown into the mix to shape me as an artist. Now, I have established a brand called Rien which symbolizes part of my name, to be showcased to the world as a part of me.

Nazrien Esa, 是马来西亚一位有抱负的插画师、设计师和视觉艺术家。在我成长过程中收到许多方面的影响从而导致我现在的整个创作审美。例如，我童年的绘画是我“爬”向艺术热爱的垫脚石。

随着年龄的增长，我对视觉艺术家和插画师 Jean-Michel Basquiat 着迷，我的设计更倾向于新行表现主义。更不用说，Frank Ocean 等音乐表演也被融入其中，从而塑造了我作为一名艺术家的形象。现在，我建立了一个名为 Rien 的品牌，它象征着我名字的一部分同时也作为我向全世界展示的一小块。

Rien is a brand that holds the value of sophistication and cultural embodiment. It is a contemporary batik which is rarely heard or seen in the fashion industry. The inspiration came from my cultural background where batik is symbolized as our pride and strength.





Rien 是一个拥有精致价值和文化体现的品牌。这是一种现代蜡染，在时尚界很少听到或看到。灵感来自我的文化背景，蜡染总是象征着我们的骄傲和力量。不过，年轻一代可能不会这么想，因为他们认为传统没有价值。这是我的愿景，负责将蜡染提升为时尚和现代，因为它可以作为休闲装穿着。有了这个，我想挑战传统的蜡染形式，掀起一股新的浪潮，打破人们对蜡染的看法和看法的常态。如您所见，目标是将蜡染文化介绍给世界本身。

Although, the younger generation may not think likewise as they think that tradition holds no value, it's my vision to take charge to elevate the batik as trendy and contemporary in a sense that it could be worn as casual wear.

I would like to challenge the traditional form of batik into a new wave that would break the normality of what people would think and see about batik. As you can see, the goal is to introduce the batik culture to the world itself.



I DON'T NEED
YOUR UNDERSTANDING
PEOPLE WHO UNDERSTAND
ME WILL ALWAYS
SEE MY UNIQUENESS

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LAW QING HUANG

The colour I choose is gray. Gray also represents the middle path between black and white colours. What I want to express is that sometimes people are down and there are also times when they are happy. Black means low and white means happy.

我选的颜色是灰色。灰色是黑和白的颜色的中间。我想表达的是人有时会有低落，也会有开心的时候。黑代表低落，白代表开心。

My name is Law QingHuang, I'm 22 years old, I'm here to find someone I like. The things I like are shooting and creating videos because I want to catch everyone's smile. This is what I want to do. That's how I am. Then I don't need to know too much. I just need to know who I like to shoot.

我名字叫卢庆煌，今年22岁，我是个来寻找着自己喜欢什么的人，然后我喜欢的东西是拍摄和视频。因为我想抓住每个人笑容，这个是我想要做到的东西。我就是这样，也不需要太懂我只要知道我是喜欢拍摄的人的就好了。

The title of my mini film is "I Met You". The plot is about a love story: the male protagonist is a very introverted person, and then the heroine is a very cheerful person. The title of the movie implies that the female protagonist has changed the male protagonist's introverted personality.





His character is relatively introverted and he doesn't talk to people very much. Her character is more of one who like to play tricks. It just so happens that the hero is the one he wants to play, but she doesn't know why she suddenly fell in love with him.

我个人微电影作品的名字是《遇见改变了我》，那么里面的剧情大概是一个爱情故事，里面的剧情是男主是个很内向的人，然后女主角是一个非常开朗的人。然后用电影院的名字说女主角改变了男主角内向的性格。

那么在这部电影中我如何让女主角改变演员变得不那么内向。她的性格更喜欢耍花招。碰巧这个英雄是他想玩的那个，但她不知道为什么突然爱上了他。



SMILE
IS ALWAYS FLU



笑容永远都是
流行性感冒



LEW LEE JUIN

Blue is my lucky colour and a symbol of eternity. Blue represents not only melancholy, but also warmth and gentleness.

蓝色是我的幸运色，也是永恒的象征。蓝色既代表着忧郁，又代表着温暖、温柔。

My name is Jeane, and I am a graphic and multimedia designer. I love to paint casually, listen to songs, watch movies, and am fascinated by strange things. Don't like troublesome things, Just like the simple ones. I usually draw in my free time to improve my proficiency little by little. I also like to make some simple animations because I like flat things to move.

我的名字是Jeane, 我是来自马来西亚的平面与媒体设计师, 我喜欢画画, 听歌, 看电影和对奇怪的事物感兴趣, 不喜欢麻烦的事情, 喜欢简简单单就好. 我喜欢在闲暇之余画画来提升我的技能, 我也喜欢制作一些简单的动画, 因为我喜欢看平面的东西动起来.

The reason why I chose to do animation for my final year project is that the small animation done in Term 6 inspired my determination to do animation, because that was my first single-handed animation, including plot, character design, scene design, dubbing, soundtrack and video clips.



The background of the story is set in the underworld. The underworld is an unknown world. Although no one has witnessed its existence, its existence cannot be denied.

I also quite like the theme of this kind of ghosts, so the overall tone of the underworld in my animation is biased towards dark grey-blue, creating a somewhat scary and mysterious world. The characters are cute characters with two heads. After all, this animation is mainly fun and funny, and there will not be too many elements of horror.



