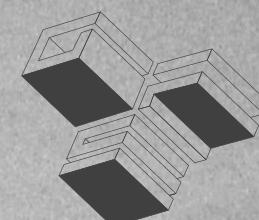


KÜTAHYA DUMLUPINAR ÜNİVERSİTESİ

FACULTY OF FINE ARTS

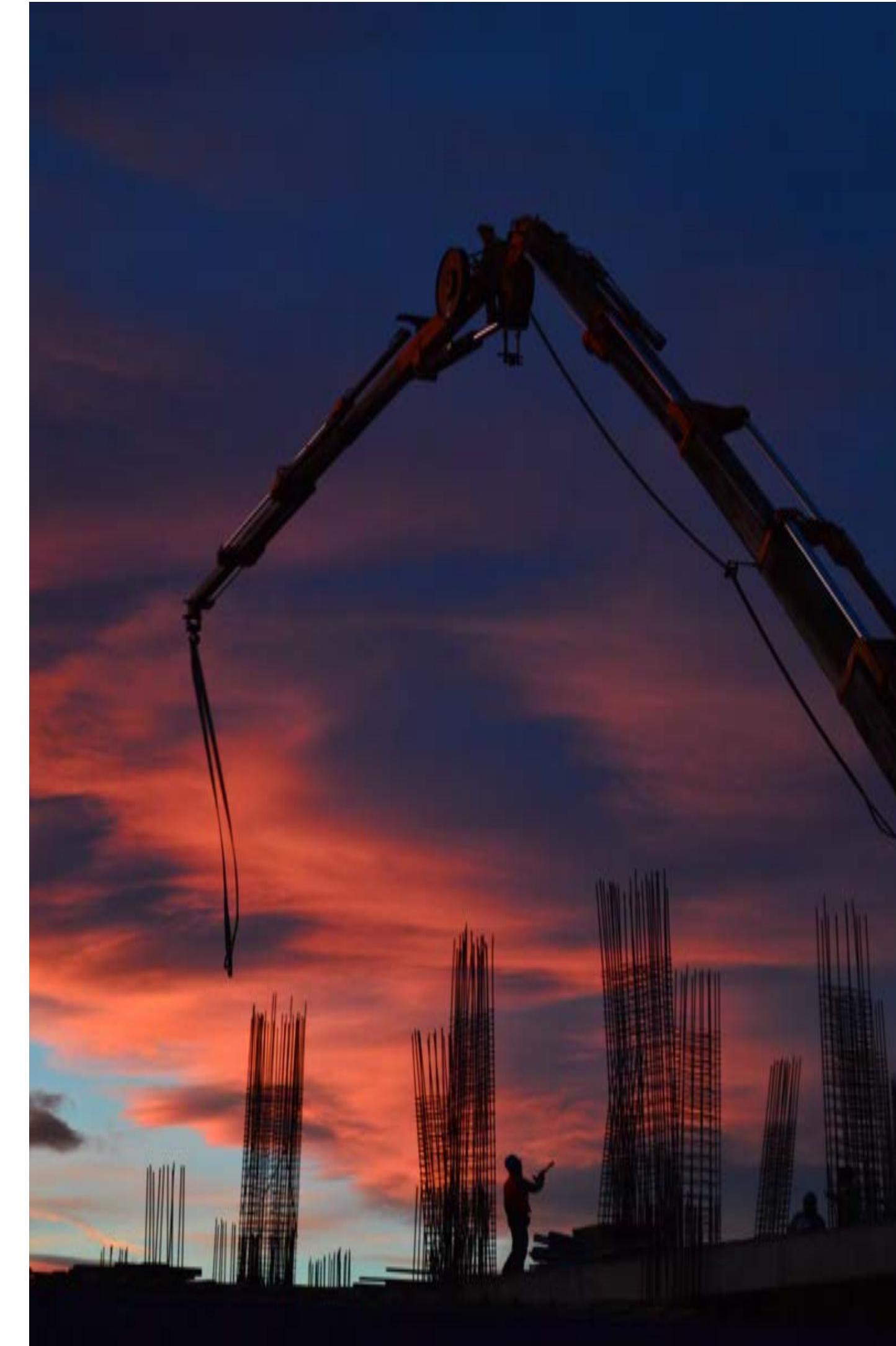
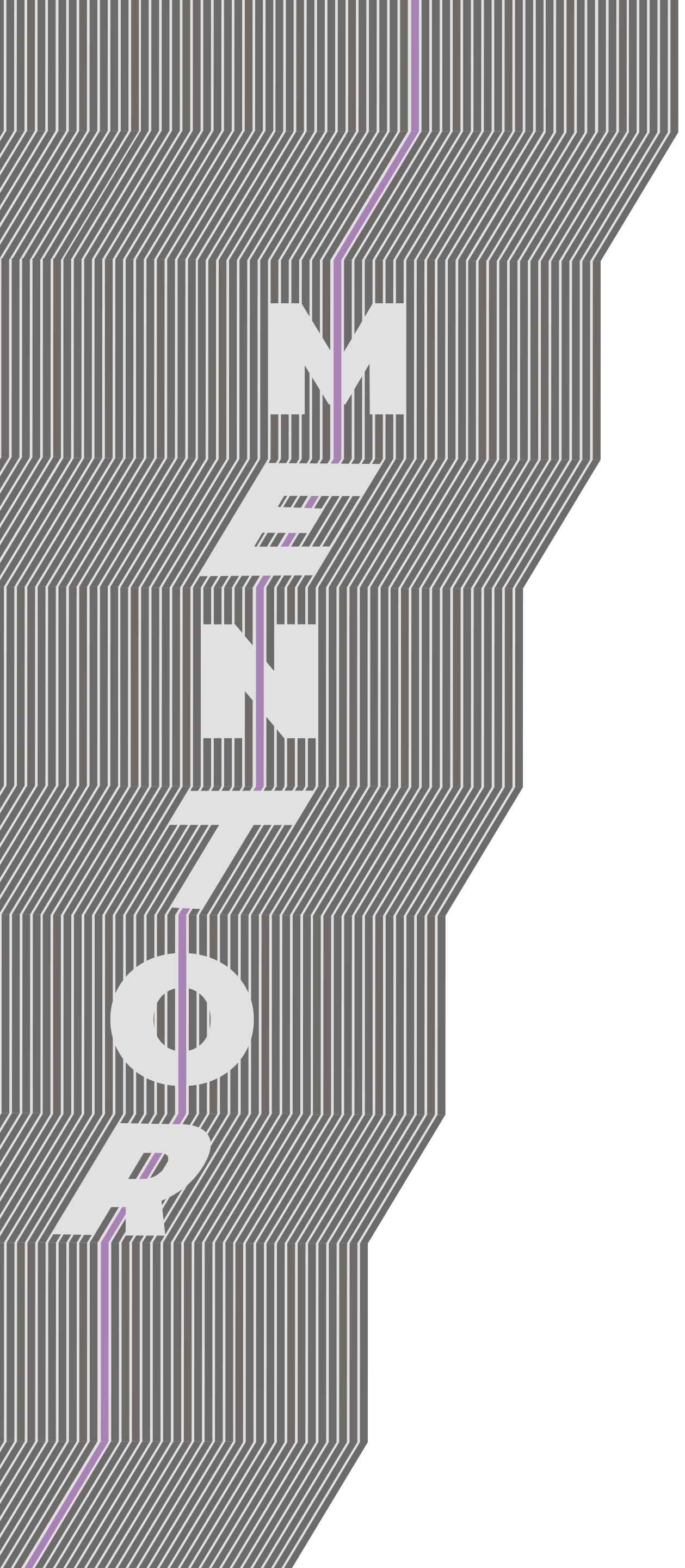
Cartoon and Animation Department



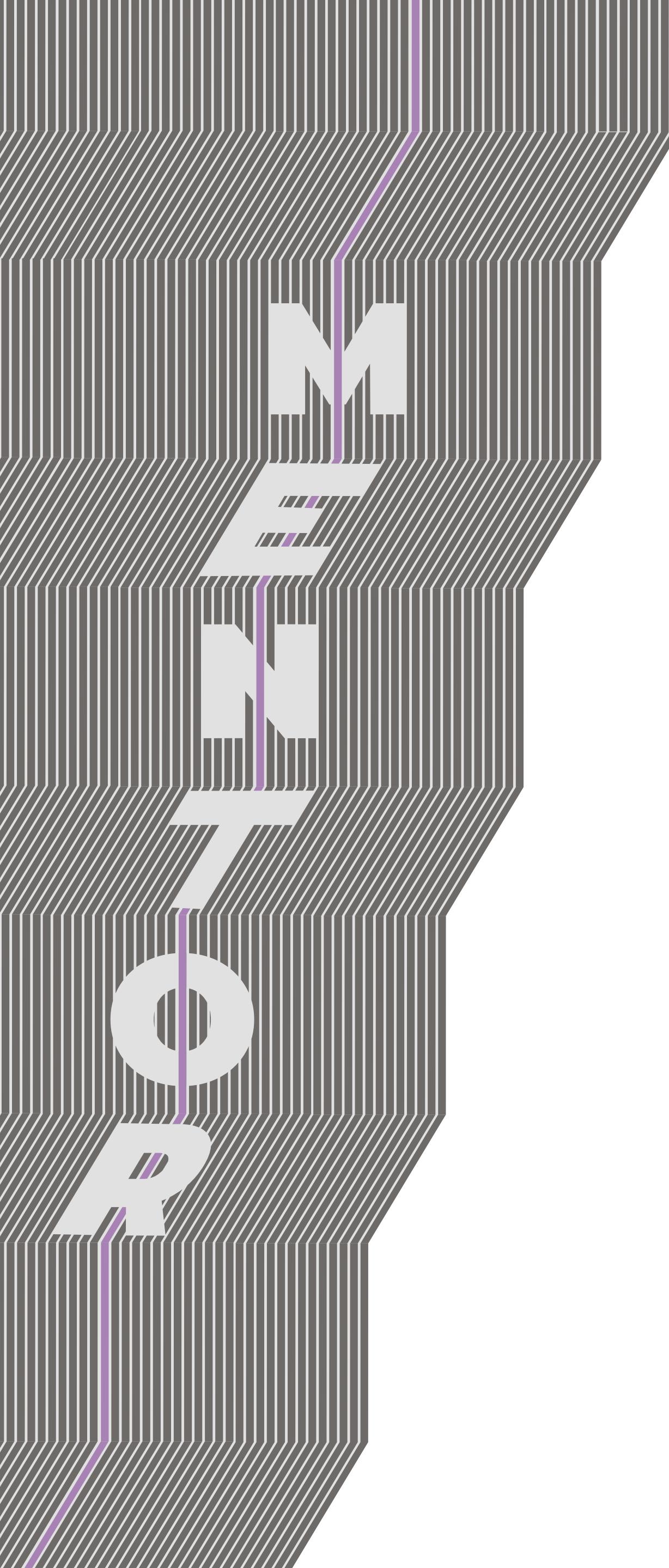
# Davetli Uluslararası Dijital Sergi

13-20 Şubat 2023

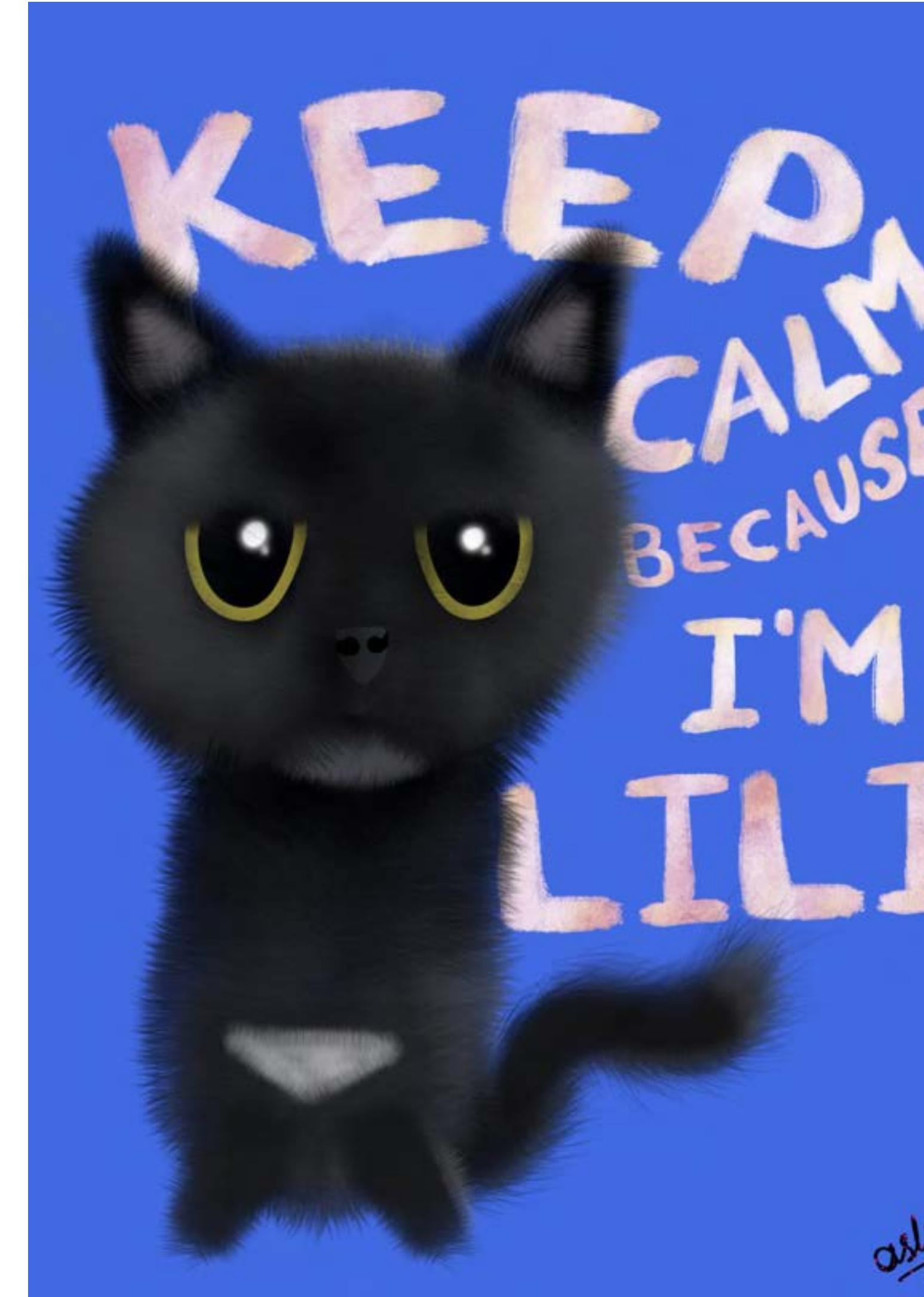
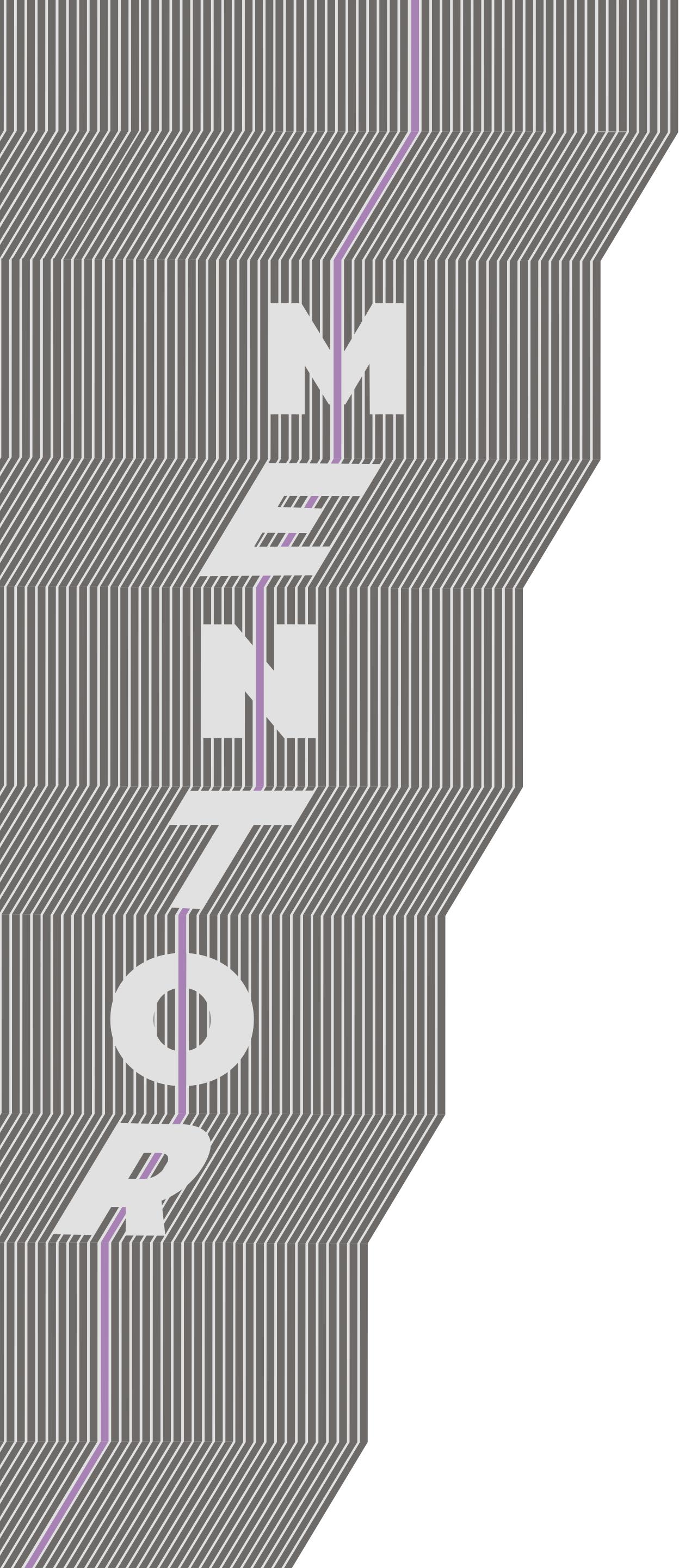
[sergi.cpu.edu.tr](http://sergi.cpu.edu.tr)



