



WELCOME TO SHiF+ SUS ACADEMY FYP SHOW 2023

Celebrate the creativity of SUS Academy
graduating Digital Design students and
showcase the Final Year Projects from students
across Digital Illustration, 2D / 3D Animation
and Game Art, and Visual Communication.

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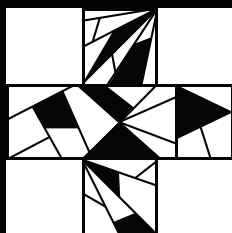
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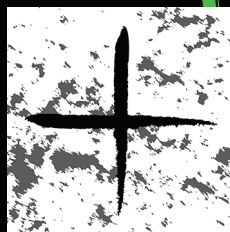


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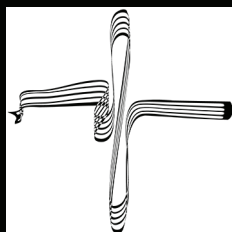
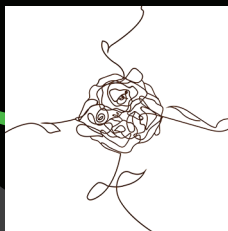
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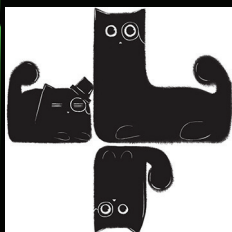


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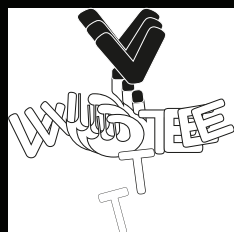


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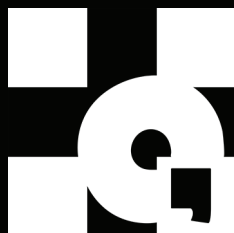
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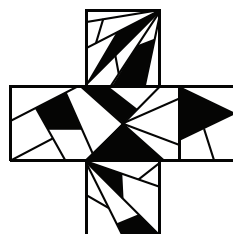
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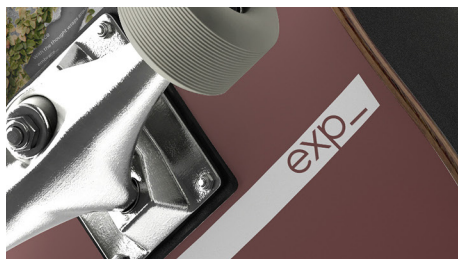


Yong Kang

Waddup, my name is Alvin Tan Yong Kang. My hobbies are playing badminton, video games, drawing and listening to music. One of the artists that I am always fascinated with is Magdiel Lopez, a visual designer. He had done a series called "one poster a day for 365 days", which blew my mind and inspired me. I want to try many things because learning and trying new things feels fascinating. If you have any suggestions on trying new things, feel free to contact me hehe...

我叫陈永康。今年22岁，来自马来西亚。我的兴趣是打羽球，玩电脑游戏，画画和听音乐。我一直很着迷的艺术家是一名视觉设计师Magdiel Lopez。他做了一个名为“365 天每天 一张海报”的系列，这让我震惊并启发了我。我也很喜欢寻找和尝试不同的新事物，所以如果有什么推荐的可以快点告诉我嘿嘿。





"exp_" is a brand that wants to encourage people to express the inner feeling and thought, because a lot of people do not have enough confident to show themself. Expressing is very simple, yet we tend to make things complicate. As a designer sometimes I can't express my idea properly, different opinions make me hesitate and hard to describe in confident way. This brand is an experiment to try out different things, and also try to step forward on my design.

Underscore "_" is a character that is commonly used in computer programming, writing, and typing to represent a space or to connect words in a phrase. "exp_" is minimal to allow individual have room to think of their own meaning and idea towards the brand or logo. The underscore serves as a blank to let others to fill in what they think about the brand thus expressing themselves in they want. We use more social media and underscore represents typing just like expressing one self.

Expressing one's feelings can be a healthy way to cope with emotions, communicate with others, and build deeper connections with people. Grey will appear more frequently because it is more on the neutral side, black and white conveys the feeling of positive and negative others thus giving them more room for expressions.



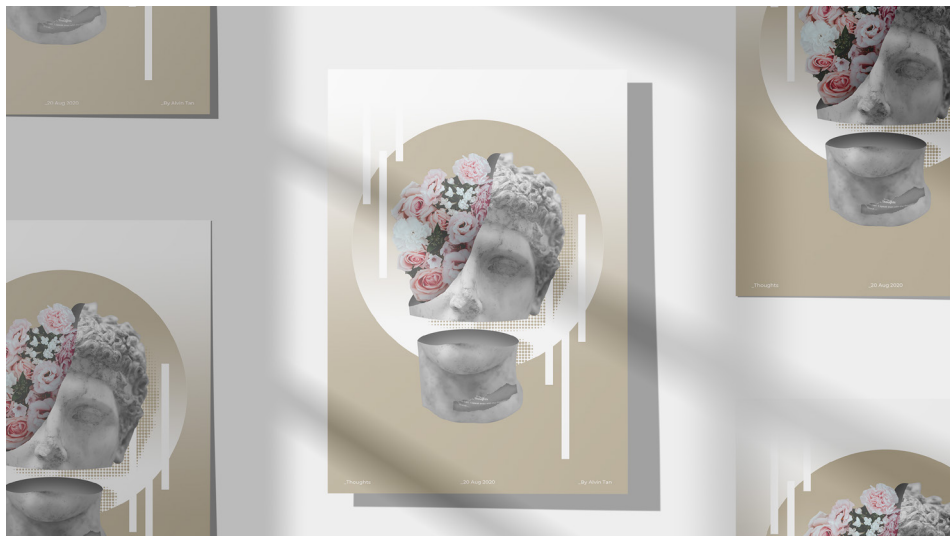


For the first series, mainly about the brand and expression through the design of the T-Shirt. The meaning of each design may vary for individuals. For the design we also use the underscore and dots as a part of the elements.

The second series mainly wants to alert people to be more mindful about their surrounding and nature. For the colour, it will be mainly on the nature side green, blue, orange and brown...



The First series's main shirt is shows that "he" can't speak even with all the thoughts on his mind but others may see it in a different way. For this brand there are no absolute answer and everyone have their own perspectives and thoughts. We encourage individual to express themselves and not care about others critique which is also one of the shirt design.



“exp_”是一个想要鼓励人们表达自己和诠释自己想法的品牌，现在我发现很多人都害怕表达或是展示自己。虽然表达很简单，但我们往往会使其变得困难。我们会不断将每种情况变得复杂化但其实问题并不真正存在过。作为设计师，有时我们无法表达我们的想法，不一样的想法有时让我不够自信。对我来说，这个品牌是一个尝试不同事物和设计的实验，这对我来说是一个进步。

下划线“_”是计算机编程、书写和打字中常用的字符，用于表示空格或连接短语中的单词。简约的品牌识别，让每个人有空间思考自己对“exp_”的解读和想法。下划线作为空白让其他人填写他们对品牌的看法，“EXP”从而以他们想要的方式表达自己。如今，我们使用更多的社交媒体，下划线代表打字就像表达自我一样。

表达自己的感受是应对情绪、与他人交流以及与人建立更深层次联系的健康方式。黑色和白色过多，传达了他人正面和负面的感觉，从而给他们更多的表达空间。灰色会更频繁地出现，因为它更偏中性。