我的毕业制作决定制作动画的原因是在 term6 做的小动画激发了我的决心动画，因为那是我的第一个全程制作动画，包括剧情、人物设计、场景设计、背景和特效配音、人声配音和视频剪辑。故事的背景设定在阴间。阴间是一个未知的世界。虽然没有人见证了它的存在，但是它的存在是不可否认的。

我也挺喜欢这种关于鬼的题材，所以整体基调偏向深灰蓝色，想制作一个有点恐怖又有点神秘的世界。主角是两头身的可爱角色。毕竟这个动画主要是有趣又搞笑的，不会有太多的恐怖元素。



DON'T WAIT FOR
THE PERFECT
TIME TO COME,
THE MOMENT IS
THE PERFECT TIME

别再等待完美时机的到来
当下就是那个完美的时机

MODE



TEY ZI XIN

The reason for choosing green is because green symbolizes freedom and peace, and it also makes people feel that there is no sense of distance.

选择绿色的原因是因为绿色象征自由, 和平, 也使人觉得没有距离感的颜色.

My name is Tey Zi Xin. I am from Malaysia and live in Johor Bahru. I am 21 years old. My hobbies are shooting landscapes and going to cafes to photograph food. I like to experiment with various shooting styles and colour tones, and I like to draw some portraits that use lines as the mainstay.

I am a Leo designer and a graphic and multimedia design student from SUS Academy. My areas of expertise are graphic design, product photography, and design branding. I also use a variety of software such as Ai, Ps, Lr, Ae, Pr, 3D Max, and not only these, I also design packaging and web pages.

你好, 我的名字是 Tey Zi Xin. 我来自马来西亚, 住在新山. 我今年21岁. 我的爱好是拍摄风景和去咖啡馆拍摄食物. 我也喜欢尝试这种拍摄风格和色调, 喜欢画一些以线条为主的人像.

我是一个狮子的设计师, 我是就读 SUS Academy 的平面和多媒体设计的学生. 我的专业领域是平面设计、产品摄影和设计品牌. 我也使用各种软件, 例如 Ai, Ps, Lr, Ae, Pr, 3D Max, 不仅这些, 我还设计包装和网页.

My project theme is called Status. The meaning of status is actually a metaphor for the psychological phenomenon of locked-in psychology. In the phenomenon of locked-in psychology, in fact, most people will appear locked-in psychologically, that is, they have hidden psychological characteristics. It is manifested as closing oneself, rarely communicating with others, and never revealing inner conflicts.

01



This is just the beginning of the MODE...
When this MODE continues to accumulate,
what will come out of it...?

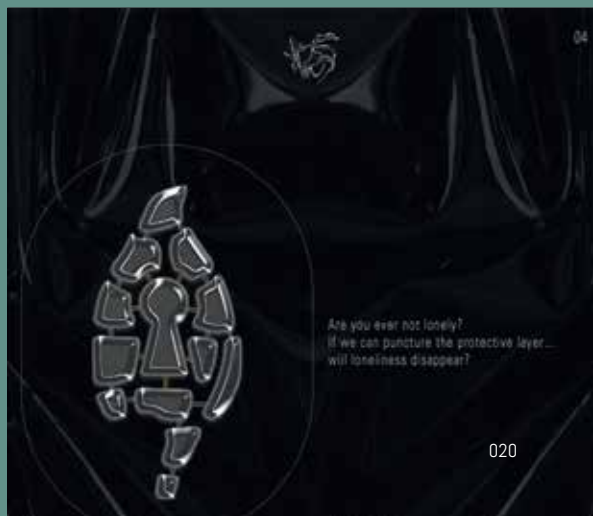
我的主题称为状态. 状态的含义实际上是对闭锁心理学的心理现象的一种隐喻. 在闭锁心理现象中, 其实大部分人都会出现闭锁心理这个现象, 也就是具有隐藏的心理特征. 表现为封闭自己, 很少与人交流, 从不表露内心的矛盾. 当困难和矛盾得不到解决时, 往往会因焦虑而自卑, 甚至自暴自弃.

你感到孤独吗? 想逃离这个世界吗? 想与人交流? 当你处于这种状态时, 你的选择是什么? 你会选择面对一切, 还是选择逃避一切? 之所以开始这个话题, 是想大家一起讨论这个话题, 听听我的选择, 我的看法, 还有你们的选择和看法. 最后的答案没有对也没有错, 也没有完全的所谓的答案. 我希望那些来的人可以和我一起分享和分享他们的想法. 所以希望大家在看这个展览的时候, 不要想太多, 根据你的第一感觉去感受你的答案.



When difficulties and contradictions are not resolved, they often feel inferior due to anxiety and even abandon themselves. Do you feel lonely? Want to escape the world? Want to communicate with people? What is your choice when you are in this state? Will you choose to face everything or choose to avoid everything?

I started this topic because I want everyone to discuss this topic together, listen to my choices, my views, and also your choices and views. The final answer is neither right nor wrong, nor is there a completely so-called answer. I hope that those who come can experience and share their thoughts with me. So I hope that when you are watching this exhibition, don't think too much, but feel your answer based on your first feeling.



LIFE
IS TO BE
HAPPY

Home Coming
- LONG NIGHT -

人生

就是要以开心为主



TOW ZHI KANG

Purple is the most difficult colour to match. Purple can match the mystery and bring out the negative feeling. For example, if the design is not well matched, it will bring different feelings to the viewer.