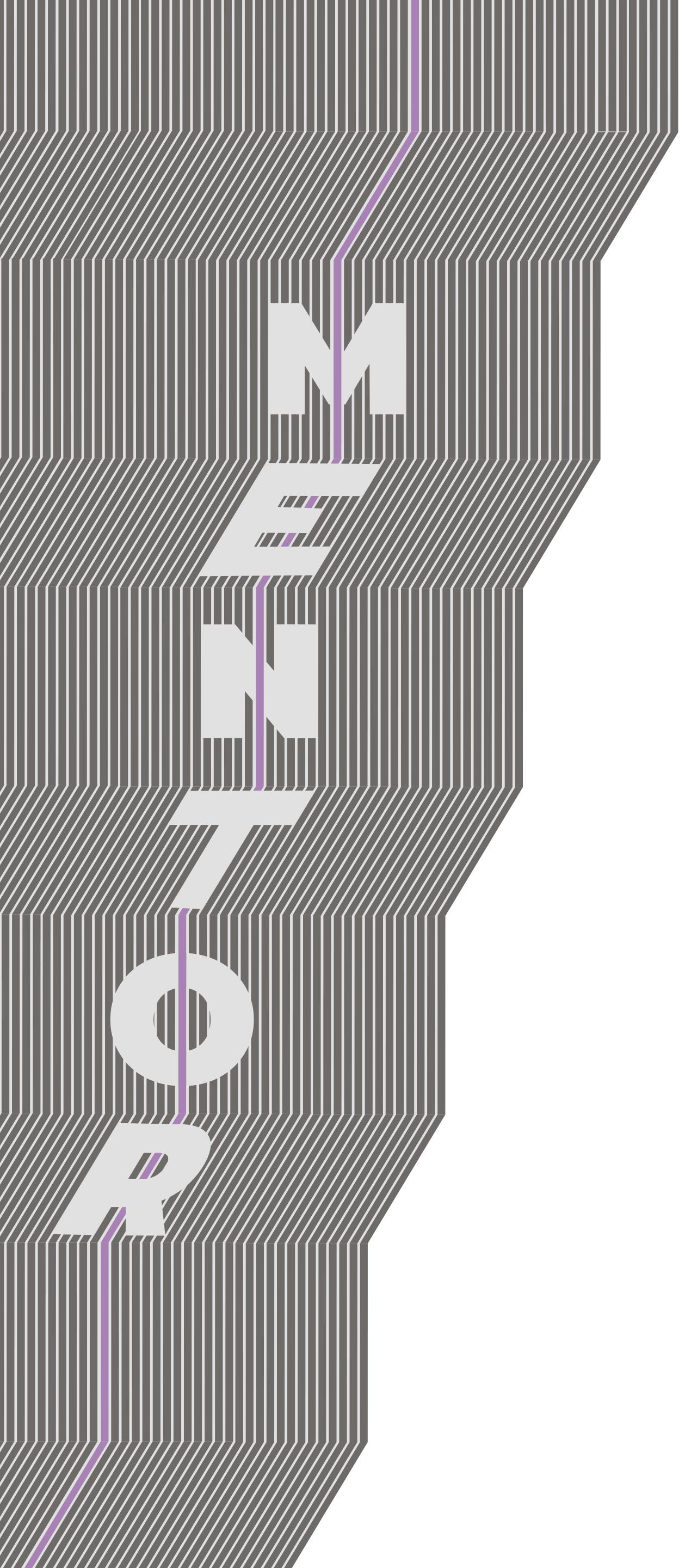
**Abdullah MERT**  
“Labor”



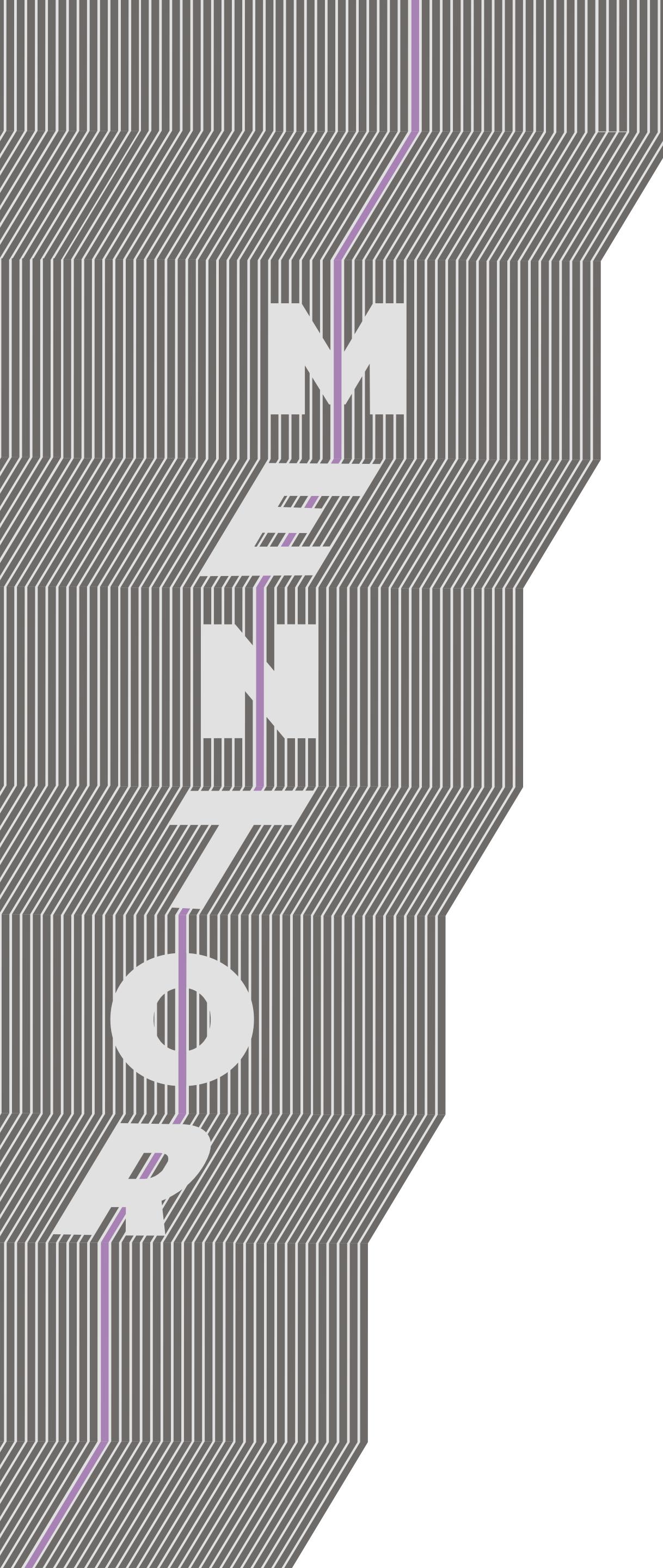
A. Aycan GÜRBÜZ  
“Kamp-Kump”



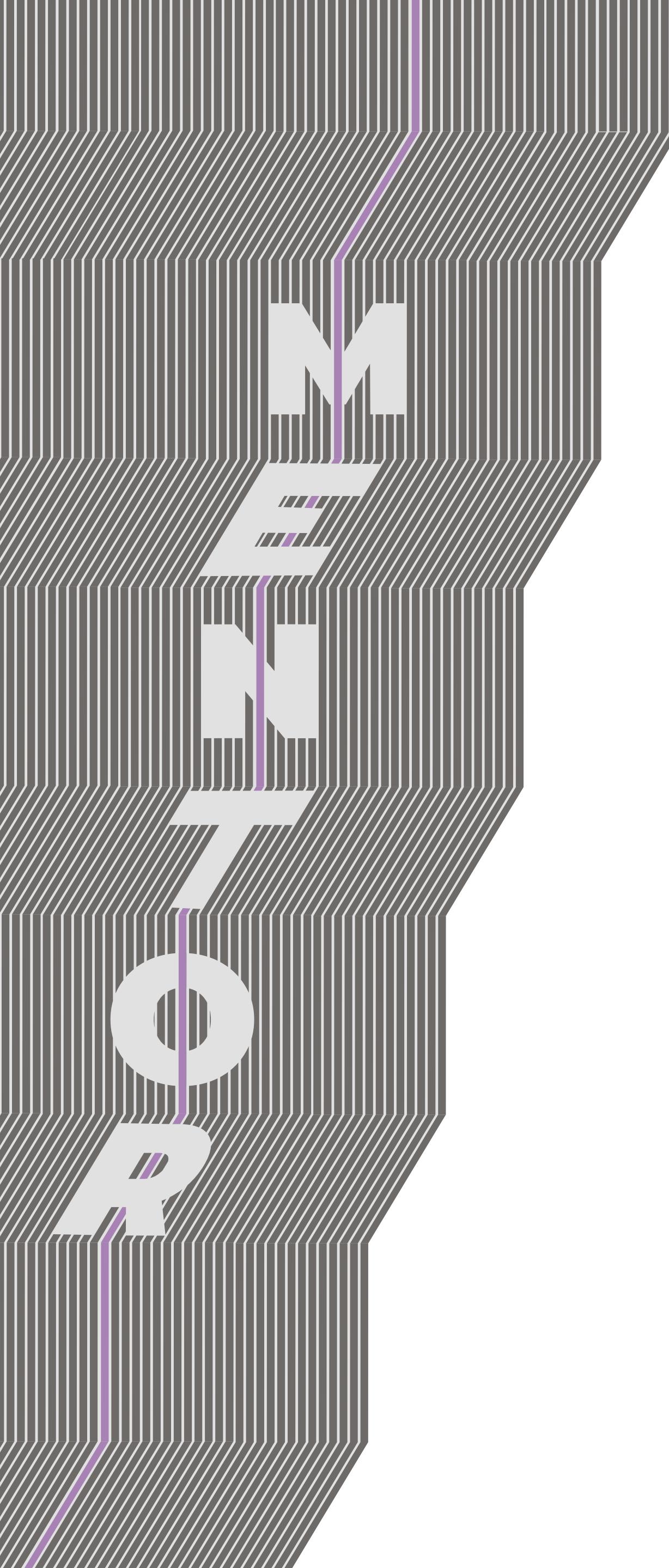
Aslı ASLANTAŞ  
“Lili”



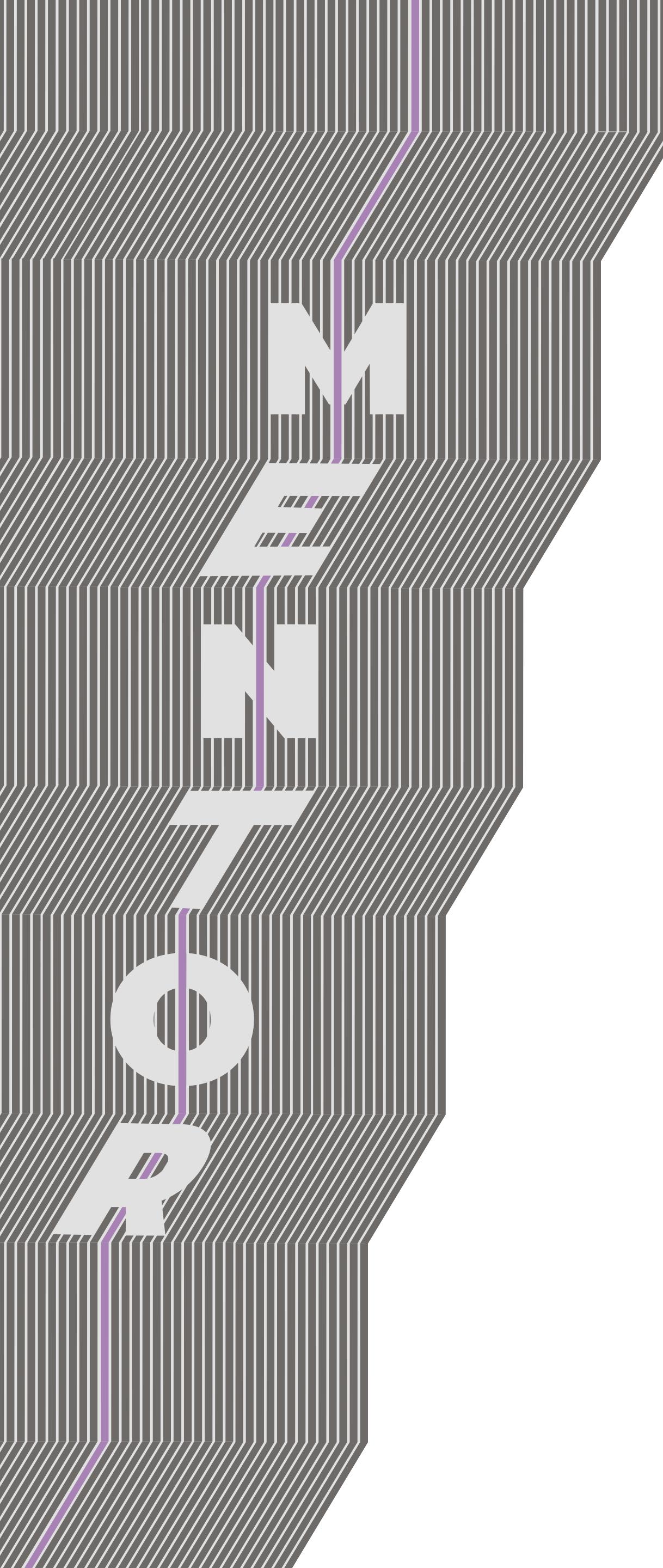
**Buse ERGÜL KARGI**  
“Rooster with a Boat as a Hat”