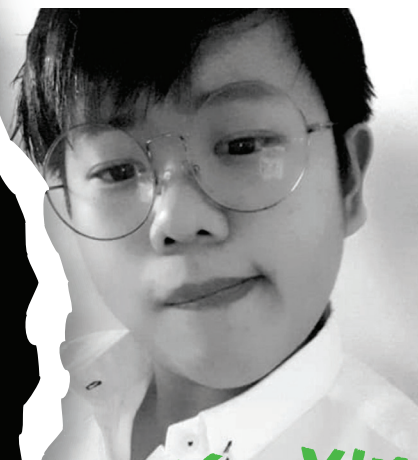
第一个系列将主要通过T-Shirt的设计来传达品牌和个人表达。每个设计的含义可能因人而异。对于设计，我们还使用下划线和点作为元素的一部分。

第二个系列主要是想提醒人们多注意周围的环境和自然。颜色方面，将以自然的绿色、蓝色、橙色和棕色为主。



第一季的主打衣，就是“他”满脑子的想法都说不出，但别人可能会有不同的看法。对于这个品牌没有绝对的答案，每个人都有自己的观点和想法。我们鼓励个人表达自己，不关心别人的批评，这也是其中一件衣的涵义。

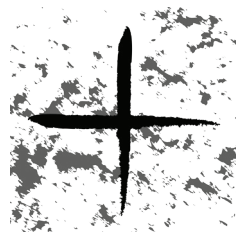
SICKBOY



Kai Xin

Hi, my name is Tan Kai Xin. I have been interested in painting since I was young. I set design and art as my career direction while studying in school. However, I went to work and got some work experience before I came to SUS. Working can help me understand myself more when deciding what I want to do. After graduating from SUS, I decided to be a photo and videographer and specializes more in wedding and event.

我的名字是陈凯信。我从小就开始对画画感兴趣，在求学时我很早就向艺术的科系有很大的兴趣。所以我在高中的时候就选择了美工班就读，但毕业后我并没有马上继续升学，而是先出去工作了。因为我觉得通过获取工作经验在做任何决定时我会更了解自己。在SUS ACADEMY毕业后，我决定成为一名摄影师，专门拍摄婚礼和商业庆祝活动。



"SICKBOY" is a skateboard brand I designed. I find the word "sick" means handsome and cool to me and many young generation so I decided use this as my skateboard brand, and create a character in 3D to represent my skateboard. I also use graffiti wording design as my logo and combination of 3D creation.

Skateboarding is stylish and fashionable, and it also can be very an exciting sport. There are very popular in western countries, but not so much in Malaysia. I want to introduce freedom and rebellious culture, the ability to think as they choose.

To attract more skateboarding enthusiasts, I design a simple cubic and fun character, look more like a toy. The animation starts with the character skating on the under construction



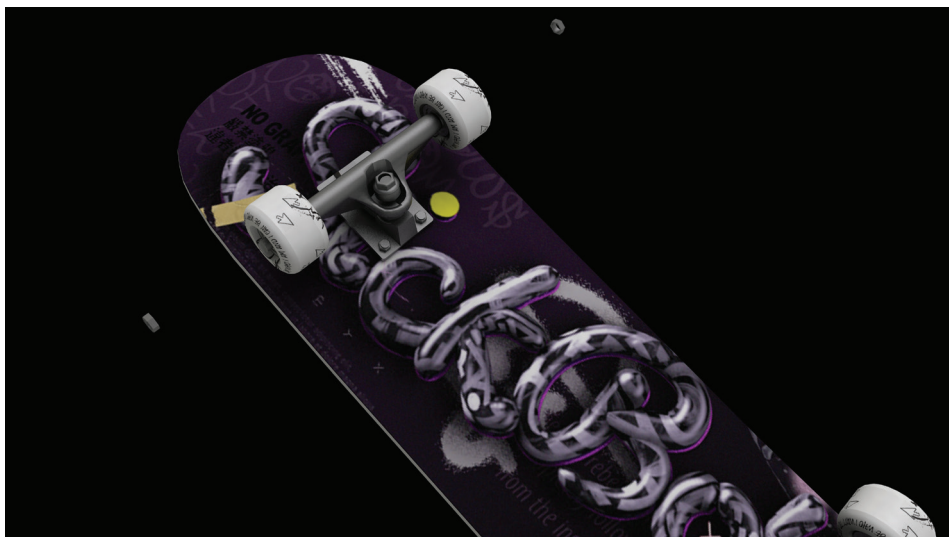
street, travel through the city scape and jump in to the logo.

The young generation rejects conventional rules and expectations and is not a bad kid. On the contrary, I think freedom is a fundamental value for human flourishing and pursuing individual and collective goals.



"SICKBOY" is designed for this direction.
People should not be afraid to try "JUST DO IT".





“SICKBOY”是我设计的一个滑板品牌，“sick”这个词我觉得在年轻人的话语里面是很帅很酷多的意思。我决定做这个滑板设计的时候就决定用这个词来当我的品牌名字。我在这个品牌设计加入很多3D的制作，人物，标志的字体都有立体3维和设计结合。

为什么我会想要做滑板呢，是因为我觉得滑板是个很酷的运动，也很街头的一项运动。滑板在西方国家非常流行，也有很大的市场跟销售热度，在我国玩滑板的人会相对比较少。所以才想要制作一个带有叛逆涂鸦与现代设计感的滑板，并鼓励年轻人勇敢面对自己想要做的事。

为了更好地吸引滑板爱好者，我会设计一个方形好玩，类似玩家的人物设计。在动画中，主角开始会从一个废弃的建筑大楼奔向街道，然后冲向标志。

这个品牌也是因为我觉得叛逆不一定是个坏事也是有可能是你一身美好对记忆点，而且玩滑板的人也不一定是坏孩子什么的，让他们去认识和热爱一项他们感兴趣的东西从而去让他们学习跟尝试。“SICKBOY”就是为此而设计，我希望人们真的对一个东西感兴趣的时候不要害怕去尝试或者没去尝试，“JUST DO IT”。



JENUE FILLE EN ROSE



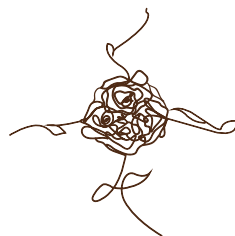
Jaice

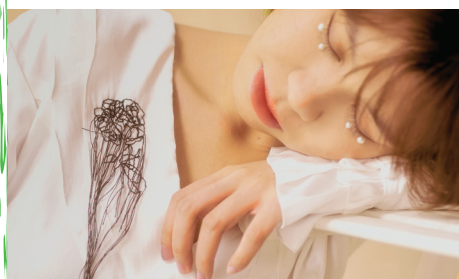
I'm Lim Jia Xin, is a multimedia designer. I have passionate and interested in branding, visual design and photography. I am keen to know more knowledge, and I am determined to turn information into action. I want to show more possibilities and ways to create things, such as enhance drawing skills and apply them in my artwork.

You can reach me at
jaicedesigner@gmail.com

我是林佳欣，是一名多媒体设计师。我对品牌设计、视觉设计和摄影充满热情和兴趣。我渴望知识，并且有决心将热情转化为实际行动。我希望未来我可以增强画画的技能并且运用在未来的艺术作品上，展现出更多的可能性。

如有工作需求请联系 jaicedesigner@gmail.com





"Jenue Fille En Rose" is an original niche designer clothing brand in a French style, this is mainly an elegant retro look with embroidery.

Regardless of their size and appearance, I hope everyone has a piece of clothing they love. My purpose and goal are to stop the anxiety coming from appearance. I also try to convey positive minds to female customers. Female who always have doubts about their size and figure will be able to get more confident in themselves. Everyone is unique, and you don't need to feel uncomfortable and anxious when you face others' comments or criticism.

Our brand slogan is
"I AM BECAUSE YOU ARE".

The central idea that "Rose Girl" wants to express is that no matter what skin colour, appearance, figure or even race you are, it does not affect your love for yourself, and others love you. We hope all women can overcome their inferiority complex and show self-confidence.

Reject women's appearance anxiety and body anxiety.