紫色是最难搭配的颜色,紫色可以搭配出神秘感也会带出负面感。这比方在设计上如果没搭配好也会给观者带来不同感觉。

My name is Tow Zhi Kang, I am 20 years old and I come from Gelang Patah in Johor. I am an absentminded and introverted person, so it will take a while to get to know others. In addition, I am also a relatively easy-going person. I can adapt quickly in some unaffected environments. My hobby is listening to music and playing games. Most of the music I listen to is Japanese pop music and some English pop music. In terms of games, I play both computer games and mobile games. My dream is that one day I can go to Japan to experience Japanese culture.

我叫刘智康, 今年20岁, 来自柔佛的格朗帕塔。我是个健忘症, 性格内向的人, 所以了解别人需要一段时间。另外, 我也是一个比较随和的人。在一些不受影响的环境中, 我能很快适应。我的爱好是听音乐和玩游戏。我听的大多数歌曲都是日本流行音乐。当我听一些英语流行音乐时。在游戏方面, 我玩电脑游戏和手机游戏。我的梦想是有一天我能去日本体验日本文化。

My game name is Home Coming Long Night. I will focus on the western Kesulu style and Japanese style. The world view in the game is set in the Warring States period of Japan. The style will be designed by the horizontal version game of pixel style and some designs will be made in bloody style.



The outline of the game is a follow-up event when the protagonist returns to his hometown two years after he became a samurai, and his hometown has changed. The character design of the game is a samurai, and the weapon he holds belongs to a big sword. In the ordinary people's understanding, a samurai should take a Tatsu Yamashiro, so it is designed to take a big sword in order to highlight the characteristics of the character. The monster design on the game will be designed in a strange or bloody way. In addition, the scene design in the game will be designed in Japanese style. In the design of my interface, I will also use some Japanese icon to design, and then the interface will be golden yellow.



我的游戏名叫 Home Coming Long Night . 我会是以西方的克苏鲁风格和日本风格为主, 游戏里的世界观是定在日本的战国时代, 风格会以像素风格的横版游戏来设计和会用血腥风格去做一些设计.

游戏故事大纲是在在主角成为一名武士的两年回到家乡时, 看到他的家乡变了的后续事件. 游戏角色设计是一名武士, 而他 拿的武器是属于一把大剑. 在平常人认识中的武士应该拿武士刀, 所以为了突出角色的特点才会设计成拿大剑. 游戏上的怪物设计会以奇异或血腥的方式去做设计. 除此之外, 在游戏上的场景设计会以日式的风格去做设计. 在我的介面的设计上也是会利用一些日式的一些icon去设计, 介面会以金黄色的颜色.



THIS IS ME
THE ONLY ME



这就是我
虽不完美，但绝无仅有



Leong Sue Ting

Purple is a blend of red and blue. It represents indecision and seems to be an uncertain colour. Just like everything in the world, including design, of course, there is no absolute right or wrong.

紫色是由红色和蓝色调和而成的。它代表了犹豫不决也似乎看起来是一种不确定的色彩。就像世上的所有事情当然也包括设计，没有绝对的对与错。

My name is Leong Sue Ting, 28 years old. The reason why I choose to start further studying at this age is because I want to challenge the status quo, I want to make some changes. Regardless of the result, just do it first. At least I have completed another thing I want to do, and I don't want to regret it later and ask myself "Why didn't I do it earlier?"

Never too old to learn, because I know that every time you gain new knowledge, you will get a fresh perspective in the meantime. Of course I am also sometimes hesitant and become negative and decadent. Sometimes, I seem to have a direction, but in fact I am very confused. But anyway, this is me.

我叫梁懋婷，今年28岁。为何当初会选择工作到一半去升学的原因是因为想挑战现况，想做点改变。不论结果如何，先做就对了。至少在我的人生里又完成了一件我想做的事情，同时也不想在未来的某一天后悔并问自己为什么当初不早点做。

活到老；学到老，其实每当你学习到一个新知识的同时可以刷新你对事情的看法。当然我也偶尔也会犹豫不决、消极颓废。有时看起来很有方向，但其实感到迷茫。无论如何，这就是我。

People nowadays are plagued by various kinds of anxiety, aging anxiety, body shaming, appearance anxiety, etc. Have we ever wondered why the older we are, the more we are troubled by all kinds of anxiety?



Because we always follow the crowd. It seems safer. So this has caused many people to spend their entire lives but don't know what they have done, what they want, or even who they are. I am afraid of becoming one of them, because at the moment I don't know what I want, I felt confused, I was at a loss. So when I wondered what I wanted to do in my final project, my first thought was about the INITIAL. I hope I am no longer confused, at the same time I can find and confirm my future direction while completing my final project.



现在的人很容易被各种焦虑所困扰,例如年龄焦虑、身材焦虑、样貌焦虑等等.但有没有想过为什么随着我们年龄的增长,困扰我们的焦虑反而更多了呢?因为我们总爱随波逐流.这让我们感到安全.“别人做什么,我跟着做准没错”,这情况也导致很多人耗及一生都搞不明白自己做了什么、想要什么、甚至也不知道自己是谁.