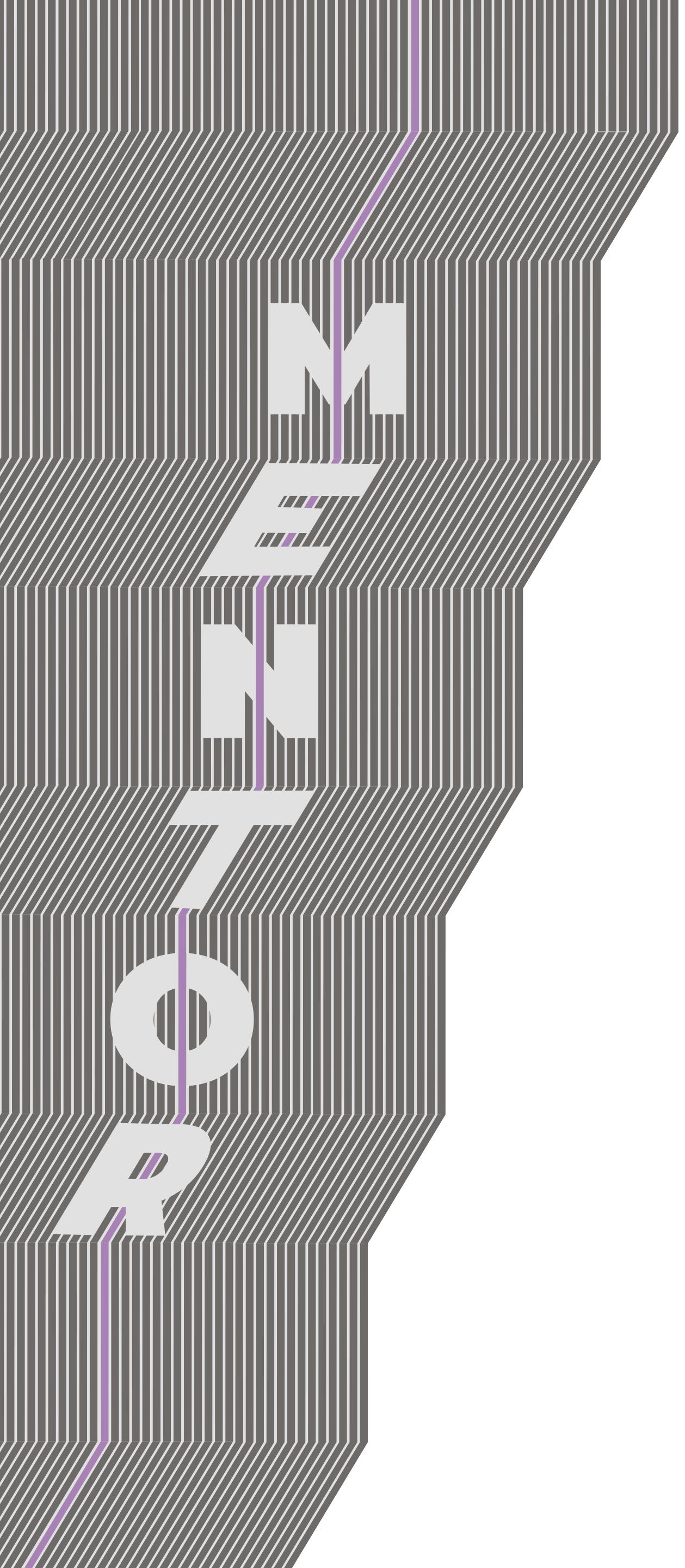
**Can Pekin**  
“Mentors”



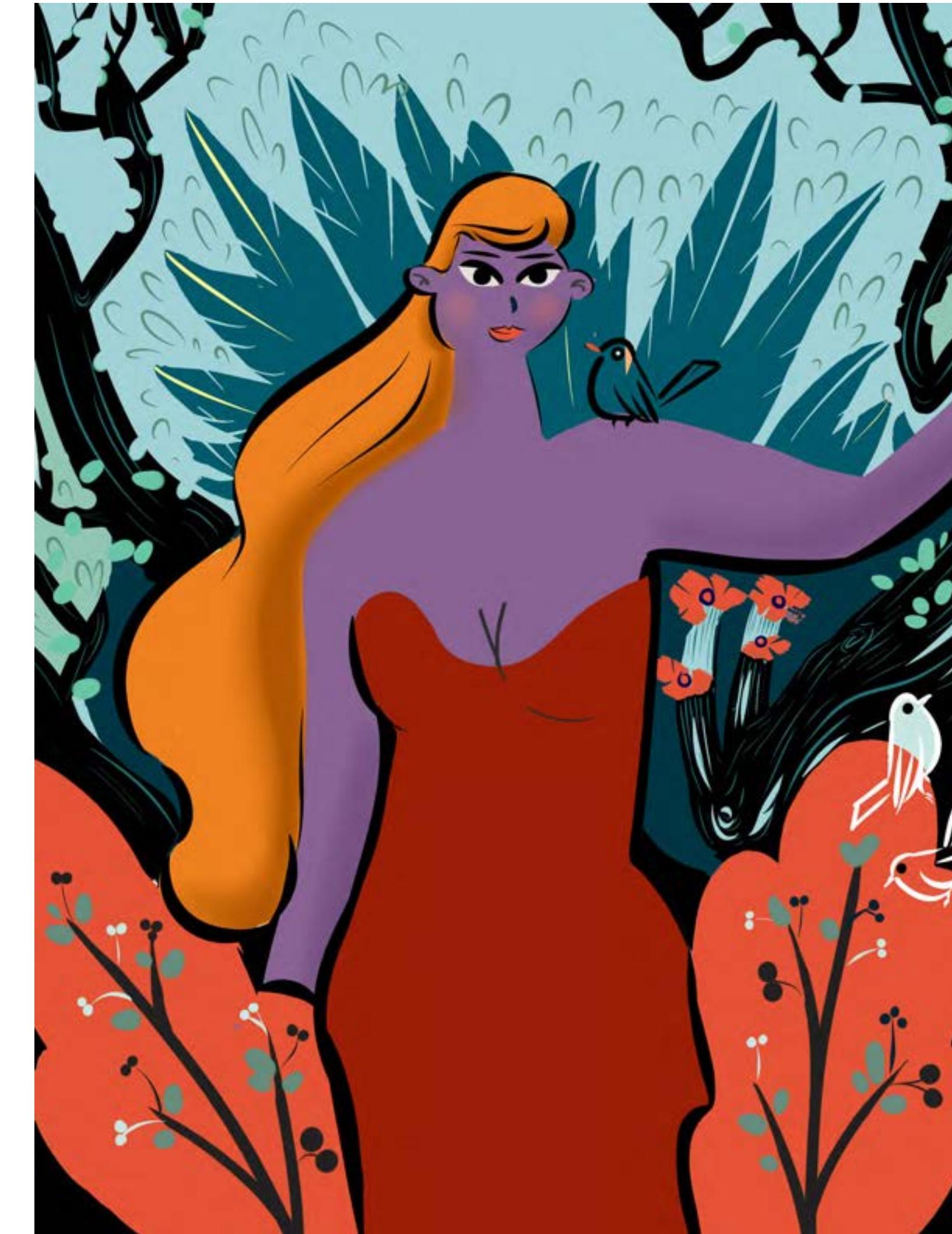
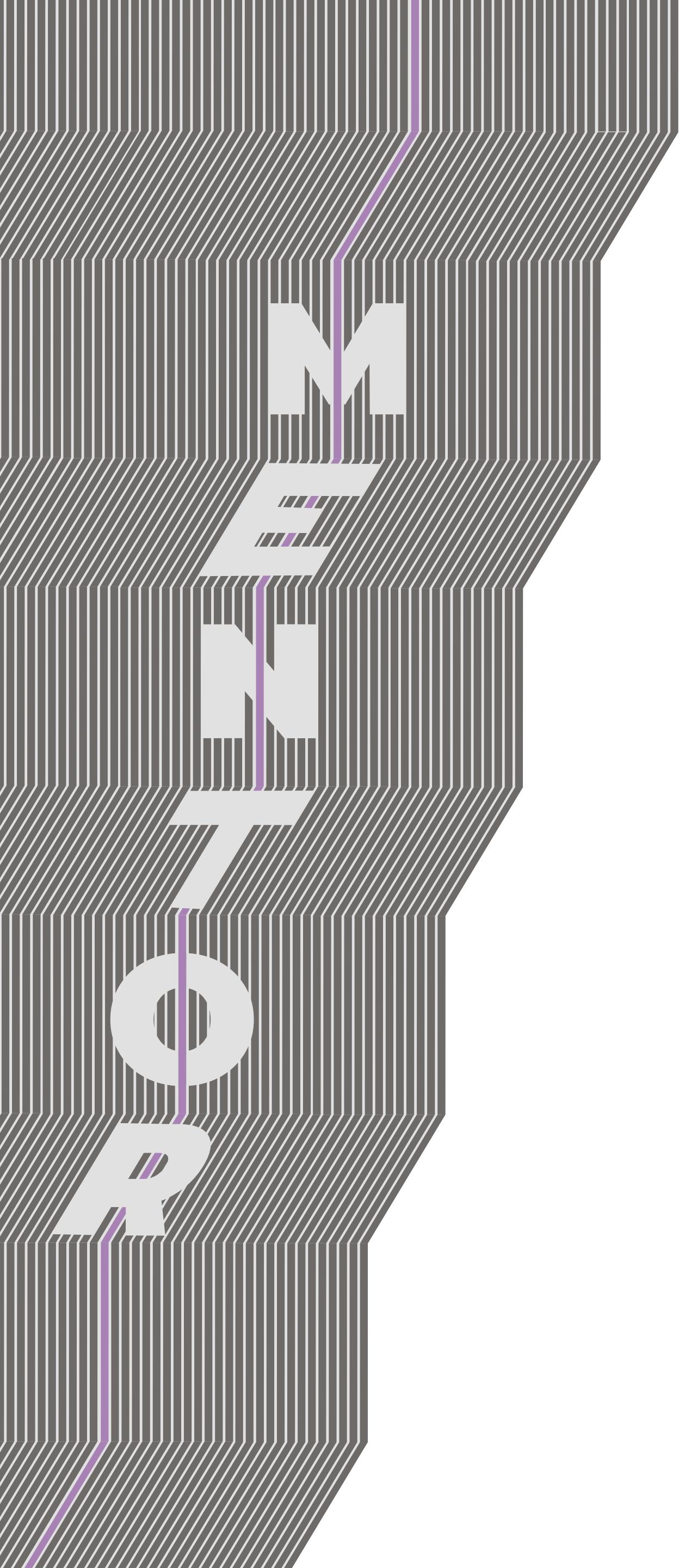
**Cansu Karaman CENGİZ**  
“Lama NFT Karakter Seçkisi”



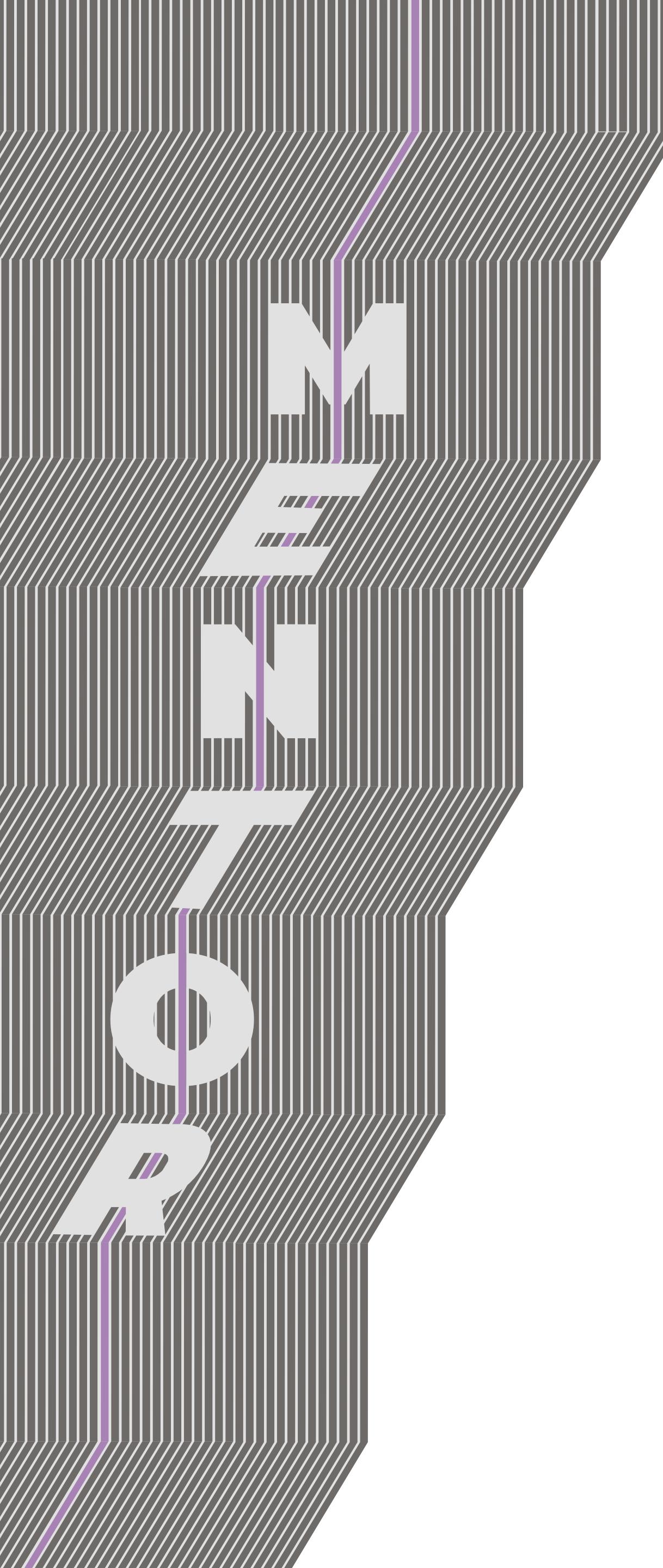
**Chunning(Maggie) Guo Baishen Yan**  
“Daily Life Memories of 2000 ”