The thorns from the roses here represent the "disadvantages" of every woman because there are all kinds of different people in the world. There will always be people who don't like roses because of their thorns, but there are also people who feel that roses are infinitely charming.

Our brand wants to convey that every girl is the most beautiful rose in the flowers.





Jenue Fille En Rose是一个法式风格的原创小众设计师服装品牌。我的品牌主要是以法式复古优雅的风格和刺绣作为卖点。

产品理念希望他们都有一件抛开自己身材与外貌都很喜欢的衣服。我的目的和目标就是希望杜绝任何身上的容貌焦虑以及身材焦虑，并传达正能亮给大家。让有容貌焦虑和身材焦虑的一部分少女能自信做自己，每个人都是独特的个体，不需要为了迎合大众审美而感到焦虑。

我们品牌标语是“I AM BEACUSE YOU ARE”。

《玫瑰少女》想表达的中心思想就是不管你有什么 肤色，容貌，身材甚至是种族都不影响你爱自己和别人爱你。我们希望所有女性可以克服自卑，并展现自信的自己。

拒绝女性的容貌焦虑与身材焦虑。我使用玫瑰来代表不同性格与不同魅力的女性。玫瑰的刺在这里代表了每一位女性的“缺点”因为世界上有各种不一样的人，总会有人因为玫瑰的刺而不喜欢玫瑰但是也有人会因此觉得玫瑰的魅力无限。

我们品牌想传达的是其实每一位少女都是花丛中最漂亮的那朵玫瑰。



VINYL & PLAY



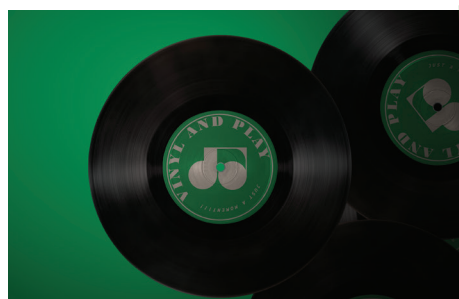
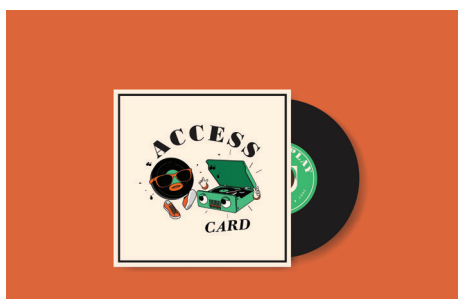
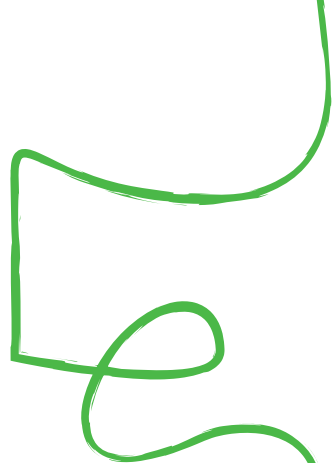
Xhin Yee

I am Lee Xhin Yee. I like freedom when I design, it is great not being constrained by predetermined rules or expectations. It's Open up the possibilities in my artwork, pushing myself to improve. I get inspired by things around me, I always like to deviate from the guidelines. I am passionate about design exciting components. I believe it can easily catch people's attention.

我是李信仪。我喜欢自由而不是固定式，并且希望可以运用的更灵活因此展现在我的艺术作品或我的技能的可能性，推动自己不断提高我的技能。我的灵感来自于我的活动或生活中的事物，我喜欢偏离准则。我热衷于设计特别不一样的东西，我相信它很容易引起人们的注意。



04



My FYP project is branding and design for a hotel. The hotel is retro and funky style combines 2D and 3D to present the brand. My hotel name is VINYL and PLAY. There are two 3D Mascot Design in my branding. VINYL and PLAY uses character visuals to give the impression of branding to attract customers or target audiences. Our target audiences are teenagers, young families and also vinyl lovers. I hope this hotel can get audience relax and fresh experience.

Recently, retro and vintage is getting popular, because it can let us travel through time in a nostalgic yearning for the past. This feeling can make someone feel unique and special. I believe more people can feel happy or funny when they see my social media post.



In the process, I gained a lot of knowledge about skeletons and more complex functions in the software.

In terms of branding, I needed to revise the branding concept as it was confusing at one point. In the end, I identified and started sketching my idea as it had to be relevant to our branding concept. The final decision was the FUN and RETRO style.





我的FYP是一家酒店的品牌设计，酒店复古时髦的风格结合2D和3D呈现在我的品牌，品牌名称是“VINYL & PLAY”。“VINYL”和“PLAY”是两个主要的3D人物设计。角色视觉效果好玩有趣给人留下品牌印象，以吸引客户或目标受众。我们的目标受众是青少年、年轻家庭以及黑胶唱片爱好者。

我为什么要做这个项目，是真的希望这是一个可以放松和感受新鲜感的地方。复古的励志风格越来越受欢迎，它可以让我们在对过去怀旧的怀念中穿越时空。这种感觉可以让人感到独特和特别。相信更多的人在随时关注和看到社交媒体上的一些帖子时，会心一笑。

它曾经令我困惑而修改几次。但是在老师的引导下让我知道品牌概念的重要。我确定并开始构思我的想法，最终决定采用这个风格。

在整个过程中，我学到了很多关于3D软件的知识，并带出新的视觉效果。



AH GONG HOUSE



Hello everyone, my name is Lam Yi Kai, currently, work as a 3D interior visualizer. My hobbies are jogging, drawing and reading. Before I joined SUS, I aimed to be a painter or tattoo artist. So I like to spend some free time on character drawings and some flame inspired mysterious patterns. Now, these small habits help me to relieve my stress.

大家好，我叫藍毅凱，目前從事室內設計工作。我的愛好是慢跑、画画和看小說。我讀SUS前的目標是當一名畫家或紋身師，所以平時喜歡畫各種人物設計，一些火焰形狀和神秘形狀的圖案。而現在，這些是我在日常生活中減壓的小秘密。





I want to share some warm-hearted memories of my grandparents' house, where I used to live when I was a child. Although these shophouses in Malaysia look run-down, but it carries a lot of family memories.

I decided to choose a 3d model to make this old shophouse with the characteristics of the Melaka area. There are few directions I want to do for this shophouse. Finally, I decided to make an ordinary house that I remember as my grandparents' house.

I hope you can appreciate the history of our local shophouses and let everyone know that our old shophouses in Malaysia look run down. Still, in these dilapidated places, there are many warm memories of our family. When collecting information, we mainly collect appearance and shophouse style.



First, we can learn that Malacca has two styles of shophouses. One is a coffee shop or store on a home's first floor, and 2nd floor. Second, the entire shop is a home. My final choice is the ordinary shophouse because it is a close reminder of my grandparents' house. Most of the shophouse styles in Malacca are of intricate patterns in the Nyonya style. These intricate and beautiful patterns are mainly found on floors and walls.



I hope everyone can appreciate the history of our country, let more people know that our olden days Malaysia how is it look like.