所以我很害怕自己不知不觉间成为其中之一,因为此时的我的确不知道自己需要什么,感到迷茫.所以当初在想final要做什么的时候,我第一个想法就是要做有关“初心”的东西.希望在逐步完成final project的同时,自己不再感到迷茫,同时也能确定好自己未来的方向.



ARRANGE YOUR TIME
REASONABLY AND
IT WILL SAVE TIME

合理
安排時間，
就等於節約時間





WONG KHANG SIANG

Blue is reminiscent of the feeling of calm or tranquillity. It is often seen as a sign of stability and reliability.

蓝色让人联想到平静和安宁。它通常被视为稳定和可靠的标志。

I'm Wong Khang Siang. Before I joined S.U.S academy, I graduated from Sunway College Johor Bahru, Business Administration course. After I graduated from Sunway College, I found a job that was related to business. So, basically most of the business work is from 8 to 5 mine too and after a few months I started to think and asked myself is this the life I want? Work at the office from 8 to 5 day in day out. I don't think that is suitable for me, because I'm a person who wants to have flexible time to plan my own work.

I quit my work and started to find another way to change this situation. After a few months, by chance I met a friend from S.U.S, a senior, he told me and taught me a lot of things about design and I started my design career from that time.

我是王康翔。在我加入 SUS 之前，我已经毕业于双威学院新山工商管理课程。从双威学院毕业后，我找到了一份与商业相关的工作，基本上大部分的商业工作也是从8点到5点的工作，几个月后我开始思考并问自己这就是我想要的生活吗？从8点到5点，日复一日地在办公室工作。我认为这不适合我，因为我是一个想要有弹性时间来规划自己工作的人。

我辞掉工作，开始寻找另一种改变这种状况的方法。几个月后，我偶然结识了一位学长，他告诉我并教了我很多关于设计的东西，从那时起便开始了我的设计生涯。

The 18 game concept is coming from FB game - Restaurant City and Café World, but combined with the trend it is a mobile game. 18 is a casual simulation game and combines some character role development. The design is using the Chinese culture Hell to create the world and those characters.



For the features, in the game player, not only can players create their own restaurant, they can also collect and build the character, not only that after players have reached a higher level, they can explore up to eighteen islands to create their own restaurant, inside those islands there are also different species and missions waiting for the player to explore.



18游戏概念来自以前FB里的游戏-Restaurant City 和 Café World, 但结合趋势它是一款手机游戏. 18是一款休闲模拟游戏, 结合了一些角色角色的发展. 设计是用中国文化地狱来创造世界和角色人物. 在特色方面, 玩家不仅可以在里面创建自己的餐厅, 还可以收集和建造角色, 不仅在玩家等级提高后, 还可以探索多达十八个岛屿来创建自己的餐厅, 在这些岛屿内还有不同的香料和任务等待玩家探索.

FASHION CHANGES
BUT
STYLE ENDURES

時
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會
變
遷

但
風
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永
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TATAL



TEOH HUI XUEN

I chose the colour white because white can tolerate any colour, just like me. From the beginning, the white paper will gradually add colour according to the different works.

我选择白色是因为白色可以融入任何颜色, 就像我一样. 我就像一张白纸, 会根据不同的设计逐渐添加颜色.

I'm Krystal, 22 years old, graduated from SUS Academy, my main interest is in fashion, I also like watching movies, drawing, and learning new things. After 3 years of continuous hard work and study, I have completed my studies and will be able to do what I want that is, to be a designer because I want to learn more about art, aesthetics, graphic design and 3D design. With a passion for design and a desire to improve my own quality, I put a lot of enthusiasm and energy into my studies to overcome the generational acceptance and I will always love designing.

我是 Krystal, 今年 22 歲, 畢業于 SUS design center, 興趣是喜歡時尚, 喜歡看電影, 喜歡畫畫, 喜歡學習新東西, 通过3年的不懈努力和刻苦学习, 我完成了学业, 會想要來當設計師是因為想要學習更加多關於藝術, 美學, 平面設計還有3D設計. 怀着对设计的热爱, 对提高自身素质的渴望, 学习中我投入了巨大的热情和精力去對代遇到困難并且會一直熱愛設計.

The brand name is "TATAL". There are two meanings behind the name. Add TATALism to the brand, Pursuing to break the framework, TATALism and other elements are mixed together and can be harmoniously unified. With added artistic aesthetics.TA's T stands for Touch, and A stands for Answer. When you hear and touch, everyone's answer will be different, but the root lies in yourself, give TATAL your answer.





The brand's design concept is to simplify complex things in a rebellious way, and take daily touchable objects as inspiration.

Brand with 《WE GIVE YOU THINGS ,YOU CAN FEEL, HEAR AND TOUCH. FOLLOW YOU HEART, YOU'LL FIND YOUR ANSWER》There is no right or wrong way to convey the answer.

我的畢業作品是做服裝品牌, 品牌名字是“TATAL”. 這個名字背後有兩層含義, 為品牌加入TATAL主義, 追求打破框架, TATAL主义等元素杂糅到一起又能和谐统一・並加入藝術美學. TA的T代表Touch, A代表Answer. 當你聽到和触摸時, 每個人的答案都會不同, 但根源在於你自己, 告訴 TATAL 你的答案.

品牌以 WE GIVE YOU A THINGS, YOU CAN FEEL, HEAR AND TOUCH. FOLLOW YOU HEART, WITH FIND YOUR ANSWER想要傳達答案沒有對於錯.