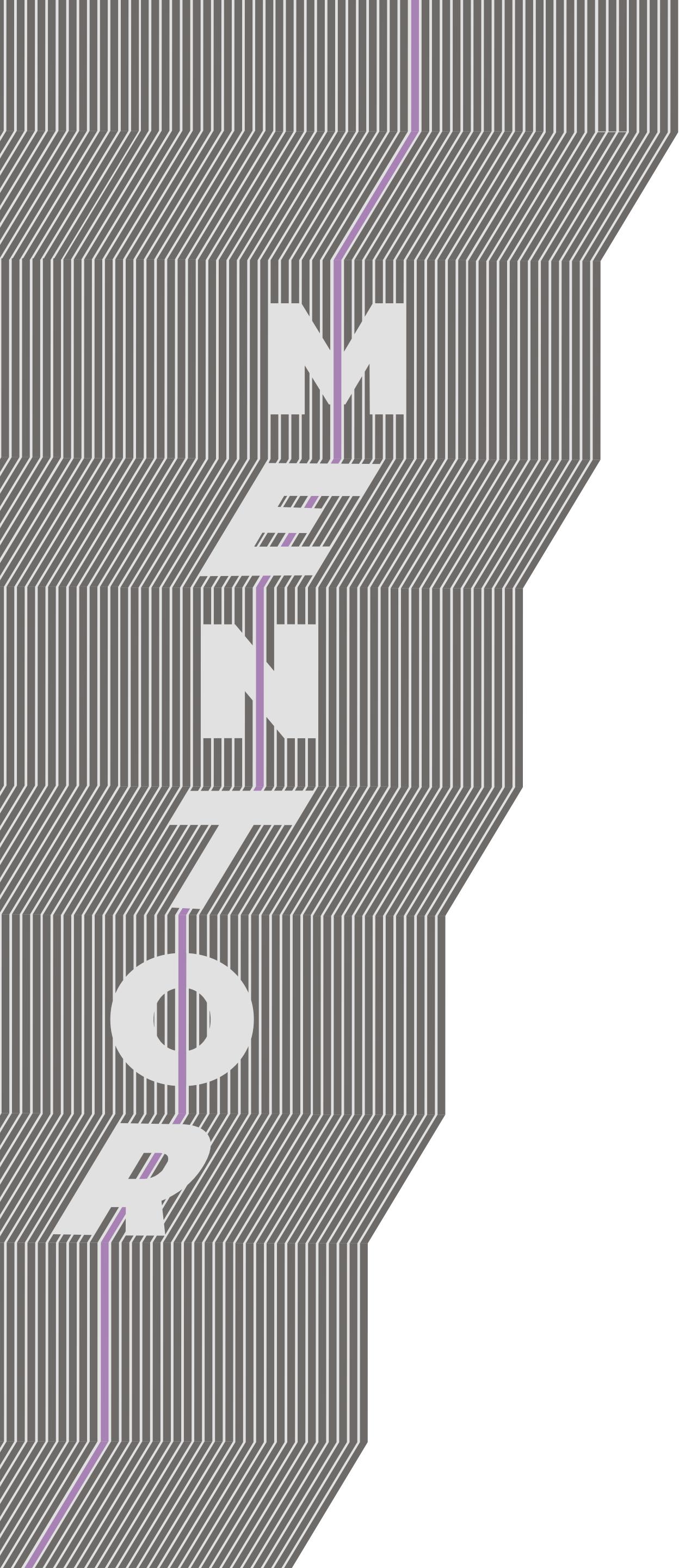
Duygu AKTAŞ DURMUŞ  
“WomenWision”



**Elif DOKUR**  
“Bahar”

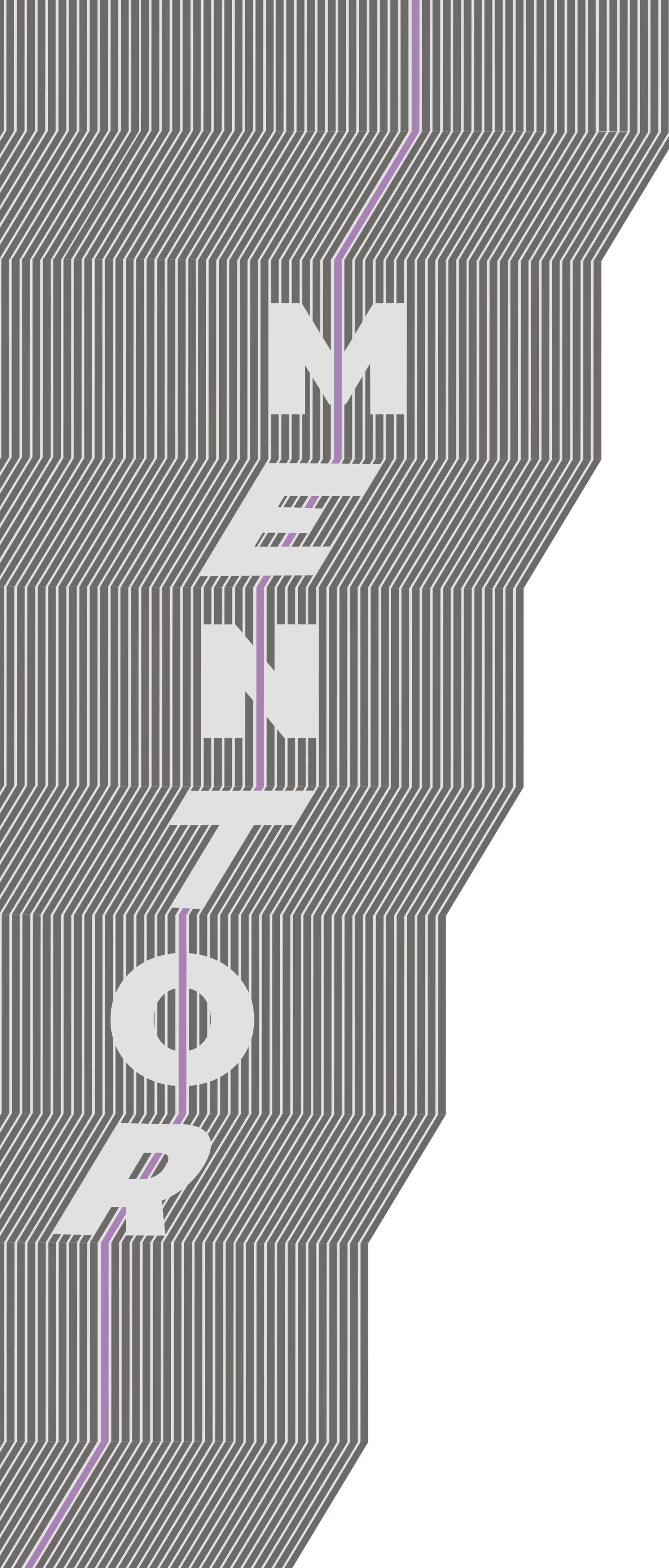


**E. Nilüfer Üstündağ**  
“Nasreddin Hoca ”

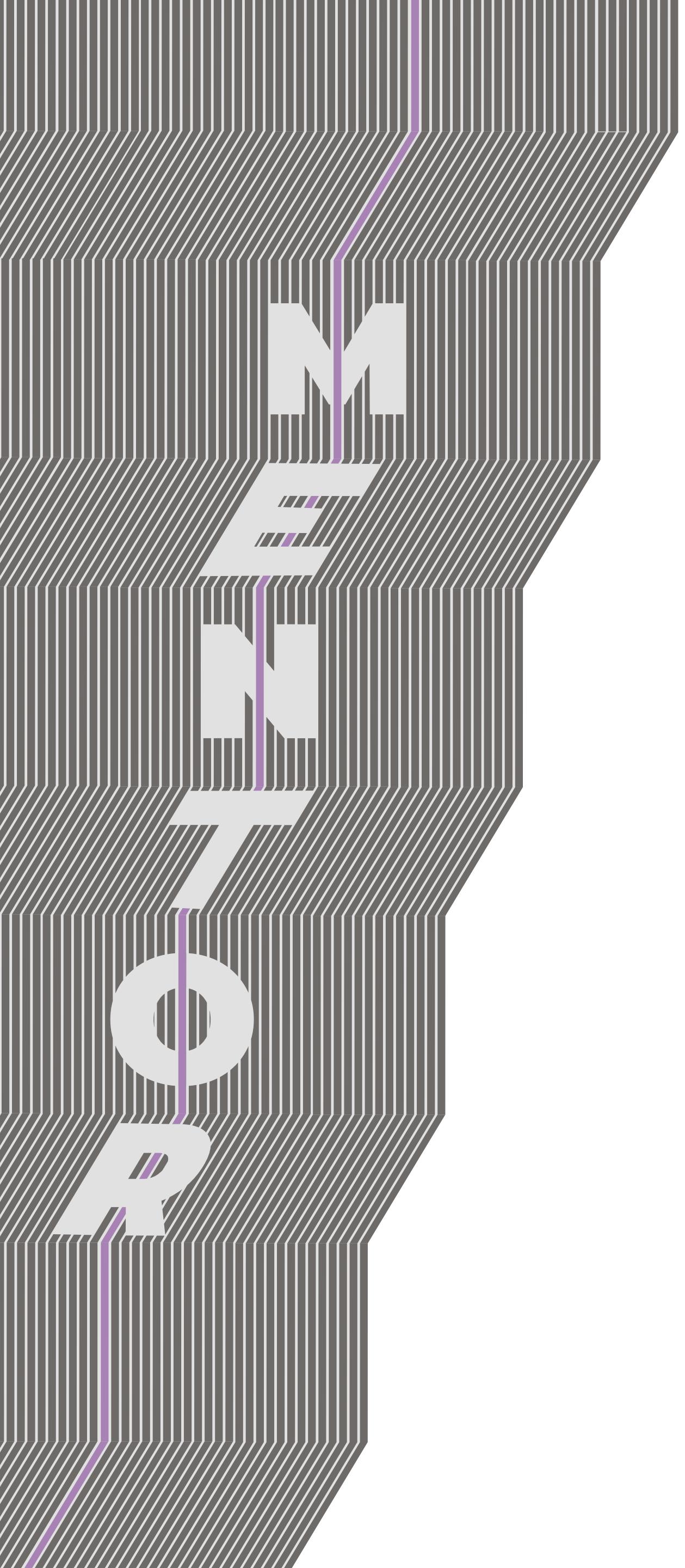


Fatih KARA  
“Colors Of G.S.F”

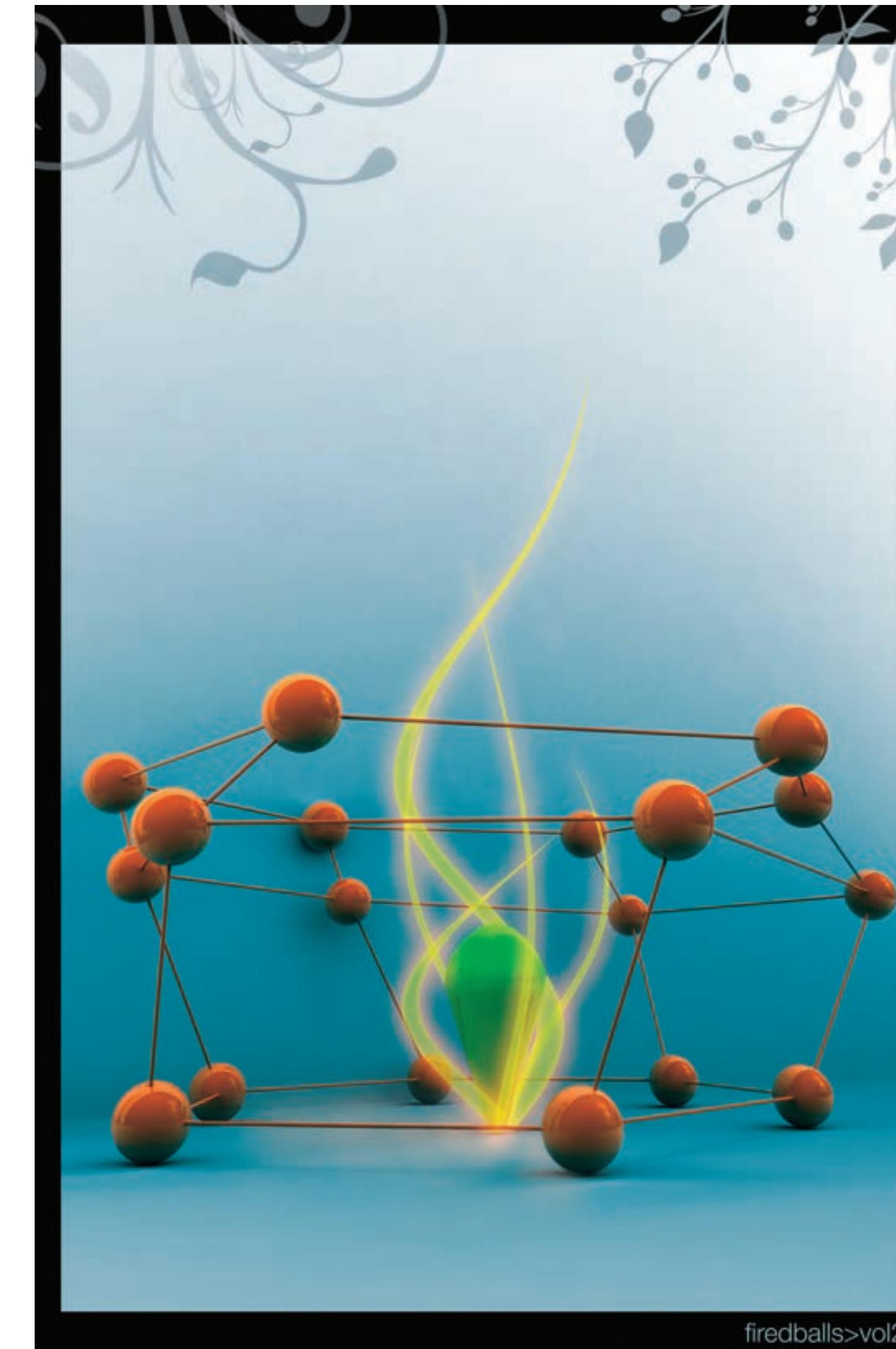
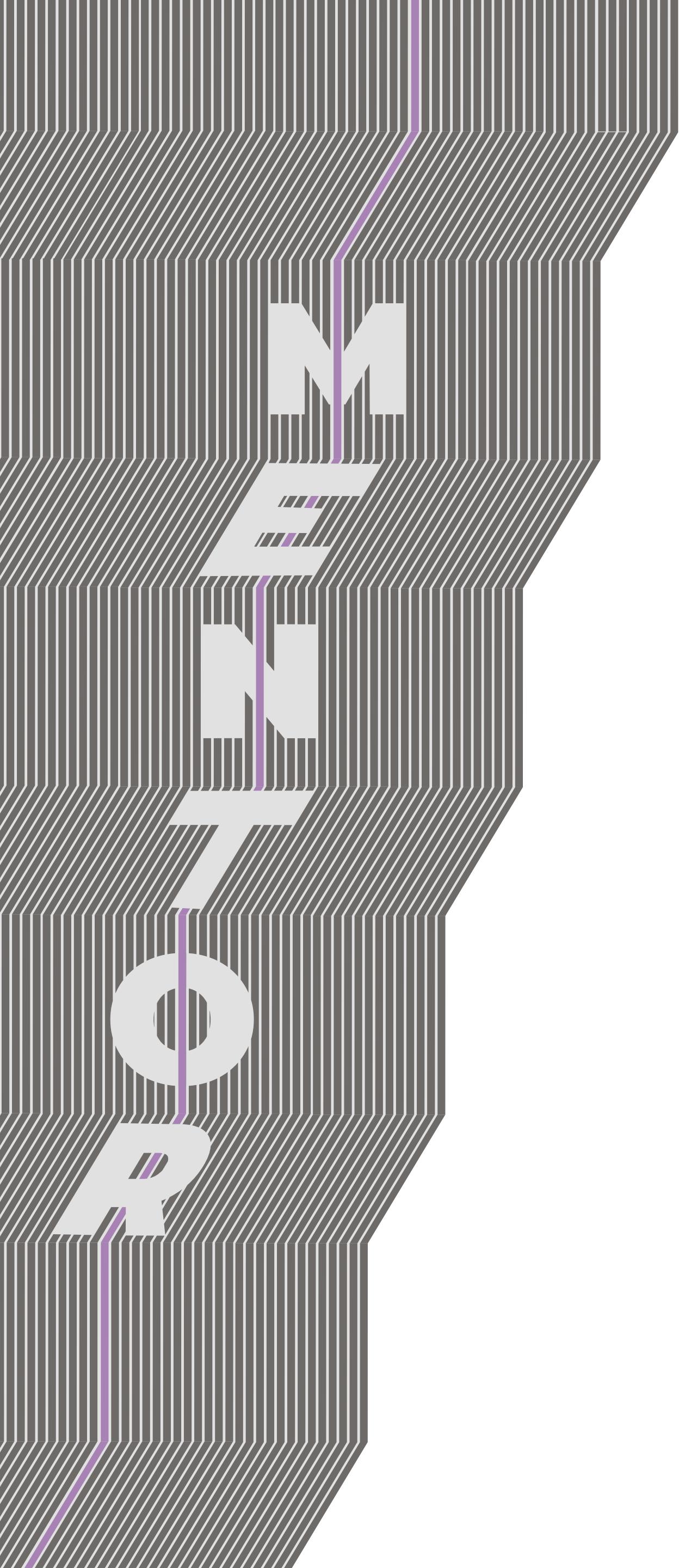