我的作品主要想分享我小时候居住过祖父房子的温暖回忆。让人们知道虽然我们在马来西亚当地的老店屋可能看起来很破旧，但它们同时也承载著我们家庭的许多温暖回忆。

我选择3d建模来制作这个老店屋。在我开始前，我做了一些参考在马六甲鸡场街的店屋特色。我有几个不错的想法，但是我还是选择一个普普通通的老店屋，因为它比较跟我祖父母的房子比较想象，并有我们一家人许多温暖的回忆。

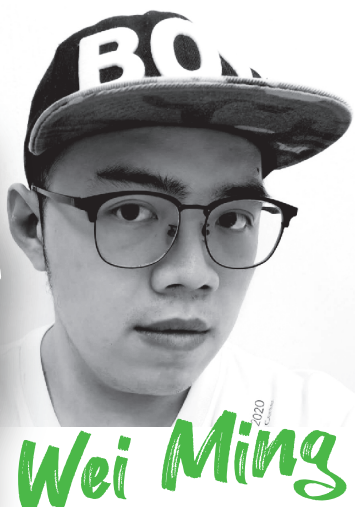
大多数马六甲的老房子有很多娘惹文化的图案，这些漂亮和极富地方色彩的图案纹理可以在地砖和墙上看见。我希望在我开始做之前了解多一些，所以花了些时间收集外观和店屋里里外外可以看见的图案设计。

一旦旧店屋的3d模型是完成后，我使用各种纹理将整个房子映射旧时代的特徵。纹理完成后，我将用一些蝴蝶、灯光、和微风。最后我将使用3D动画来展现旧店屋的氛围。在旧店屋的外部，我使用磨损的纹理来创建效果，作为带出风化和历史氛围的辅助材料，并使用自然光照亮房屋以获得更多真实感。在房子裡，我会用黄色的灯光和木制家具来呈现温暖和旧时的气氛。

希望大家能够了解马来西亚的文化历史，让大家更好的认识我们上个年代的马来西亚。



DREAMER



I'm Wei Ming, and I am currently working as a freelancer. I like drawing, especially character design, and Anime. After two years studies in SUS, I manage to use the skill that I learn to complete client's request. During school days, I did some illustration freelance to gain more experience. I will try my best to gain more experience and skills, and produce even better work in the future.

现在是从事在自由绘画的工作，我本人喜欢绘画特别是人物设计，也很喜欢动态这部分，如愿我经过在学校这2年里的时间后，加上自己的努力并已熟练再技术，并利用这技术去帮助顾客，完成他们的要求。在上学时，我有时也会接绘画的委托，给自己多点不同的经验。我还会更努力更刻苦去练习更多的技术，把更好的作品带给大家。也在此谢谢你们能看到这里。





"Dreamer" is the title of my manga project. In this story, an ordinary student wanted to pursue her dreams become singer. Although she faces various of challenges, such as family issues and doubt, but she overcomes with determination, and achieves her dream. Everyone has aspirations and dreams when they are young, but for various reasons, they give up their dreams and forget their passion. This includes the author in the past.

Hence, I hope this story will inspire others to revive their forgotten childhood dreams and work towards them, offering encouragement to those already on that journey. The author named it "Dream Chaser" because he thinks the name speaks for itself and resonates with most people.

In this manga, the girl has dreamed of becoming a virtual singer since she was young. But she is not talented, and she didn't get support from her family. One day, she

decided to peruse her dream and break free from her family. While she starting her new life, her passion makes people around her change, friends started to support her. Eventually her determination complete her childhood dream.

I hope this manga will inspire people once again and start to pursue their dreams. Do not give up your dream easily, even if you are not young, you still have the chances to chase your dream. Only hard work can light up the journey of hope.

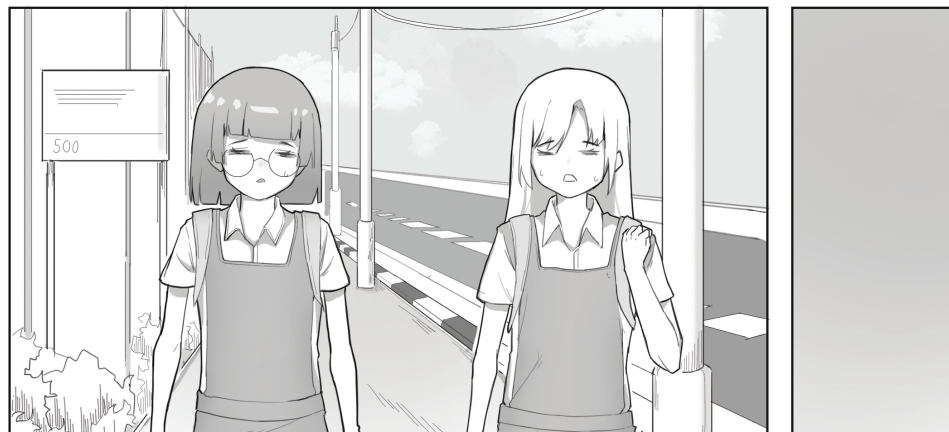
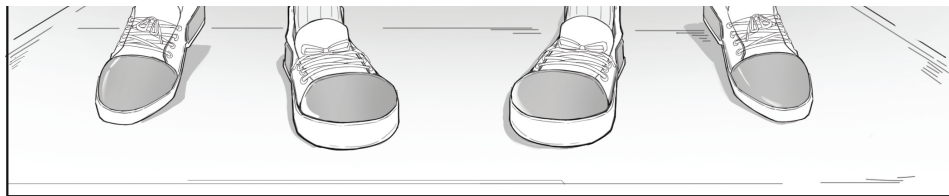




"追梦"是一本漫画书，讲述着一个普通学生，不断地努力去追逐自己的梦想的故事。在这个故事中，女孩以不懈的精神慢慢的解决家人的问题，人们的质疑的种种问题，并且达到自己的梦想，小时候，每个人往往都有理想和追求，都有自己的梦想，但因为种种的原因而放弃自己的梦想，并且开始忘记对梦想的热诚这也包括之前的我。

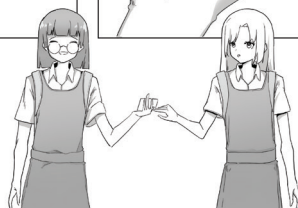
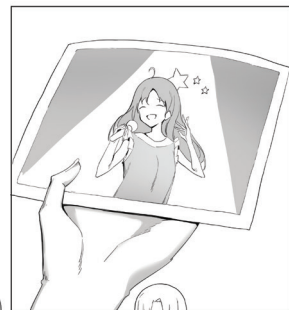
所以我也希望这本书能带给更多人启发，当初设计这本书的目的就是让人们能回想自己最开始的梦想并且开始尝试努力，或是正在为梦想努力的大家给予小小的鼓励。





关于我会把名字取为“追梦”，因为我觉得这个名字一听就会明白，也同时让他更多人产生共鸣。

在追梦这个漫画里，女孩在小时候就有成为虚拟歌手的梦想，可却没有唱歌的天赋。有一天，因家人行为过度管教的打击，让女孩不想再被束缚。女孩重新开始了自己的生活，在途中，朋友全力支持。慢慢在追求自己儿时梦想的道路上脚踏实地，最终为自己的追梦之路画上了完美句点。希望这本书带给别人启发，从而重新拾起昨日的梦想，开始踏向追梦的路程。不要觉得自己包袱多，哪怕你已经老了，还是有资格去追梦且继续坚持自己的梦想。努力才有可能看到希望的曙光。



QUBII

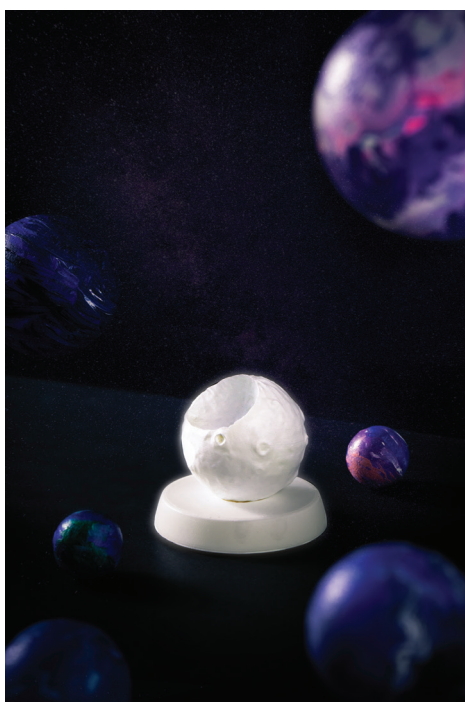


Su Fei

Hello! My name is Khor Su Fei. I am interested in painting, editing, and handy crafts. I'm good at photography, like to capture things around me. I think having a good idea is a wonderful things, it have all the possibilities to touch and attract people. Exploring makes me look forward in life, all the interesting stuff that I see, smell and heard make me drown in the boundless of imagination.

