



01 彭鳳珠主任(左三)帶領動畫學程師生團隊至 Studio2 公司與邱立偉導演(右三)洽談產學合作案
Chair Rachel Pong (彭鳳珠, third from left) led the BPCA team to visit Director Chiu Li-Wei (邱立偉, third from right) at Studio2 to discuss the collaboration project.

電腦動畫學士學位學程 參與動畫製作的第一座金馬獎

彭鳳珠 | 電腦動畫學士學位學程主任

也許很多人會好奇，臺灣電影界最重要的年度盛事——「金馬獎」怎麼會和大學有關聯？實踐大學電腦動畫學士學位學程(以下簡稱動畫學程)如何做到教學與產業緊密接軌，並使產學合作成果獲得高度的肯定？

榮獲金馬獎高度肯定

時間推移至 2020 年秋天，動畫學程與 **Studio2 動畫公司** 產學合作，共同製作 3D 動畫電視系列影片《未來宅急便》，並獲 2021 年第 56 屆金鐘獎最佳兒童電視動畫影集。之後該公司持續籌備企劃《未來宅急便》電影版，由於之前的產學合作案，動畫學程參與學生的優秀表現，使該公司對我們的專業教學與學生能力產生高度認同，於是總導演邱立偉再次邀請我們參與 2D 特效與動態(2D special effects & action)及 3D 角色表演(3D animation)的製作，並規劃於 2023 年 1 月初至 6 月底執行。



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《八戒》劇照 (Studio2 提供)
Image from the animated film *Pigsy* (Image courtesy of Studio2)

動畫影視產業對於動畫電影製作技術與品質的要求，皆有極高的標準，動畫學程勇於接受此一挑戰，積極籌組製作團隊，挑選大二至大四優秀且參與意願高的 24 名學生以及 3 名甫畢業的校友。在專精 2D 動畫的賴俊英、彭鳳珠老師及負責 3D 角色表演的陳奕辰老師帶領下，經導演高度嚴格的技术要求與控管，耗時半年餘，終於完成《八戒》2D 特效動畫的 226 個鏡頭及部分 3D 角色表演。《八戒》入圍第 60 屆金馬獎最佳動畫片、最佳動作設計二項大獎，也是唯一入圍動畫片的電影，最終榮獲最佳動畫片，目前亦入圍多項國際影展，期待將有更多獲獎佳績。

畢業即就業的專業累積

每一項產學合作案的製作過程，動畫學程學生團隊都視為全新的學習與挑戰，學生忙於課業之

餘，須騰出額外的時間全心投入，並配合不同專案需求調整工作模式，犧牲假日、壓縮生活作息時間。尤其是基於對製作品質的嚴格要求，指導老師反覆技術退修及導演反饋意見，也讓學生感到相當沮喪、挫敗，壓力亦隨之出現，在考驗學生抗壓性的同時，老師也必須陪伴並輔導學生走過身心煎熬的過程，進而齊力完工。

其實這些過程才是學習重點，壓力可以使學生成長，動畫專業能力學習的核心在於不斷適應技術品質退修，以修正缺點並增進對產業界專業標準的認知，藉由溝通、理解、適應及工作領域的投入與時程的配合等，獲得如同在產業工作中的實務經驗。學生一點一滴累積自身的專業能力，若能達成業界要求的技術品質，「畢業即就業」並非難事。



做中學的專業學習效益

值得一提的是，《八戒》全片皆以 3D 製作，動畫學程參與協助的部分是 2D 特效與動態，所使用的電腦手繪特效風格，有別於軟體中程式參數設計所衍生的特效。動畫師(animato)以手繪創造的特效美學，搭配 3D 角色與場景，獨具風格，導演非常滿意，引以自豪。這也是動畫學程教學特色之一，堅持在大一必選修專業課程，教導學生基礎動畫原理、強化角色造型、骨架結構、美術色彩、透視空間學、角色表演及特效呈現的 2D 手繪技巧，以奠定學生專業的動畫觀念及製作技術的基礎，才能促使他們以實作專案學習更進階的專業技能，成就每一屆動畫學程的學生都能順利完成產學合作專案。

《八戒》預計於 2024 年 5 月公開上映，目前片尾製作名單雖無法公諸於世，但邱立偉導演對學生

團隊說：「你們是本公司全臺灣合作製作團隊中，唯一的大學學系」，這句話代表對動畫學程教學的認同。自 2016 年成立至今，動畫專業教學理念逐步落實，每年學程教師積極引進規模不一的動畫相關產學合作專案，或自行開發動畫系列短片，帶領各年級學生參與製作，並鼓勵學生自大一開始創作動畫短片。同時，推動學生以「做中學」的方式學習，強化動畫專業技能，增加大量實戰經驗，達到「畢業即就業」的目標。從電視動畫影集到動畫電影製作，動畫學程學生日益茁壯，誠如邱導演所言，「**我們是全臺灣唯一可以做到的學系**」，有此佳績，歸功於動畫學程專業教師團隊及對動畫充滿熱忱且認真學習的學生。期許未來，無論是師生個別獨立創作或產學合作專案，下一部動畫片將有更好的成績，讓我們拭目以待！■