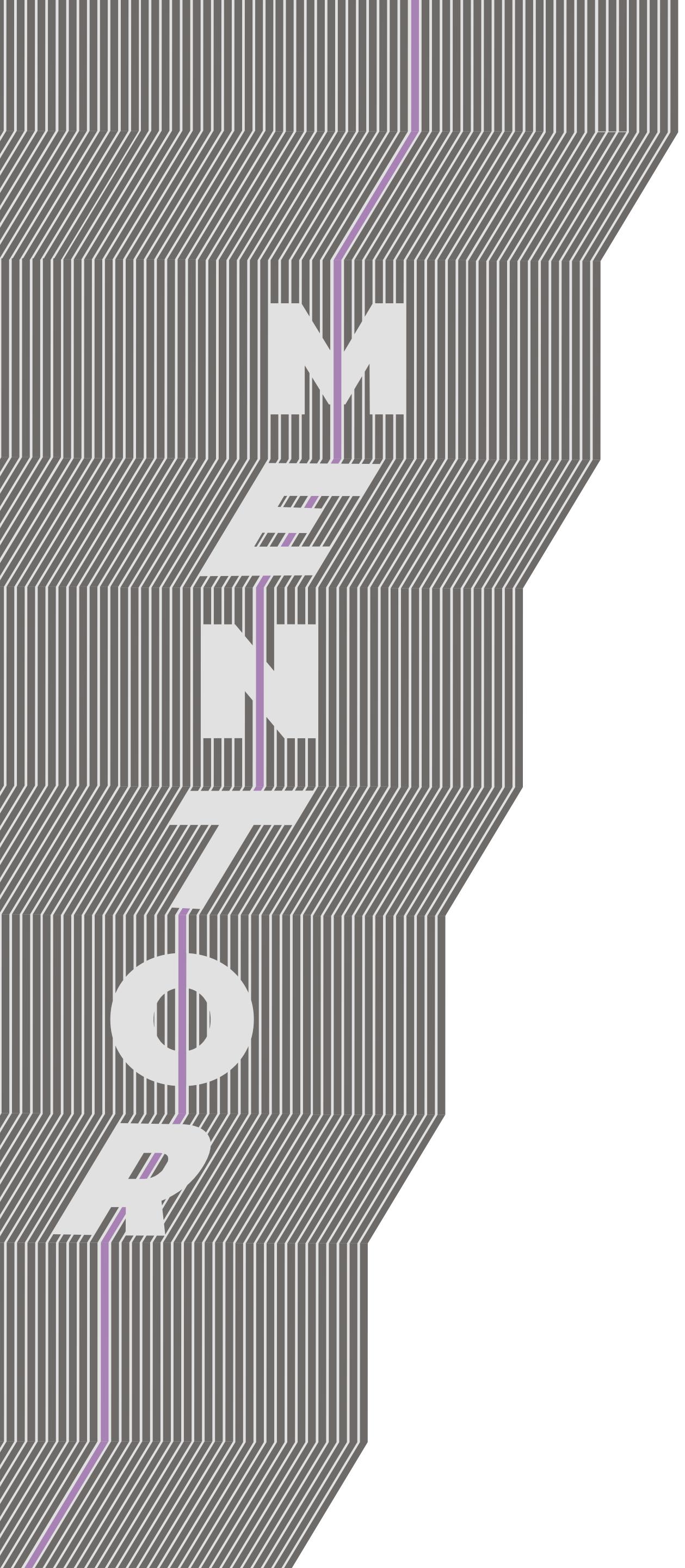
**Güneş OKTAY**  
“RESTLESS IN PEACE”



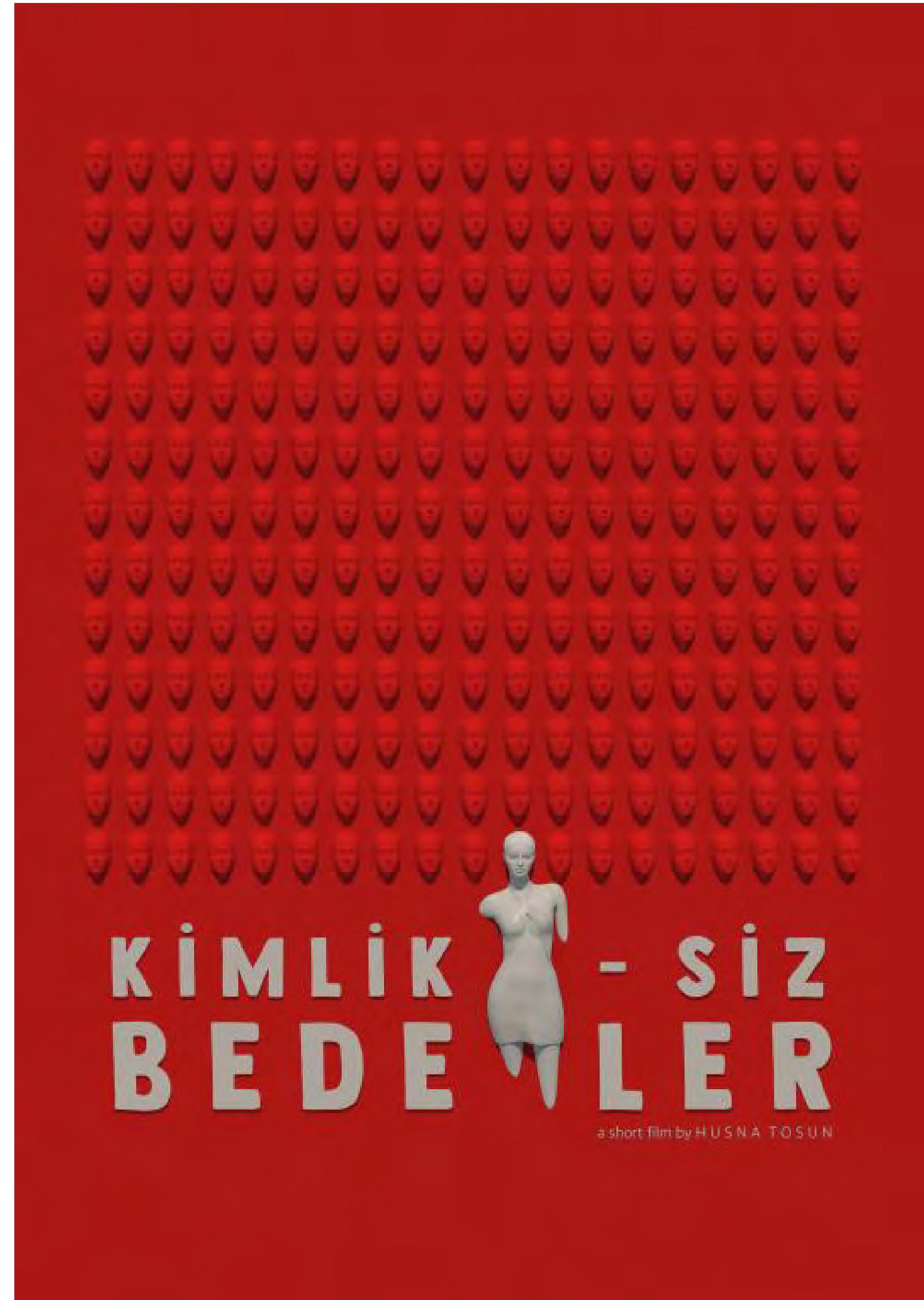
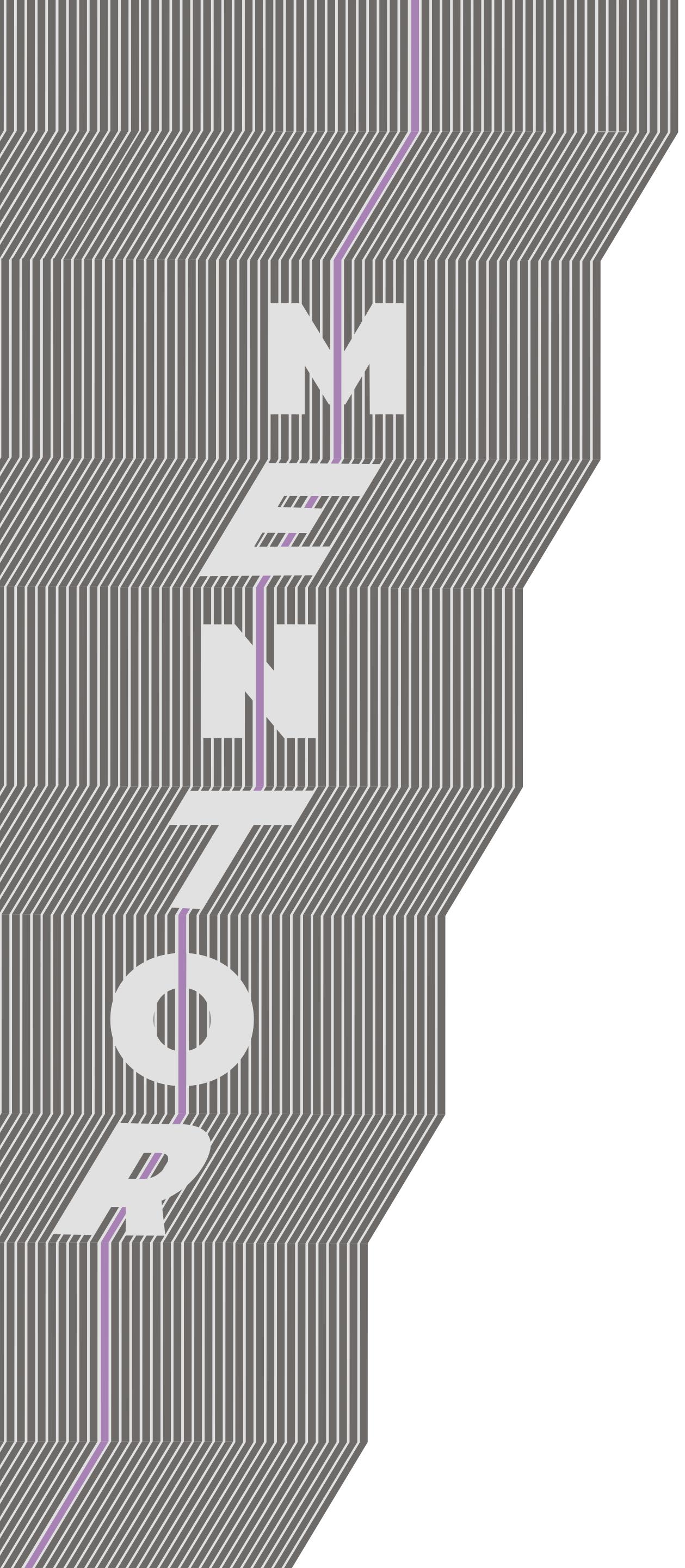
**Halim YENTÜR**  
“Tired Elf Teacher”



Hami Onur BİNGÖL  
“Firedballs”