你好，我叫许舒菲。我对绘画，剪辑和手作都很感兴趣，我也擅长拍摄，喜欢到处拍下不同的景色。我觉得只要有想法，它就是能够创造一切的可能性，甚至他的独特性可以吸引很多人。能探索不同的有趣领域是充满期待的，不管是看到，闻到或是听到的，都可以让我沉醉在无边无际想象力。





I have research and found that aroma can relieve stress and relax people, and even exude a different temperament. I like to design series aromas to relieve the pressure that people often face.

Qubii's "Qu" come from the meaning of fun in Chinese, and "Bii" means fragrance. The brand concept presents fragrance products in interesting and unique ways. Mainly presenting breakthroughs, advocating people to de-stress and experience life for themselves, enjoying fragrance, and breaking the stereotypes people have about fragrance.

I combined the logo with liquid elements from Qubii in a modern bold and fun style.



Finaly Product

BE MYSELF

成为自己

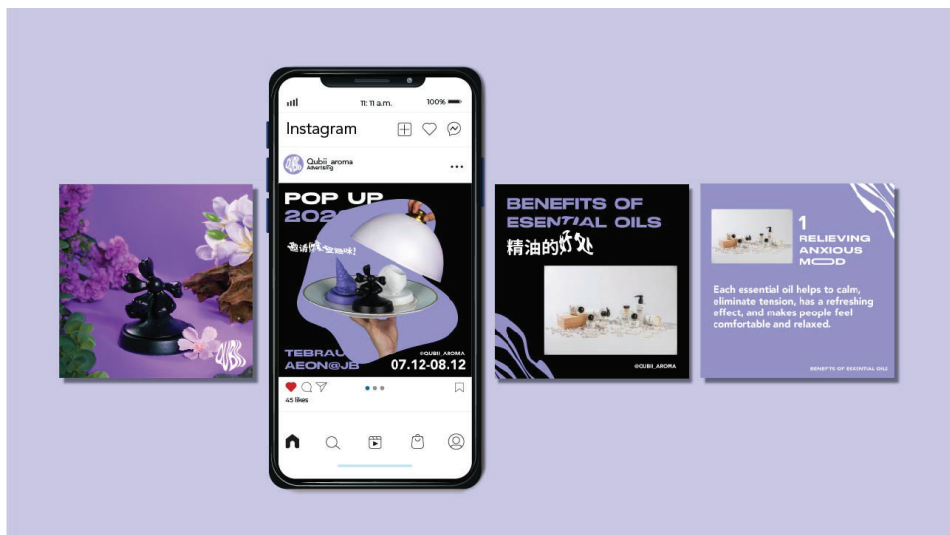


我不完美，但我 _ _ _ 。
NO BE PERFECT, BE _

The theme name of my product that currently launched is "Be Myself" aroma series, I hope people can realize the benefits of aromatherapy from aroma stones. The product shape is designed with the image of "imperfect". What I want to express is: everyone is unique, there is no definition and no label, no one in the world is perfect, we are not perfect but special, we are different in different ways to show your beauty.

I sincerely hope that everyone who uses or knows my brand can think of it when they see it: "Live for yourself."





在经过调查，我发现香气可以让人获得疗愈和放松，甚至还能让人散发不一样的气质。我希望通过设计介绍一个全新的香气，疏解现代人们时常面临的压力。

“Qubii”的“Qu”来自华语有趣的意思，“Bii”意思是香气，品牌理念以有趣且独特不同的方式展现香氛产品，主要呈现突破自我，倡导自我减压和体验生活，享受香薰，并打破人们对香氛的刻板印象。Logo的设计概念，是以现代大胆有趣的风格，结合了品牌“Qubii”和气体的元素。

目前推出的产品主题名字是“Be Myself”的扩香石系列，产品造型以“不完美”的形象设计。

我想要表达的是：每个人都是独一无二的，没有定义也没有标签。世界上没有人是完美的，我们不完美但特别，我们以不同的方式呈现出自己的美好，魅力无限。

我由衷地希望使用或者认识我的品牌的每一个人，看见它的时候都可以想起：“要为自己而活”。



MISS BLACK



Zhi Ling

My name is Koh Zhi Ling, and I am currently engaged in graphic design. Before this, I couldn't even imagine that I would be a designer one day. I am good at drawing and typesetting design, and my usual hobbies are practicing my drawing skills and writing novels. I like to admire the different layouts and illustrations in the book, they can let me learn a lot.

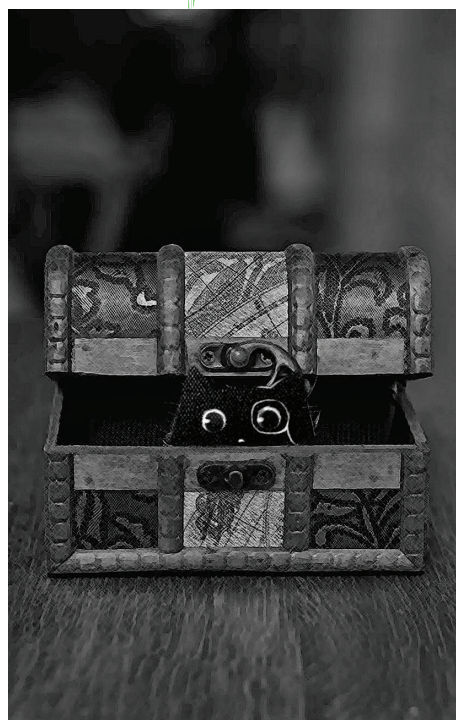
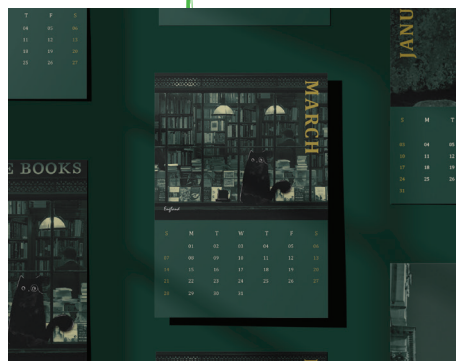
我叫郭紫伶，目前从事平面设计工作。虽然擅长绘画和排版设计平时也爱好是画画和写小说，但在此之前，我无法想象自己有一天会成为一名设计师。我最喜欢欣赏书中不同的排版和插图，它们能让我从中学到很多东西。