UNDERSTAND
THE MEANING OF MORALITY
LEARN GOOD MORAL VALUES
YOU ARE THE BEST



明白品德的寓意，学到良好的品德价值观

你就是最棒的



ANG XIN YING

Pink is a beautiful symbol of love, affection and friendship.

粉色是象征着爱情, 亲情, 友情的美好寓意。

My name is Ang Xin Ying, and I am a student of SUS Academy's graphic design major. I love the field of design, because studying design can draw design concepts that I imagined and make people feel your happiness. In the past two years and three months, I participated in certain social practice activities, and also in many design competitions numerous times. I exercised myself well, including professional knowledge and psychological quality, and made myself more rational and mature.

Participation makes me full, happy, and helps me grow. In addition, I love painting and can better use colour matching and elements in design creation, so that the work has its own style and characteristics of individuals.

我的名字叫洪欣莹, 我是 SUS Academy 学院平面设计专业的学生, 我热爱设计这份领域, 因为学设计可以绘画出自己, 让人感觉到你的快乐。两年三个月里, 我参与了一定的社会实践活动, 还多次参加了多次设计大赛, 很好的锻炼自己, 包括专业知识, 心理素质, 使自己更加理性成熟。

参与使我充实, 快乐, 使我成长。此外, 我热爱绘画, 能够把颜色配搭和元素更好的运用在设计创作中。让作品有自己的风格和个人元素的特征。

Are there a lot of children who are not polite and will not greet their elders when they see them? This is an impolite behaviour. Therefore, I want to design a picture book for children to learn some morals and moral values, so that children can understand the importance of being moral.



现在是不是有很多小孩都不懂礼貌,而且看见长辈时都不会跟长辈打招呼,这是一种不礼貌的行为。所以我心中想要设计一款可以让儿童故事绘本学到一些品德与道德价值观,可以让儿童明白有品德的重要性。那么故事里讲述的是主角去集市发生事件,主角就会利用品德方式来解决集市发生的事件。



此外,故事中的人物设计也是利用可爱的动物与社会职业来做结合。场景方面,我们也利用可爱形式来呈现。让整体上存在可爱的风格,能够吸引孩子们关注,让小孩愿意去学习。我希望能够设计出我想象中良好的道德教育的品德学堂故事绘本,能够可以把良好的东西传递给所有民众,让民众知道品德的寓意。

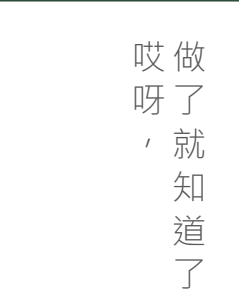


So what the story tells is that the protagonist goes to the bazaar and the protagonist will use moral methods to solve the incidences in the bazaar. In addition, the character design in the story is also a combination of cute animals and social occupations. In terms of scenes, we also use cute forms to present them. Let the lovely style exist on the whole, which can attract children's attention and make children willing to learn.

And I hope that I can design a good moral education story book that I imagined to be a good moral education. After completing the final project, I can pass good things to all people and let them know the meaning of morality.



YOU'LL KNOW
IF YOU DO





TOH WEI CENG

Green symbolizes harmony, stability and endurance. Dark green is also commonly associated with ambition. (But I only have small small ambitions.)

绿色象征着和谐、稳定和耐力。深绿色通常也与野心联系在一起。(不过我只有小小的野心。)

My name is Toh Wei Ceng, maybe you also have a WEI CENG with the same name by your side. But I may be more special. In 2001, I accidentally fell into the earth, met a bunch of strange people, and lived tremblingly to this day. I have a very high passion for animation and vfx. The distance to be able to make works that fly around, fly around, fly around... is getting closer and closer, and I look forward to creating works that will make everyone's eyes shine in the future.

我叫卓洧嶙 (不会念的话可以看我的英文名字), 也许你身边也有一个同名WEI CENG, 但我比较特别一点。2001年, 我不小心掉进了地球, 遇到了一群陌生的人, 心惊胆战地活到了今天, 对动画和视觉特效抱有非常高的热忱的我, 距离能够做出飞来飞去, 飞来飞去, 飞来飞去...的作品已经越来越近了, 期待未来能创造出让大家眼前为之一亮的作品。

This is a short film about the impact of our actions related to the environmental and human overexploitation on animals and the forest ecology. The short film is called "For the Rest", which means that besides humans, there are other species in this world.



这是一部关于环境问题和人类过度开发, 影响至动物和森林生态的短片. 这部短片名为For the Rest, 意思是这个世界上除了人类, 还有其他物种. 此外, For the Rest也由Forest一词展开, 这也是这部短片的核心. 主角是一位朝九晚五的上班族, 名为"Wiii". 与其他上班族不同的是, 他有一颗特别善良的心, 这也让他能够看到一些不寻常的生物,

通过一系列的剧情描写, 用哑剧的方式将人类造成的破坏隐晦地表现出来. 不同的场景和强烈的对比, 提醒着世人更能关心这地球. 损坏的如何挽救, 完好的如何保存? 动物为什么贸然逃到街上? 起于人类, 始于人类.



In addition, "For the Rest" also originated from "Forest", which is also the focus of this short film. The protagonist is a nine-to-five office worker called "Wiii". The difference from other office workers is that he has a particularly kind heart. This also gives him the ability to be able to see some unusual creatures.