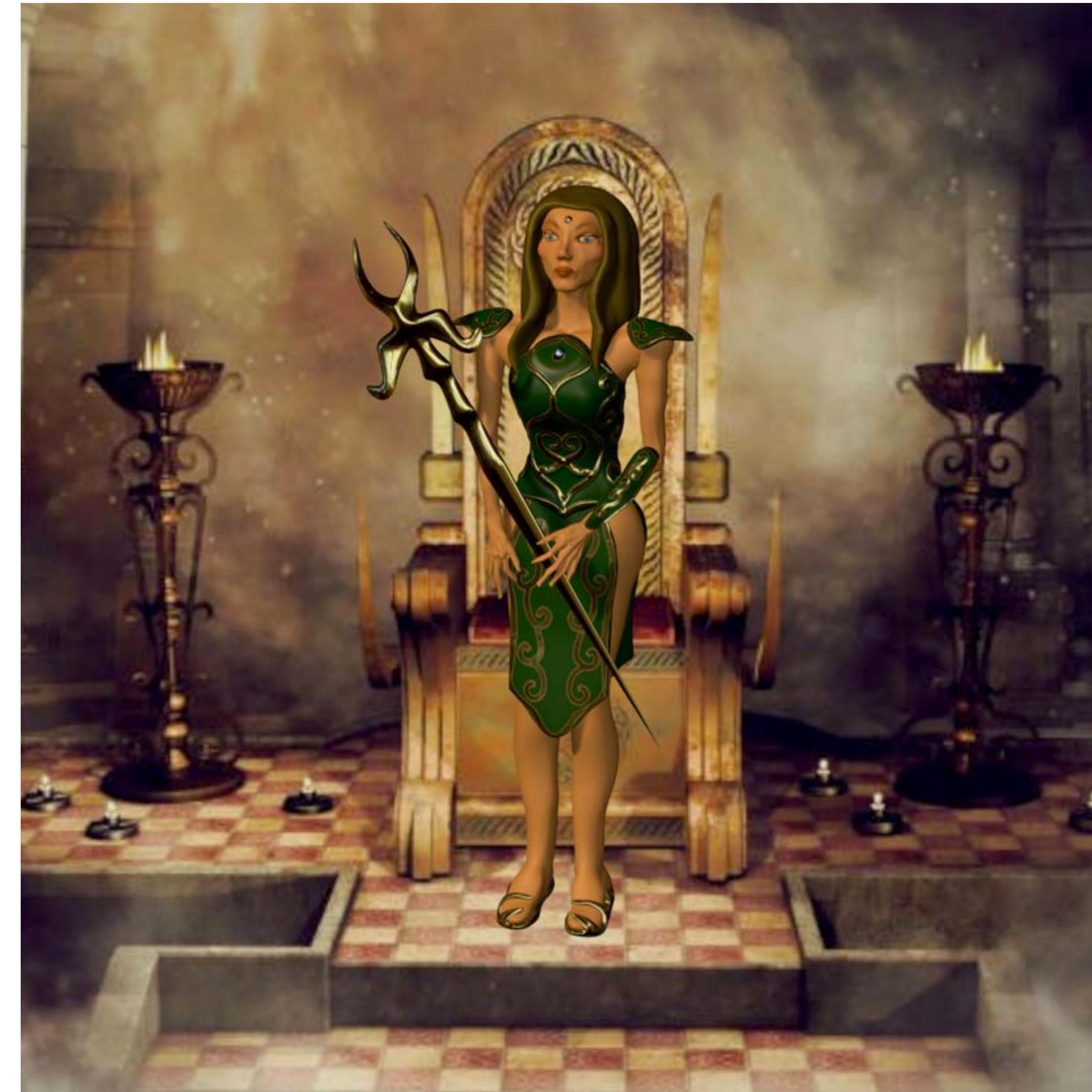
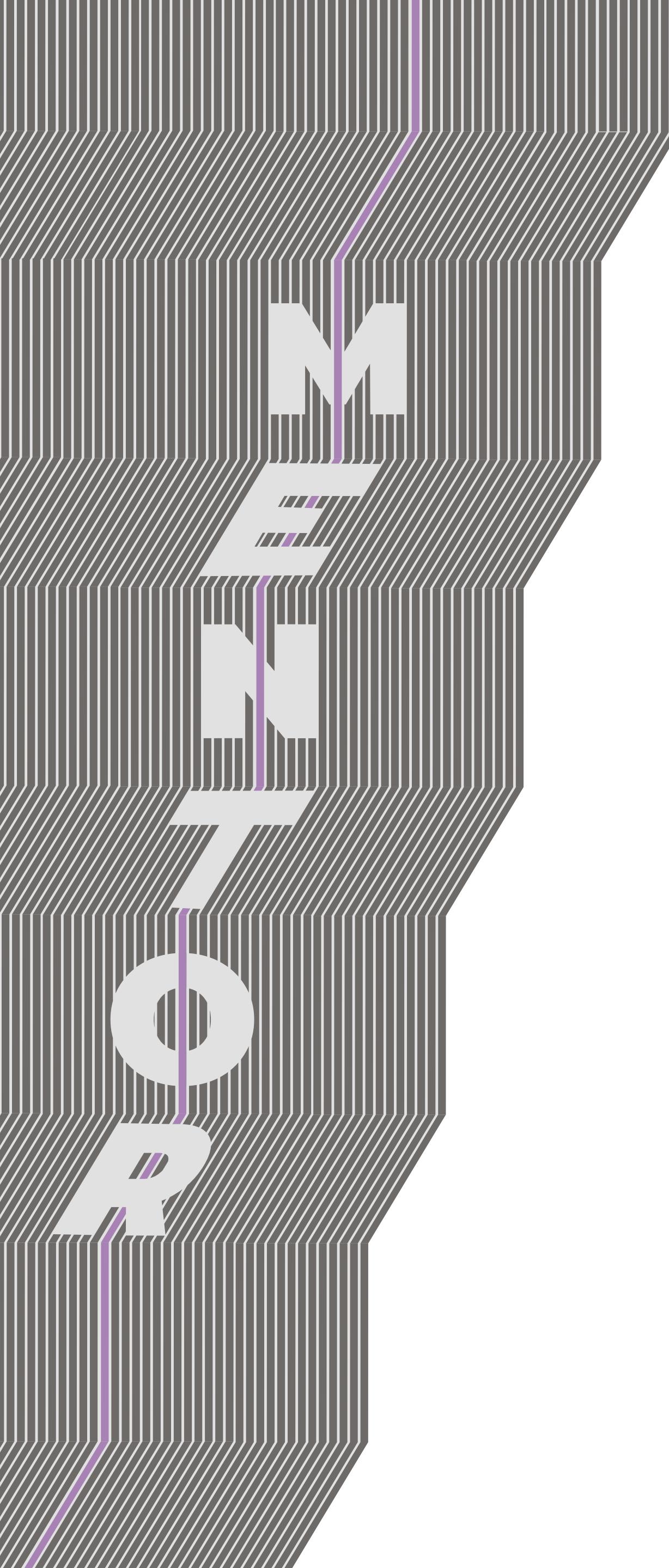


**H. Tuba CİVELEK**  
“My world is you”

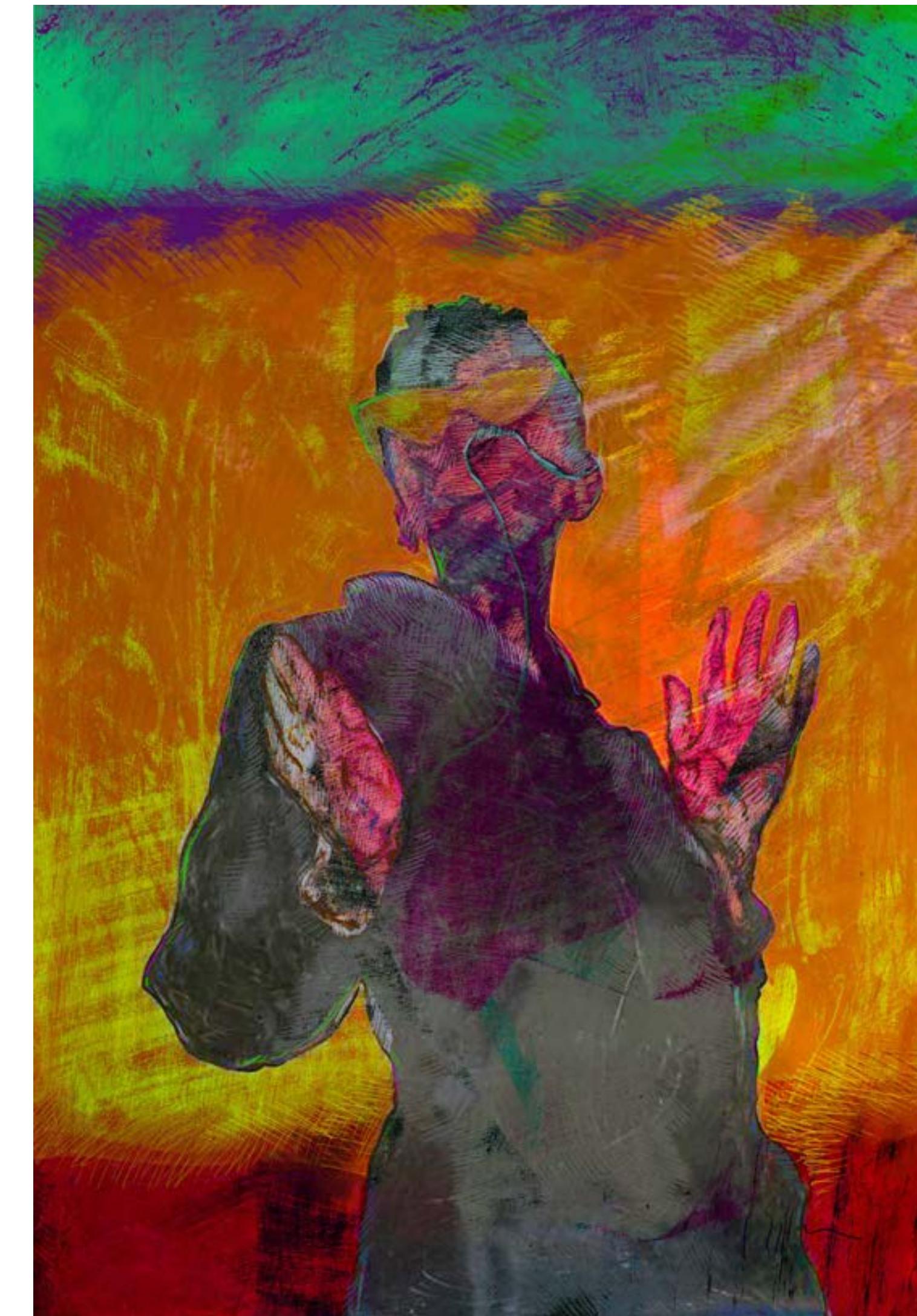
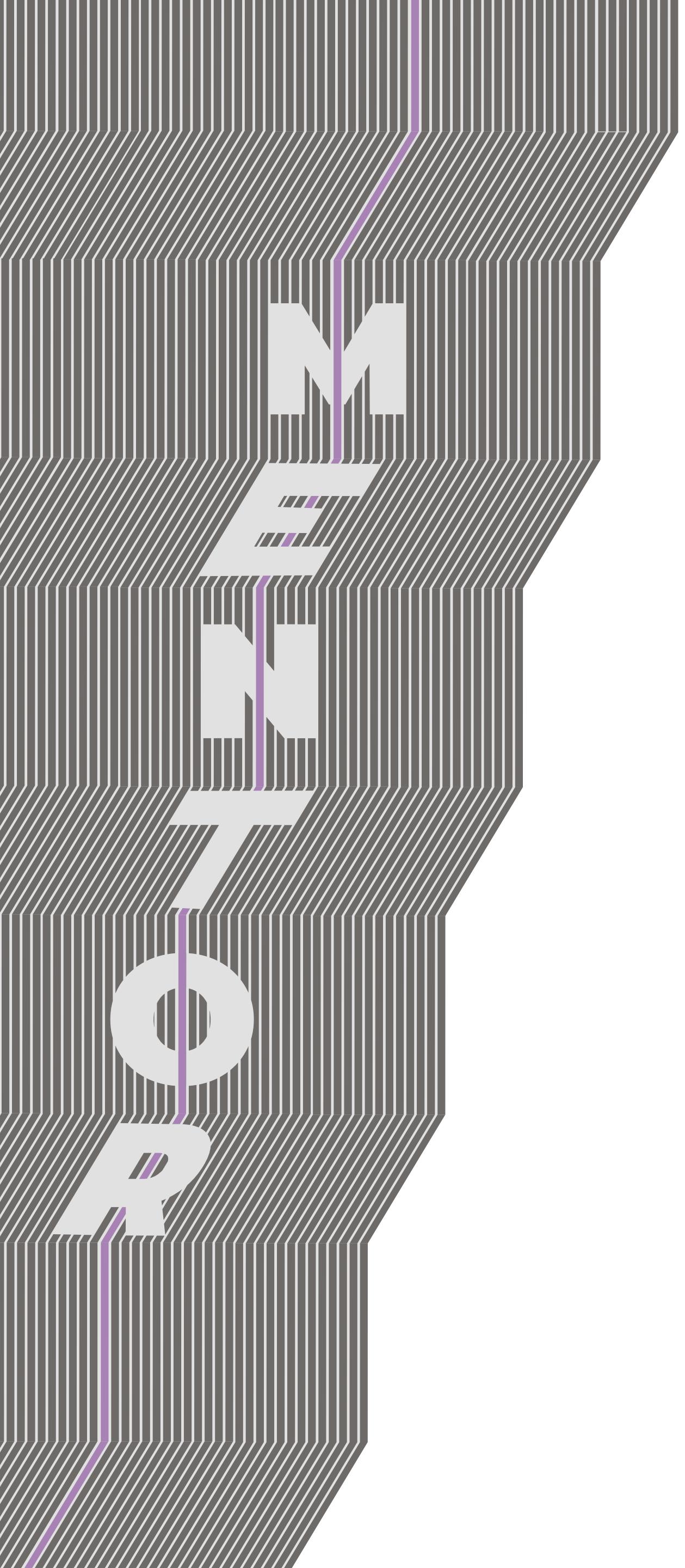