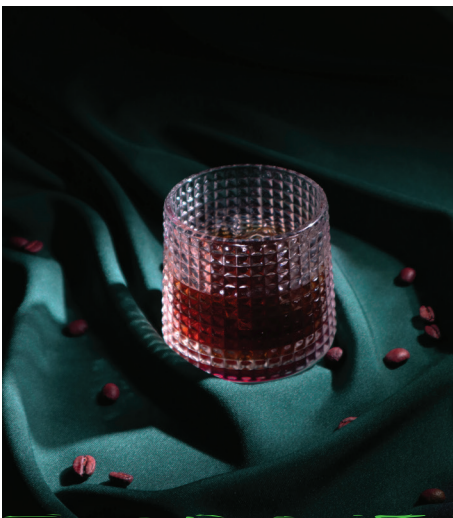




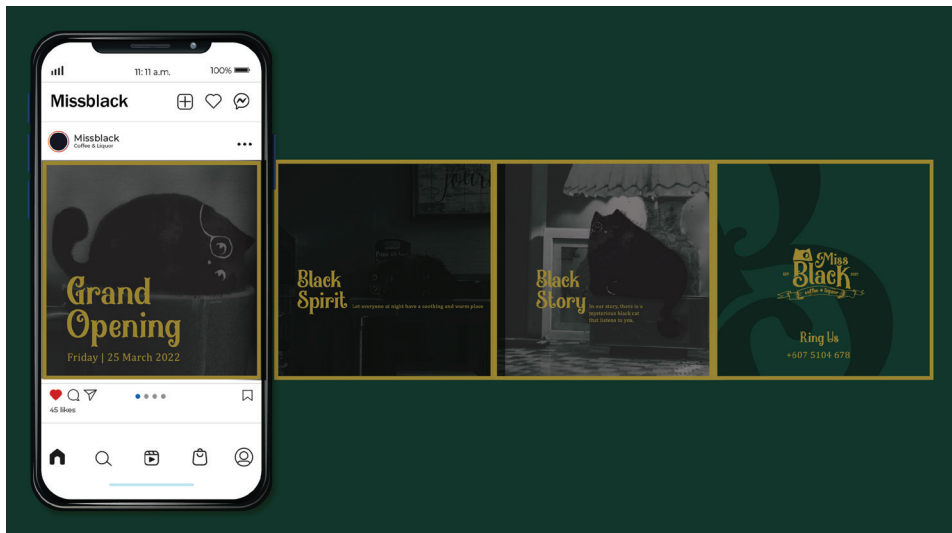
"Miss Black" is an conceptual English-style retro cafe in backstreet alley, only opens after 7 pm. You can find the strong and mellow coffee here, a lazy black cat, the bartender and store manager. This is fun, authentic, and unique branding design for Food & Beverage industry. Overall design is dark, and try to give loner feel quiet and cosy in a very cool environment.

My inspiration comes from Harry Potter and my black cat, which is also the mascot of "Miss Black". I want to bring out the British retro style, combine with favourite cat. "Miss Black" is a magical cat who accompanies a lonely soul wandering around in various countries, no matter when and where, it will always accompany by your side, until you finding a right place to rest.





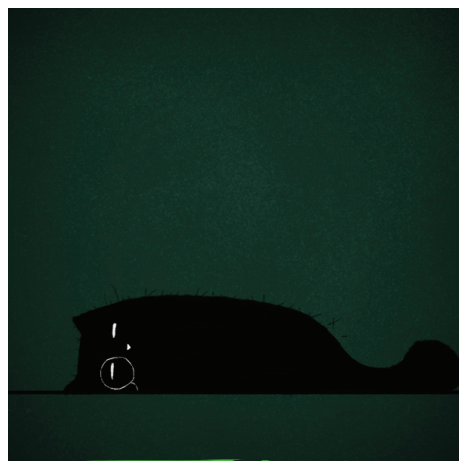
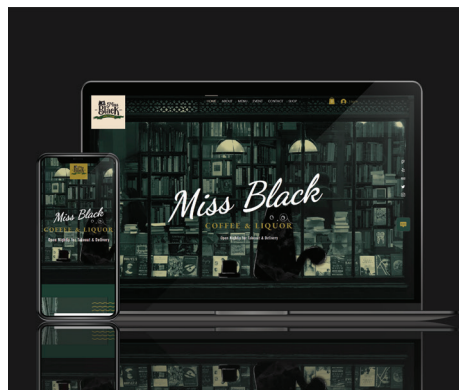
"Miss Black", is a heartwarming and mysterious for people. The sub slogan "Is there for you." Means whenever you need "Miss Black" always there.



“Miss Black”是一个在街角在晚上7点后才开放的英式复古咖啡厅，里面不止有浓郁醇香的咖啡，咖啡调酒，以及一只懒洋洋的黑猫店长。这是一个有趣，真实，且独一无二的饮食品牌设计。整体设计会偏暗让人有种身临夜幕的感觉，每个在夜晚无处可去或者是想独自安静的人拥有一个安静且舒适温暖的地方。

我的灵感来源是来自于我养的一只黑猫，以及对哈利波特的喜爱。我想带出英式复古的感觉，和我猫的结合。在我为“Miss Black”创造的背景故事里，它是一只神奇的黑猫，它陪伴着一个孤苦无依的女孩，在各个国家四处流浪，无论何时何地，它永远陪伴着她，直到最后找到一处安身的地方。

我希望“Miss Black”对很多人而言是一个代表温暖且充满神秘有趣的一个空间。“Miss Black”随时都，就如标语：“Is there for you”。



WHO AM I

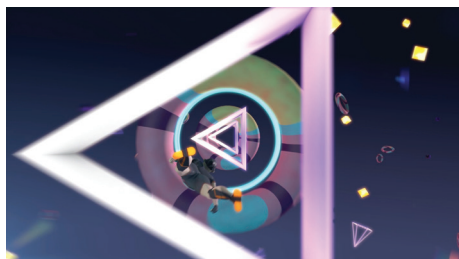


Wang Xuan

Hi, my name is Chew Wang Xuan, I am a multimedia designer. I always work hard to improve my skills and delivering high quality work. My forte is 3d Animation, I enjoy develop from concepts, and breaking them down into visually stunning animation. I am always up for a new challenge and continuously looking for ways to expand my skills and knowledge.

我是周旺玄，是一名多媒体设计师。由于对自己要求较高我需要经付出多一些的努力来提高作品质量。我的专长在3D动画和3D模型。我喜欢把有趣的概念分解成视觉上令人惊叹的作品。我勇于面对新的挑战，并不断寻找提升自己技能和学习更多知识。





The title name "Who Am I", comes from my character "WX_01" who travelled through a black hole to a parallel universe and lost her memory. The character I made is a robot from future, very cool characters and full of advance technology gadget. Her name is "WX_01" WX is wangxuan and this is my name, and her code name is 01, because this is the first character I created.

The formation of a black hole has an extremely powerful gravity that can transport people to other spaces, from which you cannot escape. There is a strong gravitational force in its magnetic field that allows you to move instantly and parallel to time and space.



At the beginning of the story, the protagonist travels to a cosmic space. When she wakes up, she realizes that she's forgotten why she came here. Suddenly, her watch starts counting down and she doesn't know what to do. She runs towards a bright place and jumps into a circle to cross.



Floating in another cosmic space, she encounters many strange-shaped obstacles. After pushing through them, she finds a long tunnel and travels through it to a parallel space. In the middle of the parallel space, there's a bright door. She touches it to see if it's safe and enters a space station tunnel. She passes through a door and arrives in a room filled with high-tech equipment. Her accidental touch causes gravity to go haywire, and she looks out the window to see a spaceship crash. The story ends with her spaceship crashing and exploding...