Through a series of stories and mime, the destruction caused by human beings is implicitly brought out. Different scenes and strong contrasts remind the world to care more about nature. How to save the damaged ones, and how to preserve the undeveloped ones? Why are animals rushing out? Both the beginning and the end originated from humans. Let nature be more stable.



YOU ARE UNIQUE
DON'T DENY
YOURSELF

你是独特的

别否定自己





NG XIN YI

Yellow means to have happiness, hope, or liveliness. Like the sun, I would choose yellow because it is like my personality, and it feels lively and happy to the people around me.

黄色的寓意是具有快乐, 希望或活泼. 像太阳一样. 我会选择黄色是它就像是我的个性, 给身边的人感觉是活泼快乐.

My name is Ng Xin Yi, and you can also call me Dolly. I come from Batu Pahat in Malaysia, Am an eccentric illustrator and designer. I love illustrations, but art illustrations are what attract me the most. Because art illustrations can show what you want, they can also become merchandise sales, and they can also become decorations. I think everyone is unique. I like unique and allegorical things. I like Spanish illustrator Iker Ayestaran the use of soft lines and character modelling is very distinctive.

我的名字是黄洵仪, 你也可以叫我多莉. 我来自马来西亚的峇株巴辖, 是一个古怪的插画家和设计师. 我喜欢插图, 但艺术插图是最吸引我的地方. 因为艺术插画可以表达你想要的东西, 它也可以成为商品销售, 它们也可以成为装饰品. 我认为每个人都是独一无二的. 我喜欢独特和寓言的东西. 我喜欢西班牙插画家 Iker ayestaran 对柔和线条和人物造型的使用非常有特色.

Our brand name is "MÊ" and we are catering niche market. MÊ = Find yourself, enjoy healing, accept yourself. Brand personality Healing series illustrations and Original illustrations.



The illustration and the product are combined as a selling point. The merchandise in each issue represents a different series of illustrations. The main feature is that my illustrations can make customers feel sympathetic and self-healing. This time, the series of products are silk scarves, which can also be used as interior decorations by combining illustrations with silk scarves.



This time the illustration uses human emotions as a discussion. The theme of the inspiration for my illustrations is "Seven Deadly Sins". When the seven deadly sins are kept small, there are actually seven weaknesses of people. Lurking on everyone, from the moment of birth. I will present it on the silk scarf in the form of a character illustration.



我们的名字是“MÈ”。MÈ = 寻找自我，享受治愈，接纳自己。
在寻找自己的过程，同时也能自愈自己，最后勇敢接纳自己。

品牌个性治愈系插画和原创插画。插图和产品相结合作为卖点。每期中的商品代表不同系列的插图。主要特点是我的插图可以让客户感到共鸣和自愈。本次的系列产品是丝巾，通过插画与丝巾相结合，可以作为穿搭单品也可以成为室内装饰。这次插画以人的情绪作为探讨。插画灵感来源主题是“七宗罪”。当把7宗罪放小，其实它是我们人的7个弱点。潜伏在每个人身上，从出生的那一刻起。



MY WORLD IS
SMALL
BUT JUST RIGHT



我的
世界
很小

但
刚
刚
好



YONG XUAN TING

This colour represents reason, profoundness, softness, and reality. It is like my personality.

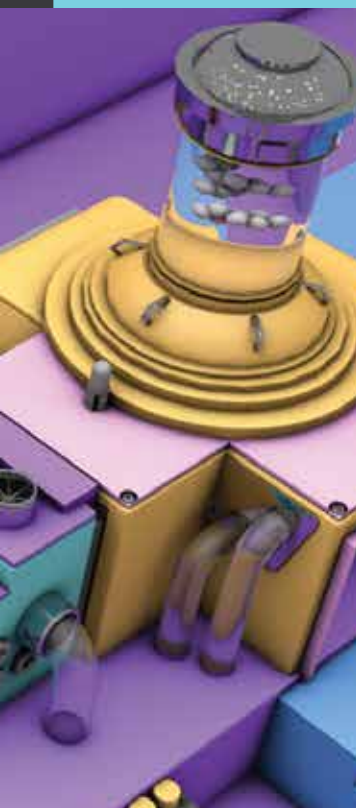
这种颜色代表理性、深刻、柔和和现实。这就像我的性格。

My name is Yong Xuan Ting. I am 20 years old. I come from Gelang Patah and graduated from Sus Academy. I have many hobbies, such as playing piano, sports, animation, etc., but my passion is in design. I continue to improve my professional design in the field of designing, and I also make myself mature and valuable. I like designing as I can create things that didn't exist before. This is the charm of designing!

我叫杨琰婷，我20岁了。我来自振林山，毕业于 SUS Academy。我有很多爱好，比如弹钢琴、运动、动漫等，但我的激情是设计。我在设计领域不断提升自己的专业设计，也让自己变得成熟有价值。我喜欢设计。他可以创造更多以前不存在的東西。这就是设计的魅力！

I designed a mobile game called "Creature Fighters". The shortcut name is CF. The source of the name comes from the whole core of the game. It's the battle between creatures. The main purpose is to give players a more direct understanding of the game.