The First Golden Horse Award for Bachelor Program in Computer Animation

Rachel Pong (彭鳳珠), Chair of Bachelor Program in Computer Animation

Some people might wonder, what does a university have to do with the **Golden Horse Awards**, the most iconic event of the film industry in Taiwan? How did the **Bachelor Program in Computer Animation (BPCA) of Shih Chien University** create such close collaboration between teaching and the industry? How did the program achieve such success in its university-industry partnership?

A great honor to win the Golden Horse Award

In the fall of 2020, the BPCA started its collaboration with **Studio2**, a local animation studio, to create the 3D animated TV series *Piggy Express*, which won the Best Animated Show at the 56th Golden Bell Awards in 2021. Following the initial success, Studio2 went on to the preparation of the film version of *Piggy Express*. As Studio2 was deeply impressed by the performance of our students in the previous collaboration, Chief Director Chiu Li-Wei (邱立偉) invited us again to participate in the making of 2D special effects & action and 3D animation. The work was to be carried out during the first half of 2023.

The animation industry has very high standards in the skills and quality when producing animation. The BPCA took the challenge and formed a team of 24 students from sophomores to seniors as well as three new graduates. Under the guidance of Associate Professor Archer Lai (賴俊英) and Chair Rachel Pong, both of whom specialize in 2D animation, and Senior Lecturer Chen Yi-Chen (陳奕辰), who was responsible for the 3D characters, the team took about six months to create the 226 shots comprising of 2D special effects & action and parts of the 3D character's performance for the animated movie *Piggy*. *Piggy* was nominated for the **Best Animated Feature and Best Action Choreography** at the 60th Golden Horse Awards. It was the only film nominated for **Best Animated Feature** and eventually won the award. Currently, the film has been nominated at many international film festivals.

Strengthening employability through experience in the industry

Our students see every university-industry collaboration as a new opportunity to learn and challenge themselves. Apart from their classes and school assignments, they needed to spend extra hours on the project. They were required to adapt to the way they worked, based on the needs of different projects, often sacrificing holidays and countless hours of sleep and rest. Due to the rigorous quality requirements of the work, supervising professors and the director would constantly require revisions and they would give feedback. All these setbacks made students frustrated and stressed. It was a test of their resilience. The professors were there to help the students manage stress and deliver the work on time.





06 參與製作的大三學生與金馬獎獎座合影
A junior student with the Golden Horse Award, who participated in the making of the film.

07 動畫學程師生團隊與 Studio2 公司團隊合影
BPCA students and professors with the Studio2 team

In fact, the process was the key to the learning experience. Stress helps students grow. The key to becoming a professional animator is to be comfortable with the constant revision requirements and improve one's skills to keep up with industry standards. Through repeated communication, understanding, adaptation, devotion to work and adapting oneself to

a work schedule, students acquire real-life experience of working in the industry. Gradually, our students acquire the professional skills through this process. Once they meet the quality requirements in the industry, they develop the necessary employability skills that make them ready for jobs in the real world.

08 09 學生團隊在學校電腦教室工作實況
BPCA students working in the computer classroom.



The effect of learning through doing

It's noteworthy that *Pigsy* is a 3D animated film and BPCA students participated in the making of 2D special effects & action. The computer effects used were different from those created through computer parameters. The aesthetics of the hand-drawn effects created by the animator, together with the 3D characters and scenes, were unique in style. The director was very satisfied and proud of the work. This is a feature of our program, which requires students to take professional courses in the first year, including basic animation theory, character design, framework, colors, perspective, character performance, 2D hand-drawn skills, and so on. With sound fundamental training, the students become ready to acquire more advanced skills in industry projects. We hope all our students have the skills required to participate in academia-industry collaboration projects.

Pigsy is due to be released in May 2024. While the closing credits are not available to the public yet, Director Chiu Li-Wei has told our team, "You are the only university we worked with in the production of the film." It was a great boost to our program. Since its establishment in 2016, the BPCA

has step by step implemented elements in our modules to achieve our vision. Every year, our faculty members work hard to find university-industry partnerships or launch our own animated short films. We support all our students in participating in these projects and encourage them to start making their own animated short films in the first year. By urging students to learn by doing and strengthening their professional skills with abundant experience in the industry, we hope to effectively enhance the employability of our students. From animated TV series to animated films, BPCA students continue to grow. Just as the director said, **"We were the only university program that could do it."** We had such an achievement because of the faculty team and students, who are enthusiastic about animation and work extremely hard. Whether it is in our individual work or university-industry collaborations, we hope the next animated film will keep getting better. ■