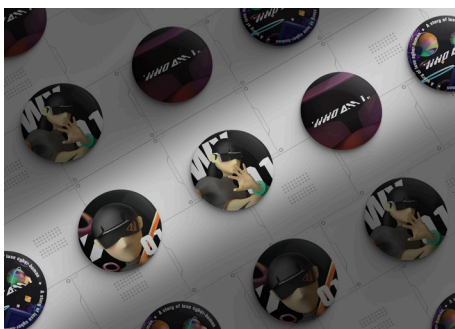
“Who Am I”这个FYP，来自我的3D角色“WX_01”。一个机器人在平行宇宙的黑洞失去了美丽且珍贵的记忆。

现在让我介绍一下我的人物角色，我做的角色是一个未来科技的女机器人，因为我个人更喜欢充满未来科技感的酷炫角色。她叫“WX_01”，WX是wangxuan，这是我的名字，她的代号是01，因为这是我创造的第一个角色。

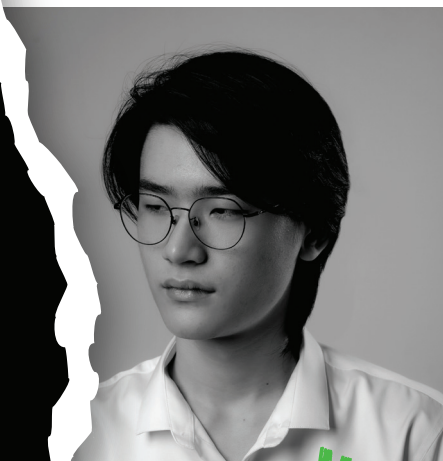
黑洞比宇宙更大，密度与太阳系相似。当质量足够密集时，它可以扭曲时空。黑洞的形成具有极强的引力，可以把你带到其他空间让你无法逃脱。在其磁场中有强烈的引力，可以瞬间并行于时间和空间移动。

故事一开始，主人公前往一个宇宙空间。当她醒来时，她意识到她忘记了她为什么来到这里。突然，她的手表开始倒计时，她不知道该怎么办。她向着一个明亮的地方跑去，然后跳进了一个圈子。

在另一个宇宙空间中漂浮，她遇到了许多形状奇特的障碍。穿过它们后，她发现了一条长隧道，穿过它到了一个平行空间。平行空间中间有一扇明亮的门。她触摸它以确定它是否安全，然后进入了一个空间站隧道。她穿过一扇门，到达了一个装有大量高科技设备的房间。她的意外触摸导致重力失控，她向窗外望去，看到一艘宇宙飞船坠毁。故事以她的飞船坠毁和爆炸而告终。。。



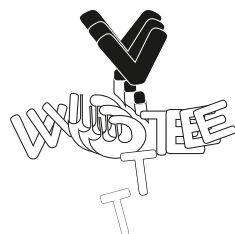
MY VOTE



Xiang Jing

My name is Tan Xiang Jing, graduated from SUS Academy. My interest is 3D design and animation. I like seeing my ideas become a reality. It is like making a dead object into an object with a soul. After two years of continuous hard work and study, I have completed my studies and used my skills to do what I want. Currently, I am working as a motion designer. I want to learn more about graphic design, photography and drawing. With a passion for design and the desire to improve myself, I will not regret my choice.

我的兴趣是3D设计和动画。我喜欢看到自己的想法变成现实，就像把一个死物变成一个有灵魂的东西。经过2年的不断努力和学习，我已经完成了学业，并用我的技能做我想做的事。目前我是一名全职动画与媒体设计师。但我不会停止学习，因为我想学习更多关于平面设计、摄影和绘画的知识。怀着对设计的热情和提升自我的愿望，我不会后悔我的选择。





This project is "My Vote", a promotional animation that encourages everyone to vote. Regardless of skin colour, race or gender, it would help if you voted as long as you have the right to do so.

You can pronounce it "My" Vote or "M" "Y" Vote. This is because MY means "my" and is an abbreviation for Malaysia. There are two ideas for this logo. First, my vote represents voting rights. Second, voting in Malaysia means everyone, including you and me, has the right to vote. Everyone is one vote for Malaysia. The logo has a blueprint representing the voting mark. The cyan logo means voting is healthy behaviour. (good behaviour) The 3D logo changes colours for a sedate feel as they are applied in different places. The application of 3D logos is biased towards promotional types such as trailers and posters.



The story of a girl who does not believe in her country. She does not listen to others and is always unwilling to vote. One day, an extraordinary older man conversation changes her mind, she able accept the Malaysia being the "imperfect".



In the scene, there is a bald Chinese uncle, Chinese primary school classmates, Malay costumes and Indian beards, nasi lemak, Hainan coffee, toast and Malaysian pastries. In addition, I also made coffee brewing tools, including hot water cylinders, coffee pots, milo jars, and milk and ice water glasses.

Under this project, I made a board game called "ELECTION", combining voting and constituency elements. Players can buy constituents with votes; the key to victory is the number of votes. The player with the most votes can win. I also added some interesting elements, such as replacing chance cards with newspapers because politicians are often in newspapers. And this has four colours (blue, red, yellow, and green) are the colours of the four political parties in Malaysia. The big one is for players to operate, and the small one is the mark for buying constituencies.





这个FYP标题是“MY VOTE”。MY VOTE是一部鼓励大家投票的宣传动画。无论肤色、种族或性别如何，只要您有权投票，就应该投票。你可以发音为My Vote或“M”“Y” Vote。这是因为MY是“我的”的意思，也是马来西亚的缩写。这个标志有两个想法。首先，我的一票代表投票权。第二，在马来西亚投票意味着每个人，包括你和我，都有投票权。每个人都有权利投给马来西亚一票。该徽标具有代表投票标记的蓝图。青色标志表示投票是健康良好的行为。3D logo改变颜色是为了有稳重的感觉，应用在偏向宣传类型，例如：预告片片和海报。

在这个项目下，我做了一个名为“ELECTION”的棋盘游戏，结合了投票和选区的元素。玩家可以用选票购买选区，选票的多少是胜负的关键。得票最多的玩家可以获胜。当然我加入了一些有趣的元素，例如：用报纸代替机会卡，因为政客经常出现在报纸上。而这个有四种颜色(蓝、红、黄、绿)是马来西亚四个政党的颜色。大的是给玩家操作的，小的是买选区的标记。

这个故事的大纲是一位不想投票的女孩和一个老人的邂逅。她不听很多人的劝告，不愿意去投票，但在与老人交谈后改变想法。我制作了很多充满回忆的人物和场景，以展现真实的马来西亚。比如光头华人大叔，华人小学同学，马来服饰和印度胡须，还有椰浆饭、海南咖啡、吐司和马来西亚糕点。另外，我还做了咖啡冲泡工具，包括热水缸、咖啡壶、美禄罐、牛奶和冰水杯。

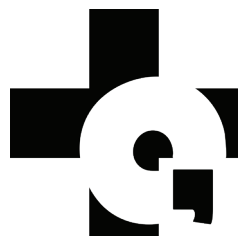


LITA



Hi, I'm Tay Wei Yuan and I am a designer majoring in UI and Graphic design. I learn a lots of UI design, video edit content, and brand advertising, throughout my studies and working experience. I have a strong conception of the advertising the products and services. I enjoy working with groups, and try to help my colleague and client as much as I can.

你好，我是郑苇苑，我是一名设计师，主修UI和平面设计。从学校，实习到工作我学习到很多，UI设计，视频编辑内容，和品牌设计的经验。我对产品和服务的综合体验有很强的概念。我喜欢与团体合作讨论项目，在我的工作领域帮助同事与客户。





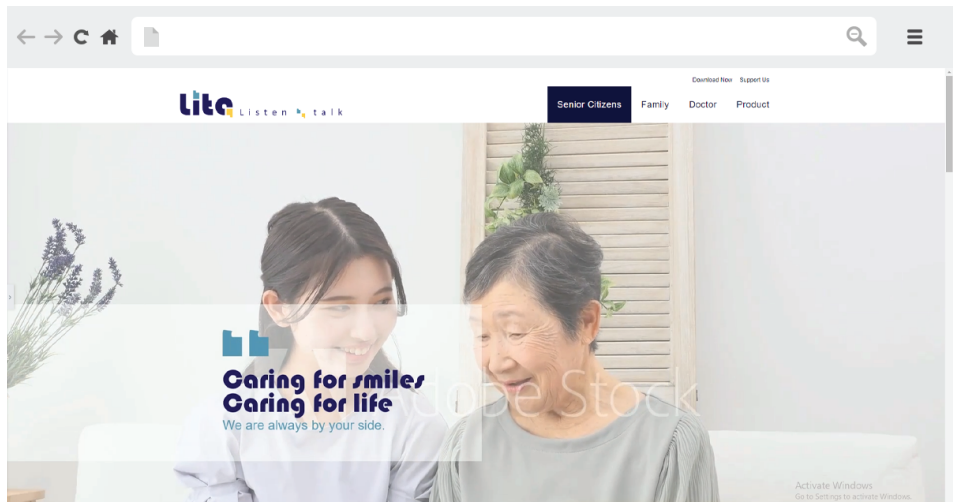
"Lita" is a mobile application provides medical information for elder generation. This application focus on creating a convenient and ease to use interface, It also connects third parties (family members and hospitals) to monitor the physical condition of elderly. With this app, I hope elderly can manage to use smartphone to check their personal detail. And also to increase the efficiency and improve communication between doctors or nurses and the elderly or their families.