**Hüsna TOSUN**  
“Kimliksiz Bedenler”

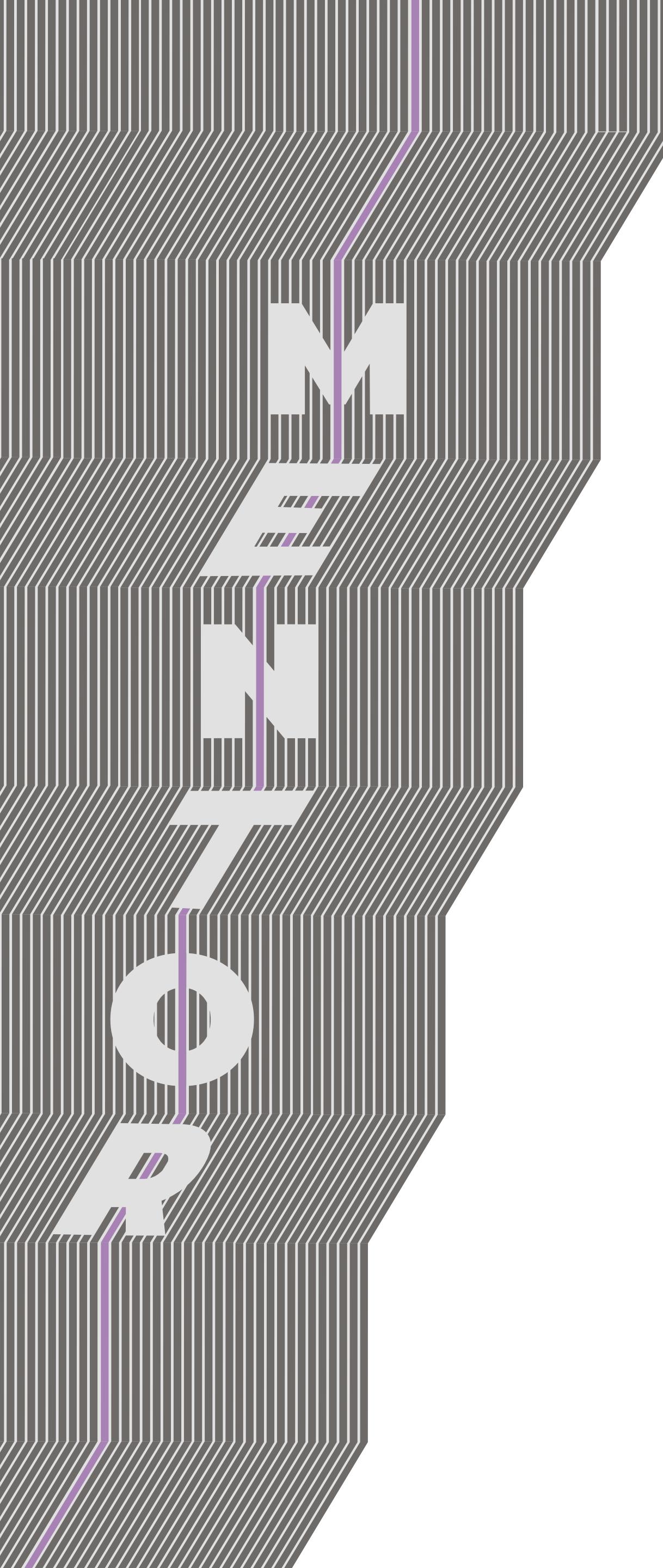




İclal Alev DEĞİM FLANNAGAN

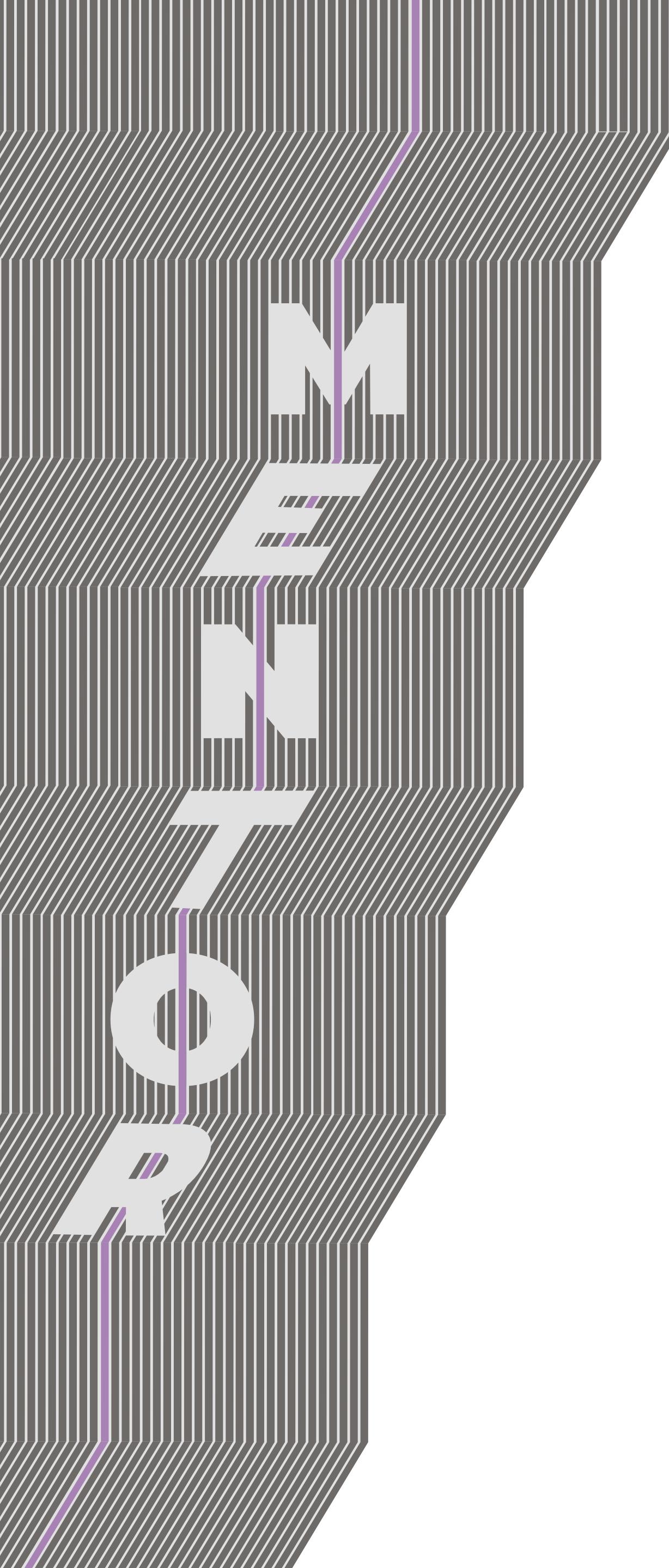


**ipek Fatma ÇEVİK**  
“Ephemeral”



Lauren CARR  
“Rhythmic Build”





PROJECT  
INTRODUCTION  
\* 项目介绍

“地脚大”是由一个个小小的人汇聚而成的大地址。在地脚这个大社区的发展过程中，一个个小小的人的汇集地分化为城市与农村。

在偏远农村地区，孩子们感受到与都市生活的巨大落差由此而产生自卑心理。

经过文献调研选择大凉山彝族自办的小初中学校为出发点，利用环保纸张材料和当地特色图案结合。

MUJI作为一种社会公益支持力量与彝歌联名，店内销售产品的部分收益可用于支持彝族小初中学。从学生日常生活接触最多的学习用品入手，设计印有自己当地图案的笔记本、圆珠笔等产品，让学生接触自己本地的文化，找到自己的家乡归属感，提升幸福感。

YI  
NATIONALITY

彝韵  × MUJI



(马缨花) mǎ yīng huā



DESIGN COLOR\*

从彝族传统刺绣艺术的图案分析，马缨花植物图案最具代表性，多用正红色或玫红色。且彝族刺绣的主要色彩以黑、红、黄、绿等颜色为主，于是选取这四种色彩进行搭配。



BLACK  
RED YELLOW  
GREEN

#D14497

马缨红

#E39022

谷黄

#C34951

玉红

#A1BC6C

明绿

#598586

瓦松绿

#155046

苔绿

彝韵  × MUJI

PRODUCT RENDERINGS\*

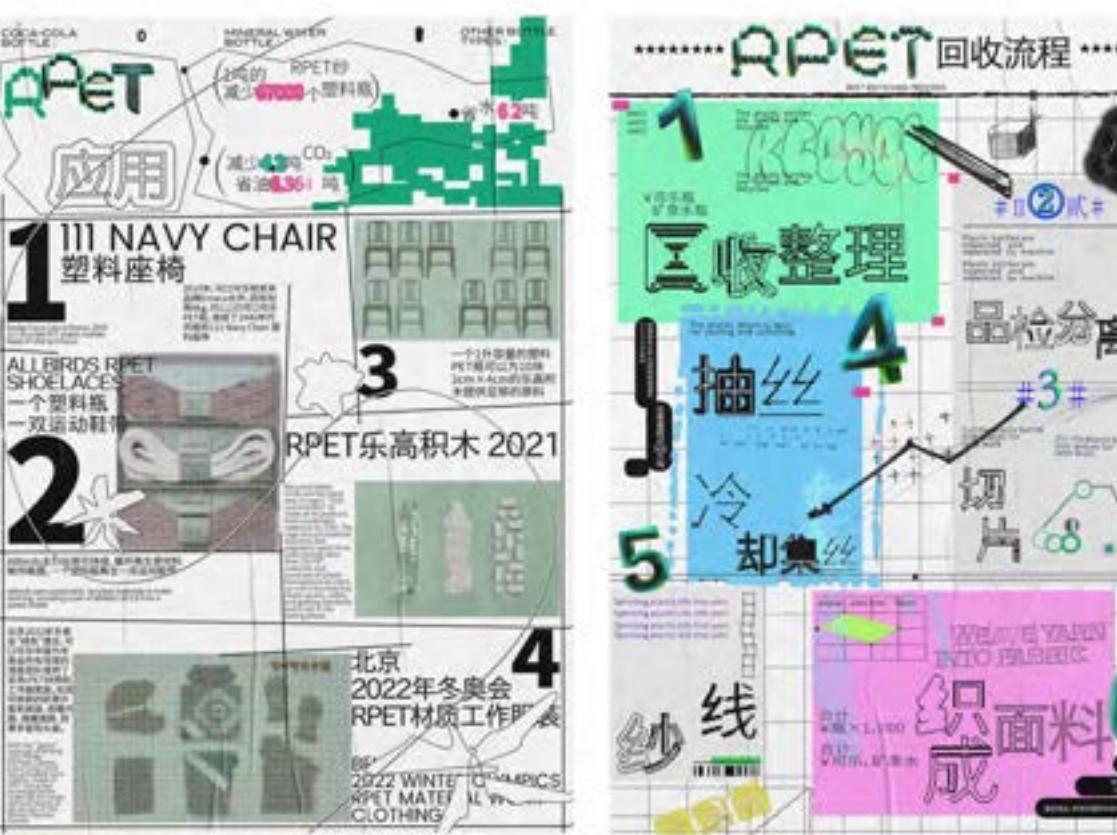
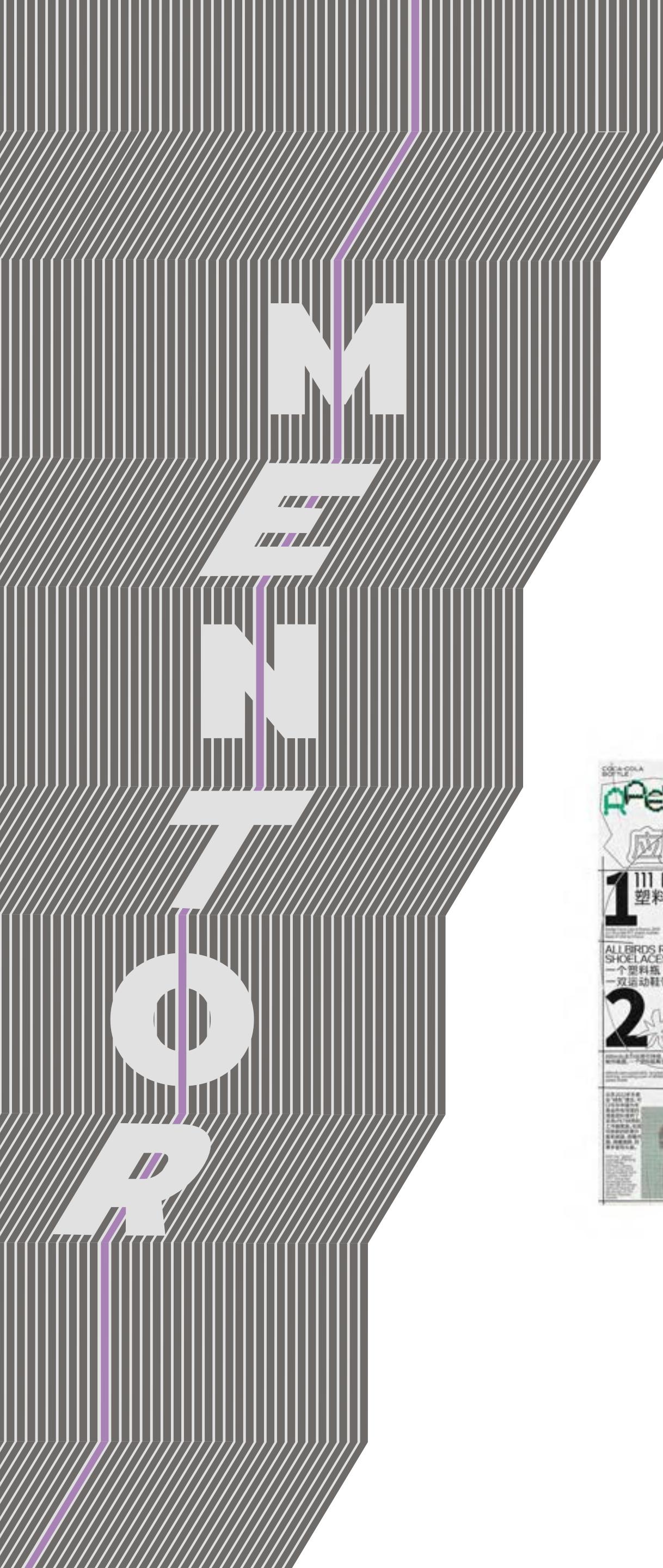


笔记本  
NOTEBOOK



彝韵  × MUJI

Li Yuan  
“MUJIx YIYUN”