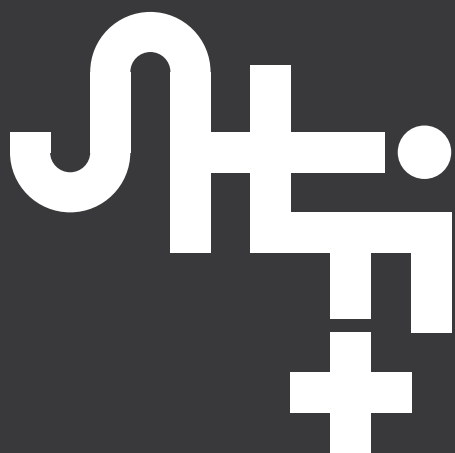


This game can test the teamwork of players and teammates and how to defeat the enemy. The game scene not only has a variety of choices, but the scene will also interact with the player to enhance the player's experience and interactivity. This is rare in other games! Games allow people to vent their emotions. I feel that this is an essential element.

This is a 3VS3 game. The gameplay is that burgers will be refreshed on the map at regular intervals, and players can get them when they get close. Kill the enemy, you can take the burger from the enemy. When the three minutes are up, the team with the most burgers wins.

我设计了一款名为“生物战士”的手机游戏。快捷键名为CF，名字的来源来自游戏的整个核心。这是生物之间的战斗。主要目的是让玩家更直接的了解游戏。它采用3D效果制作，因此具有更丰富、更直观的游戏体验。这个游戏可以考验玩家和队友的团队合作，以及如何打败敌人。游戏场景不仅有多种选择，而且场景还会与玩家进行互动，增强玩家的体验感和互动性。这在其他游戏中是罕见的！游戏可以让人发泄情绪。这是必不可少的。这是一款3VS3游戏。玩法是汉堡会定期在地图上刷新，玩家靠近就能拿到。杀死敌人，你就可以从敌人那里拿走汉堡。





STYLING

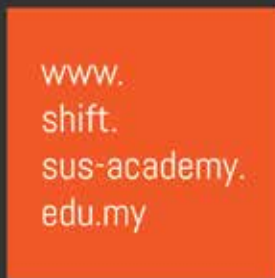
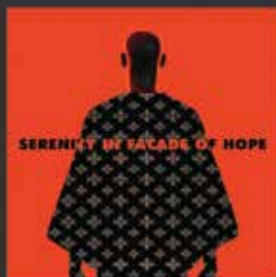




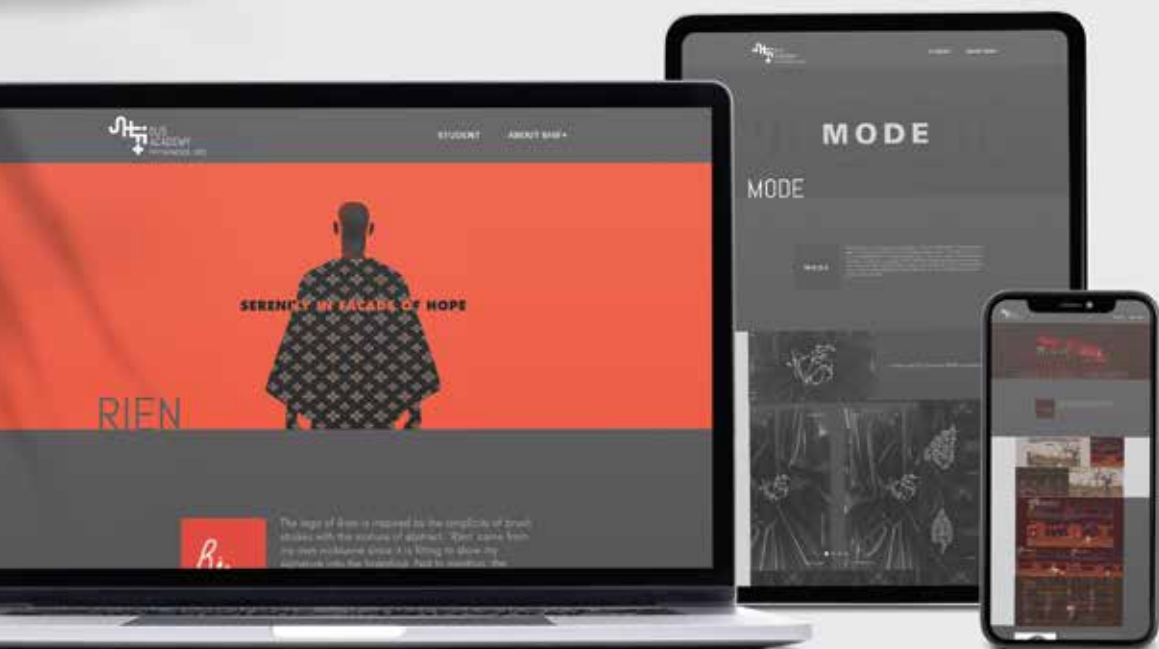
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SOCIAL MEDIA MICROSITE