"Lita" provides communication, entertainment and reminders for elder generation. Their children are able to check the physical condition remotely, and speed up the communication process between doctor and patient. It is very helpful to make correct decision in the emergency situation. Except that's, doctor can also able to review the daily habits and health data.





I have learn a lot through this project, I hope I can use design to help more people.



“Lita”是一个为老年人提供医疗服务的移动应用程序。其主要是为老年人创建一个更方便和容易理解的应用程序。它连接了第三方(家庭成员和医院)，能够了解或监测老年人的身体状况。老年人也可以更方便使用智能手机去检测。同时医院也可以提高工作效率，改善医生或护士与老人或其家人之间的沟通问题。

“Lita”也为老年人提供了一个社交、娱乐和提醒的功能。他们的子女能够远程了解老年人的身体状况，还可以提供给周围的人，方便在紧急情况下能第一个时间做出决定。医生也可以通过程序看到老人健康指数，和平时生活习惯。

通过这个项目，我学到了很多关于医疗护理和老年人需求的知识，我希望用我学的知识帮助更多的人。



[illegible]

LOOKING TO RECRUIT OUR GRADUATES?
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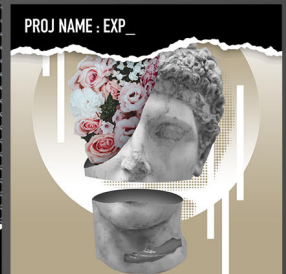




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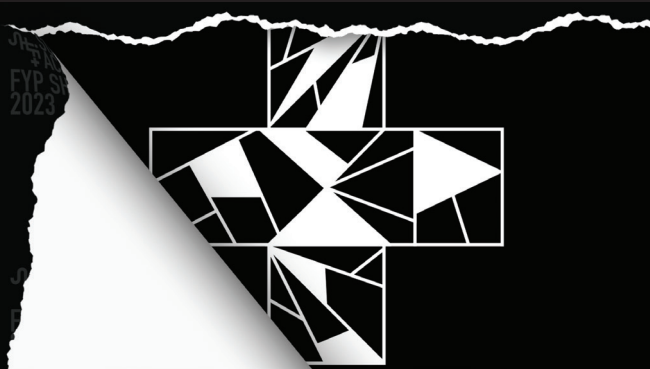
SHOWREEL

Animation



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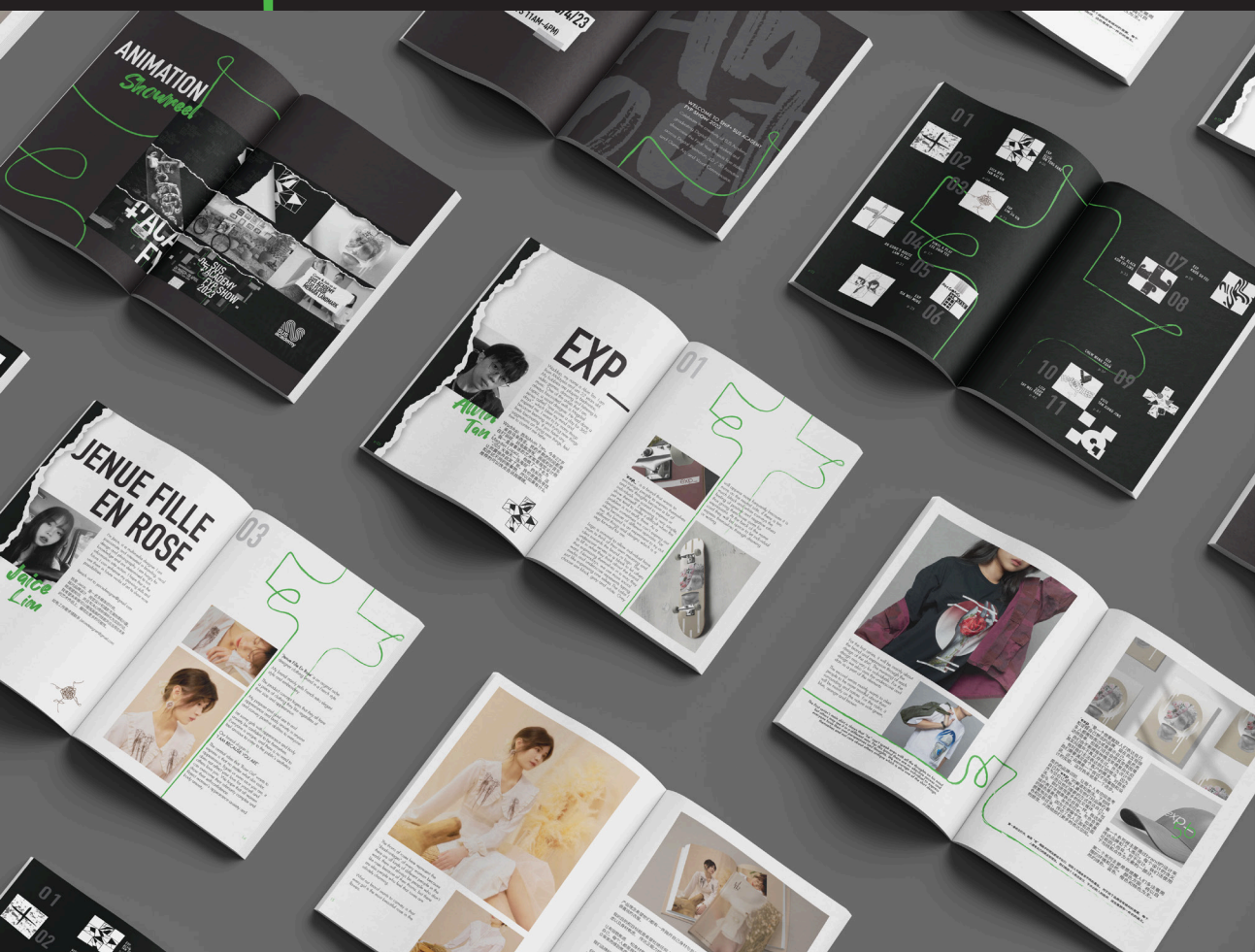
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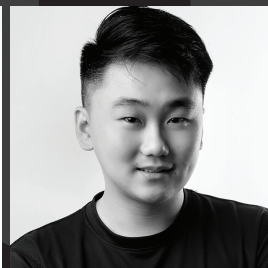
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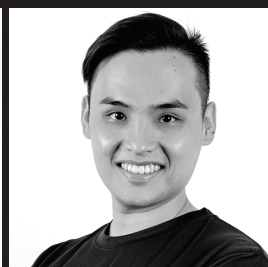
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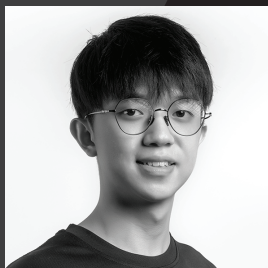
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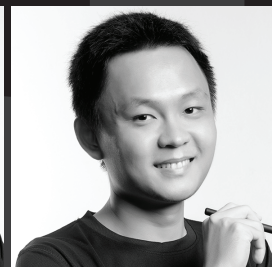
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