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修正投稿比賽作品

Making adjustments to the work before entering Pixiv's competition.

書局的那一本畫冊：我的夢想我的路

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2024 Pixiv 台灣學生 U22 插畫比賽 大專院校組最優秀獎

2024 年 6 月，當時就讀本校高雄校區電腦動畫學士學位學程二年級學生黃靖雯，以網路插畫筆名「立青」將作品〈等公車〉參加知名插畫漫畫網站 Pixiv 所主辦的「台灣學生 U22 插畫比賽」，榮獲大專院校組最優秀獎，她的作品也收錄於該網站及全球發行的實體畫冊 *Artists in Taiwan* 中。

12 月中旬某個午後，在校園遇見靖雯，她淡淡地跟我說：「老師，我前一陣子得了一個獎」，邊說邊滑手機上的網站資訊與我分享，當下我的喜悅之情溢於言表，也為她高興。

進入電腦動畫學程 插畫創作精進有成

靖雯在高中時期每天下課總會繞到學校附近的誠品書店，只為翻閱最愛的那一本畫冊，也就是 Pixiv 網站出版匯集全亞洲最頂尖的插畫師作品集，她期許有一天自己的作品也出現在這本畫冊裡。於是她存錢

買一個小 iPad 開始努力練習電繪，也接廉價委託案，通常以遊戲或日式動漫角色設計居多，高中畢業後決定以本校電腦動畫學程為第一志願，也如願錄取就讀。

靖雯從小至高中並非就讀美術班，藉由大一修習基礎素描、基礎美術與色彩學、企劃創作基礎及透視技法等課程，有助於她在插畫創作的精進。過去她只以畫「角色」為主，但經過透視學與場景空間的練習、色彩的認識與玩色嘗試後，在她大二後的作品中，角色背後開始出現場景空間的創作，線條與顏色的處理也更顯自信。

靖雯自進入大學起須獨立負擔自己的生活費，於是她選擇網路接案，除了繁重的作業外，她還要完成委託的工作，所以她努力練習繪畫速度及嘗試不同繪畫風格。每次看到她趴在一臺小小的 iPad 上認真畫作業或創作時，不由自主地勸她是否換大螢幕繪圖或借教室的繪圖螢幕，她總是說：「我再畫快一點，賺了錢會換好一點的 iPad。」看著眼前瘦小的身影與堅定的眼神，覺得一陣心疼，這個努力的女孩，幾年來一直朝著她的夢想前進，如今已達高中時期的目標。

雖然靖雯只是為了一本畫冊，但仔細瞭解 Pixiv 網站，發現它是提供全球插畫漫畫愛好者的交流平臺，目前全球會員登記數已突破一億，每年作品數量也超過二千多萬件，她的作品能在此網站

上獲獎留名，真的非常不容易。她的得獎作品〈等公車〉場景繪出臺北地標與城市風貌，可說是為臺北行銷。如今她獲得 Pixiv 網站主辦比賽的大獎，身價也因此水漲船高，商業委託案接踵而至，委託方至少需排隊一年才能收到她的作品，社群粉絲也越來越多，已晉升為專業插畫師。

朝角色設計師前進 邁向產業人才之列

目前靖雯已是本學程三年級電腦動畫 2D 組的學生，希望畢業後成為遊戲或動畫公司的角色設計師 (Character Designer)。我指點她在這個領域若要有競爭力，必須學好 2D 角色動態，並設計出成熟、辨識度高、性格生動鮮明的角色，才能符合產業界的專業需求。然而回歸至專業課程的學習，這勢必將瓜分她接案工作的時間，所以眼前的學習與工作、插畫師與動畫角色設計師的選擇，儼然已成為她的另一項考驗。插畫師與動畫角色設計師本是兩條一樣的路，只要持續強化專業能力，不放棄學習動畫，兩者相輔相成，未來之路一定會更加寬廣。

另外，我建議靖雯規劃更長遠的人生目標，未來如有機會可接受赴歐美或日本工作的挑戰與歷練，走出狹隘的工作場域，邁向國際化產業人才之列，再登上世界插畫或動畫設計師領域之巔，成就自己更大的夢想，也將成為我們引以為榮的實踐之光。■

02 大二時期作品
Works in the sophomore year





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黃靖雯充分掌握時間繪圖

Huang makes good use of every bit of time she has.