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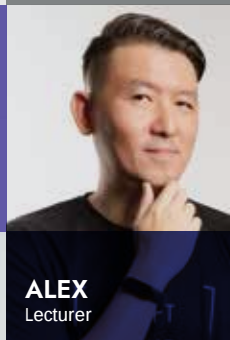
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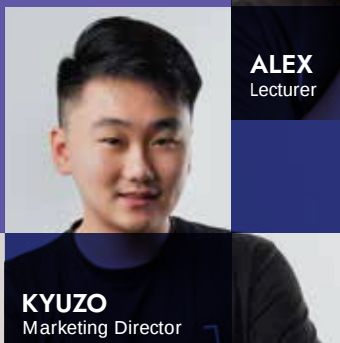
JACKY
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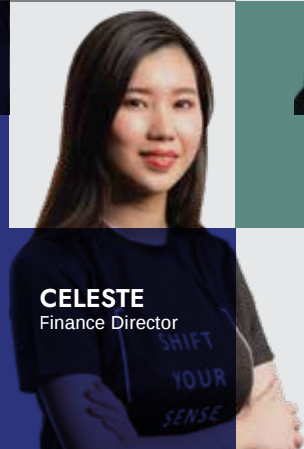
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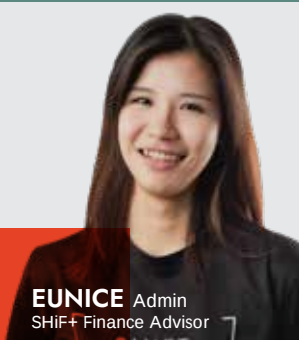


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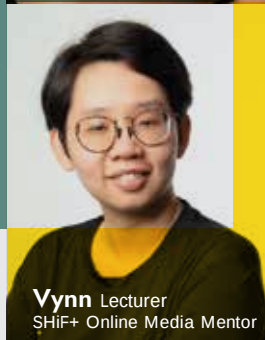


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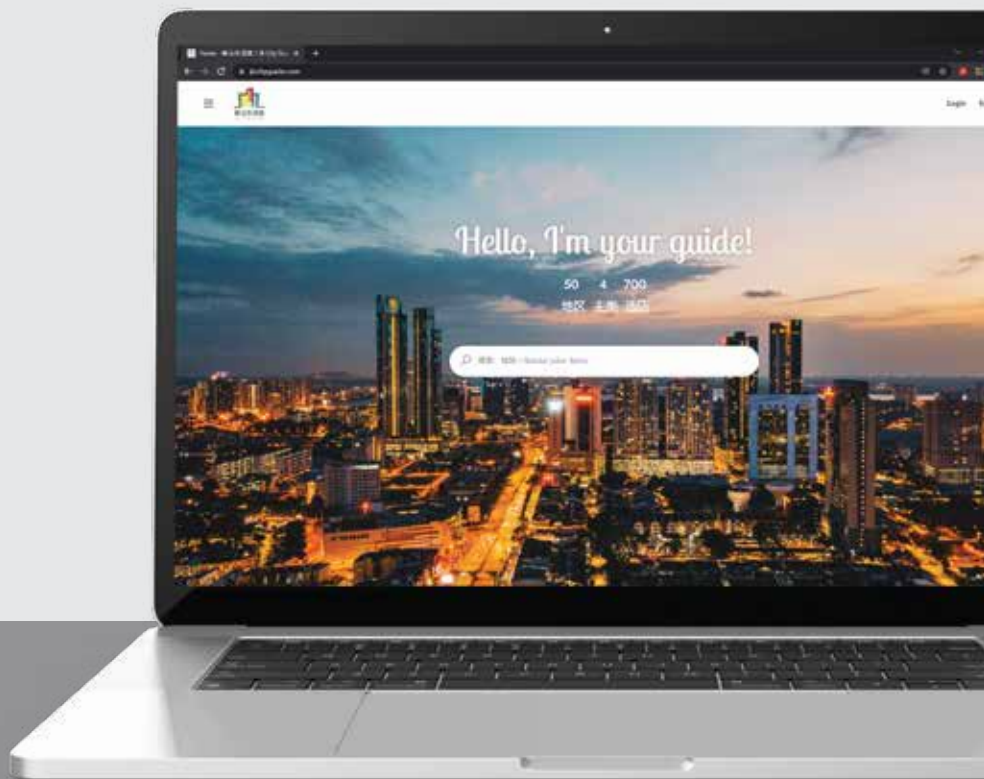


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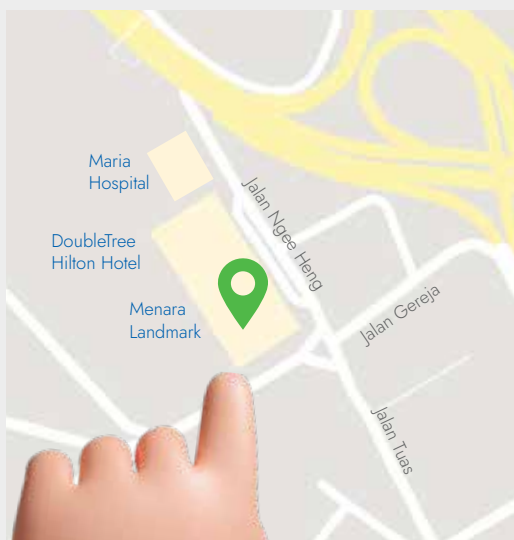
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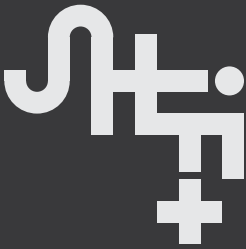


MEMORIES



迹录





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