The Art Book in the Bookstore: My Dream and My Journey

Rachel Pong (彭鳳珠)

Associate Chair of Bachelor Program in Computer Animation

Best Award in U22 category of Pixiv Taiwan U22 Student Award 2024

In June 2024, Huang Ching-Wen (黃靖雯), a sophomore in the Bachelor Program in Computer Animation (BPCA), based at the Kaohsiung Campus, entered the **Pixiv Taiwan U22 Student Award 2024** with her work *Waiting for the Bus* using her artist's name "Li Ching" (立青). She won the **Best Award in the U22 category**, and her work was published on Pixiv's official website and in the book *Artists in Taiwan*.

On an afternoon around mid-December, I ran across Huang on campus. "Ms. Pong, I won an award recently," she told me while scrolling through on her phone to show me the information on the website. I was very happy for her.



04 於大一入學時即自我期許能成為「動畫人」，左邊是她設計的角色，並畫出 2D 跑步動態。
Huang wanted to devote herself to animation as a freshman. The drawing on the left was the character she designed, a 2D running character.

Honing her illustration skills in BPCA

When she was in high school, Huang visited the nearby Eslite Bookstore every day after school to look at her favorite art book, the book published by Pixiv with works of leading illustrators in Asia. She hoped one day her work would be featured in the book. She saved enough money to buy a small iPad to start practicing digital illustration. She got commissions on designing characters in games or for Japanese anime while charging minimum fees. Upon graduation, she got accepted to study at her top choice program — Shih Chien University's BPCA.

Having never trained professionally, Huang took several courses to hone her skills during the freshman year, including basic sketching, basic arts and color theory, basics on creative planning and perspective drawing. At first, she only drew characters. Having learned about perspective, space and different color combinations, Huang started adding space and environment to her work with characters and became more confident in her use of lines and colors in her sophomore year.

Having to cover her expenses on her own, Huang started getting commissions online. In addition to the heavy workload from school, she had to work on commission jobs. She worked hard to speed up her work and tried different styles. Every time I saw her working hard on her small iPad, I couldn't help but suggest that she switch to a bigger screen or borrow the drawing tablet in the classroom. "I'll draw faster. When I have enough money, I'll switch to a better iPad," she responded. I hoped there was something I could do for her, seeing the strong resolve of this thin little girl. Huang worked extremely hard to reach her dream, and now she has finally achieved what she has always dreamed of since high school.

Pixiv is an art platform for the illustration community around the world, with more than 100 million members and over 20 million artworks submitted every year. It is truly amazing that she won the award despite the fierce competition. Her award-winning work *Waiting for the Bus* depicts a landmark in Taipei and the cityscape, an excellent work to promote the city of Taipei. Huang has been receiving tons of commission requests since winning the award. Her clients now need to wait for a year before they can collect their commissions, and her social media following has also increased. Huang is now a professional illustrator.

Becoming a character designer

Now in the third year of the program (2D computer animation), Huang hopes to become a character designer for video game companies or animation studios. I

suggest that, to have a competitive edge in the field, she must master 2D characters to design mature, highly recognizable and vivid characters, as required in the industry. However, the commitment means that she can't devote the same amount of time to her commissioned work. Currently, the balance between learning and work, as well as the choice between being an illustrator and a character designer, has become a huge challenge for her. Being an illustrator and being a character designer both lead to the same path. As long as she continues to strengthen her professional and animation skills, she will without doubt enjoy more career options in the future.

In addition, I suggest planning further to embrace the challenges and experience of working in Europe, the U.S. or Japan. I encourage her to broaden her horizons and become a leading illustrator or animation designer on the world stage, achieving a bigger dream of hers and making us proud. ■



05 大一時期作品
Work in the freshman year

06 在專業教室作畫
Drawing in the classroom.





黃靖雯(立青)得獎作品 - 等公車
Waiting for the Bus by Huang Ching-Wen (Li Ching)

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