**概念介绍**

“重塑”，即再生塑料RPET(recycled polyester)，对可乐瓶或矿泉水瓶进行回收处理并纺织成丝线。

设计以大众普遍使用的帆布包为切入点，将从再生塑料的应用、回收流程、呼吁购买等角度出发设计海报及相关物料设计。

**背景介绍**

帆布袋作为我们普遍认知中环保用品的代表，但是从帆布袋生命周期“生产-使用-回收”来看并不环保，消耗了等多的能源与水。

2022年，世界自然基金会WWF指出所有的塑料垃圾中只有9%得到回收利用。我国每年生产的塑料瓶数量在2000亿左右，总重量超过500万吨。

rpets面料可回收再利用，可以节省能源、石油消耗和降低二氧化碳的排放

1吨的再生PET约=67000个塑料瓶

减少4.2吨二氧化硫=省油6.364吨省水6.2吨



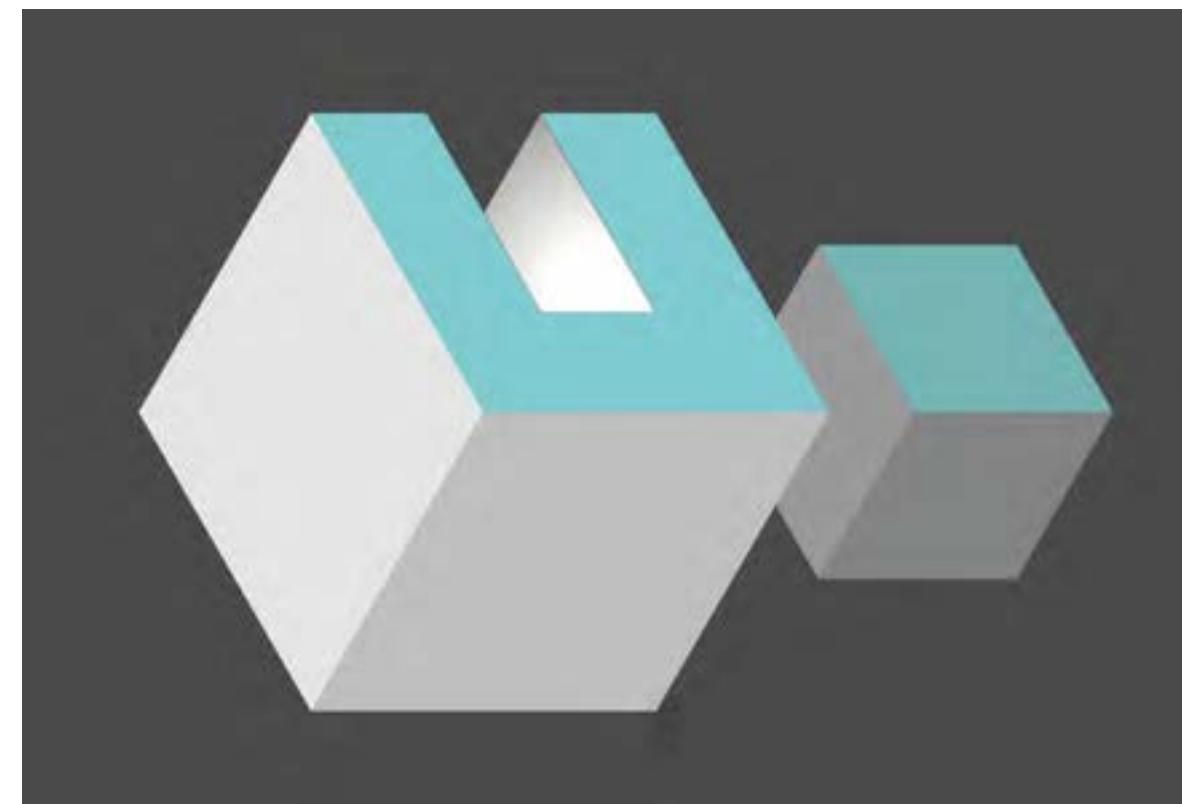
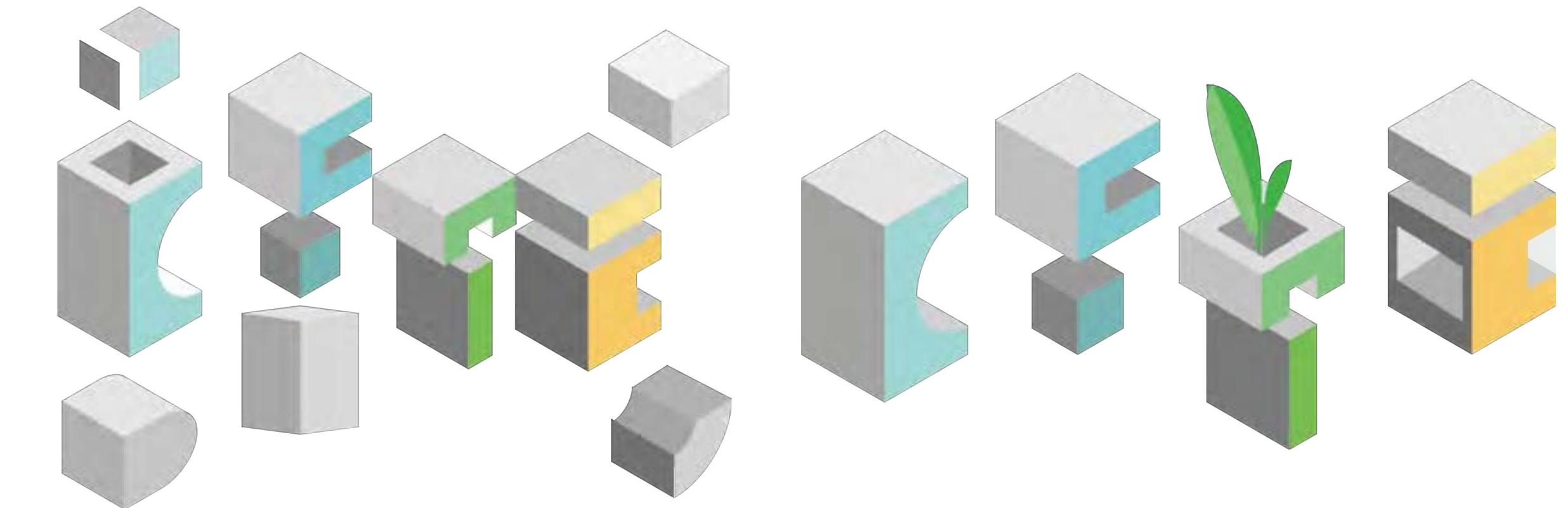
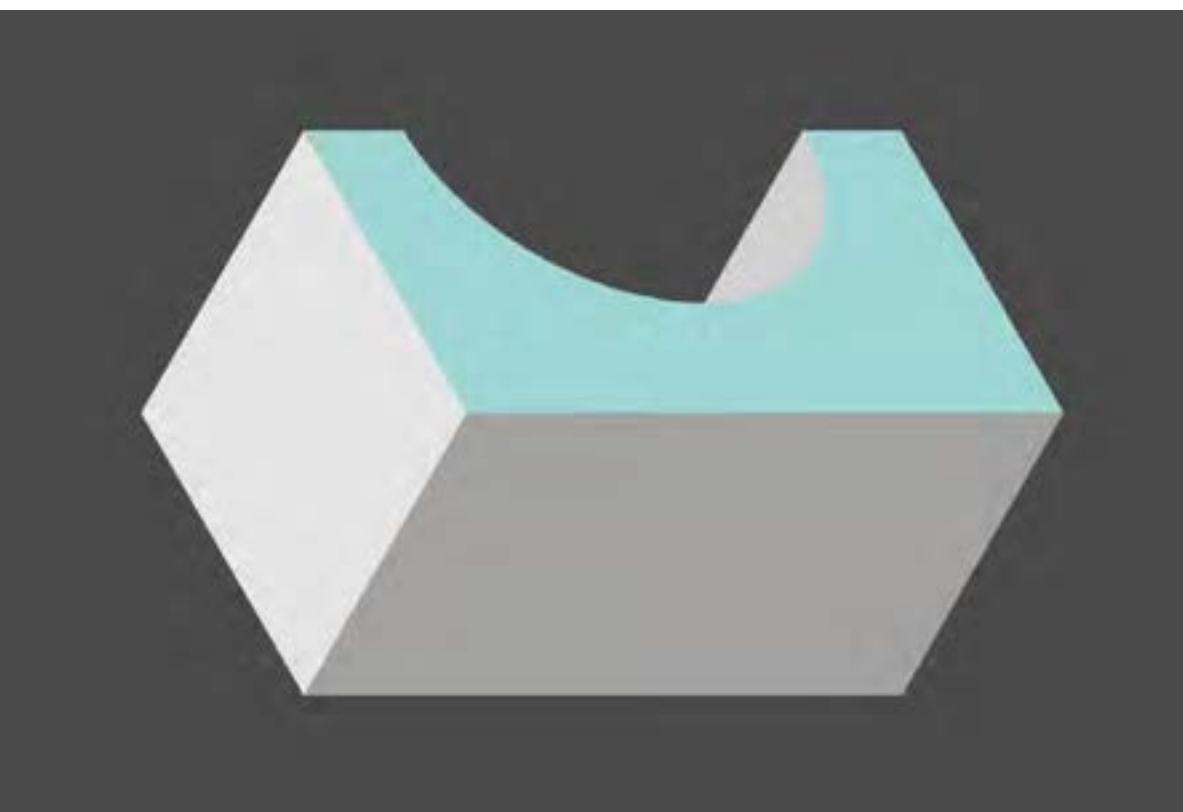
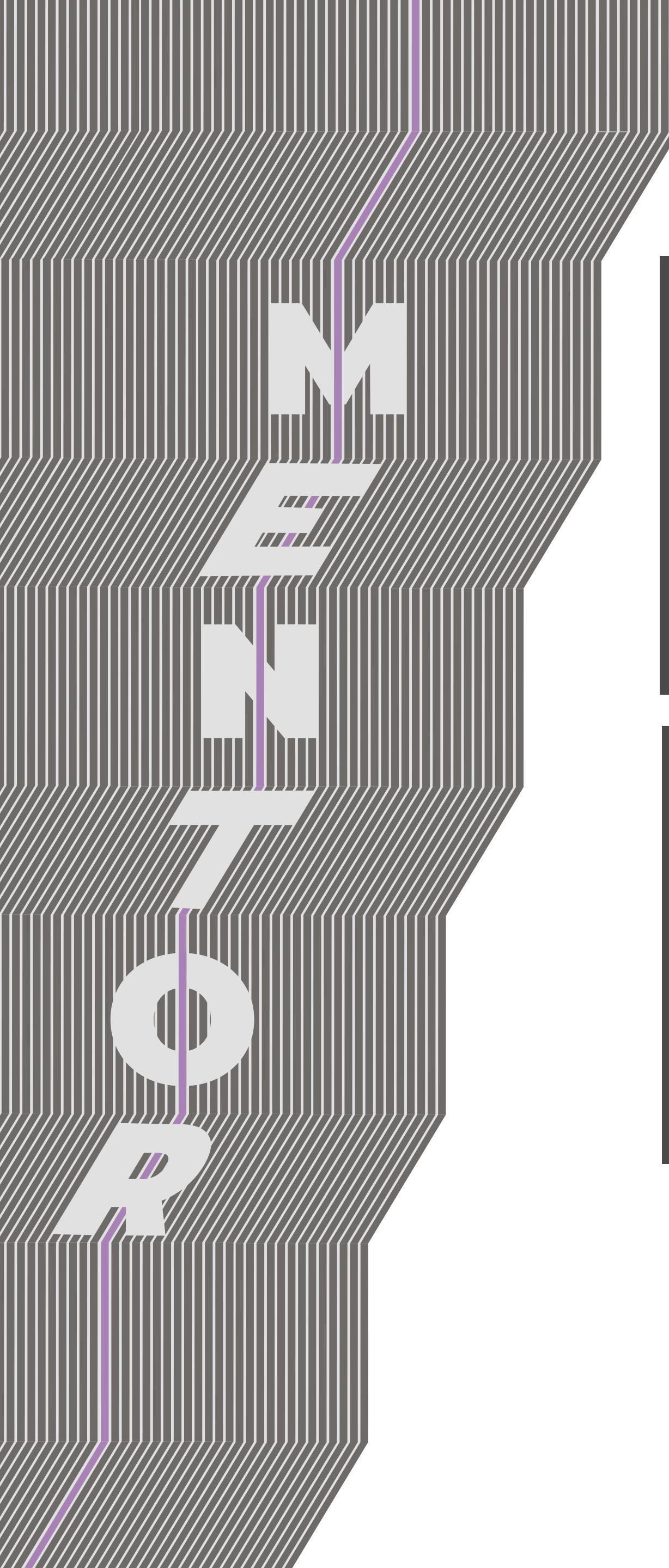
宣传包装展示  
PROMOTIONAL BAGS DISPLAY



街道应用场景展示  
STREET APPLICATION SCENE DISPLAY



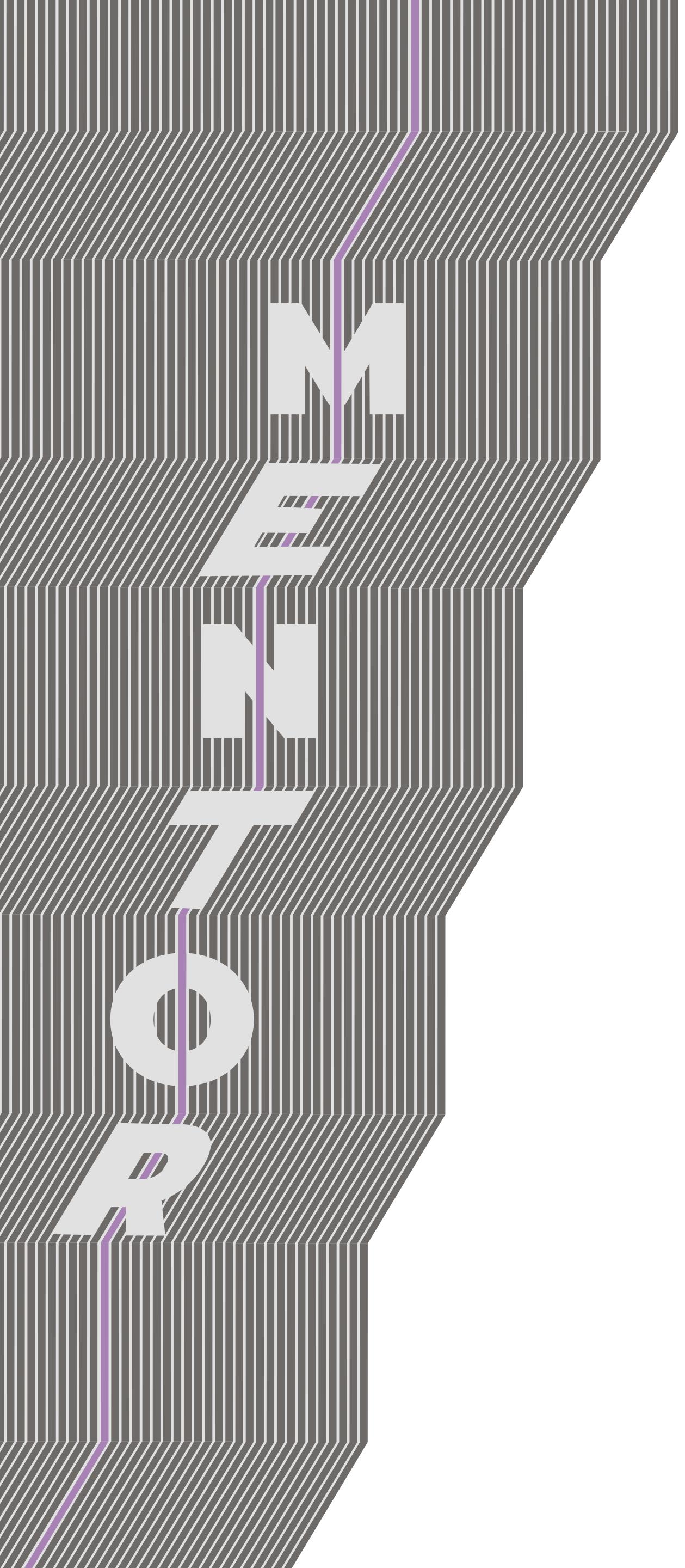
Li Yuan  
“Remodeling”



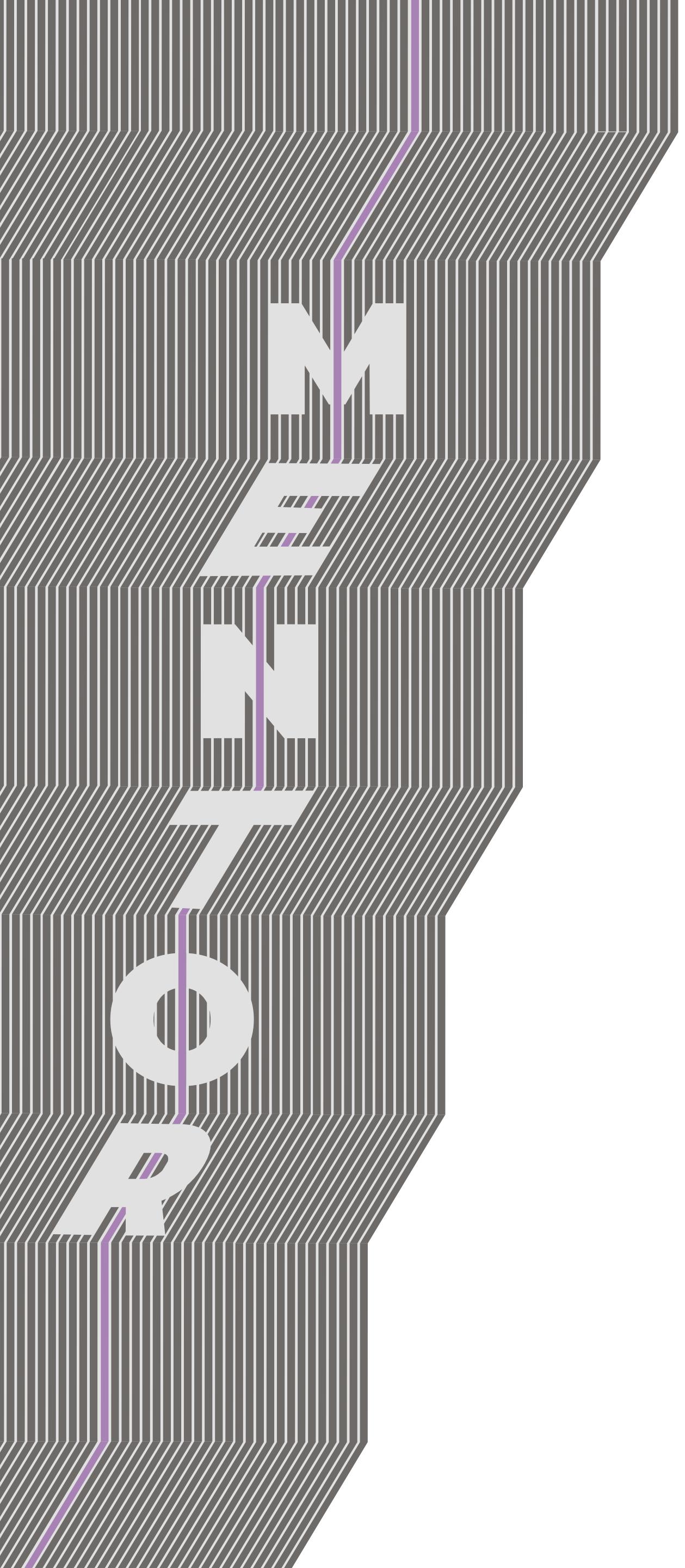
Liu YEFEI  
“Folding space”



**Ma YUXIN**  
“Taste of Beijing”

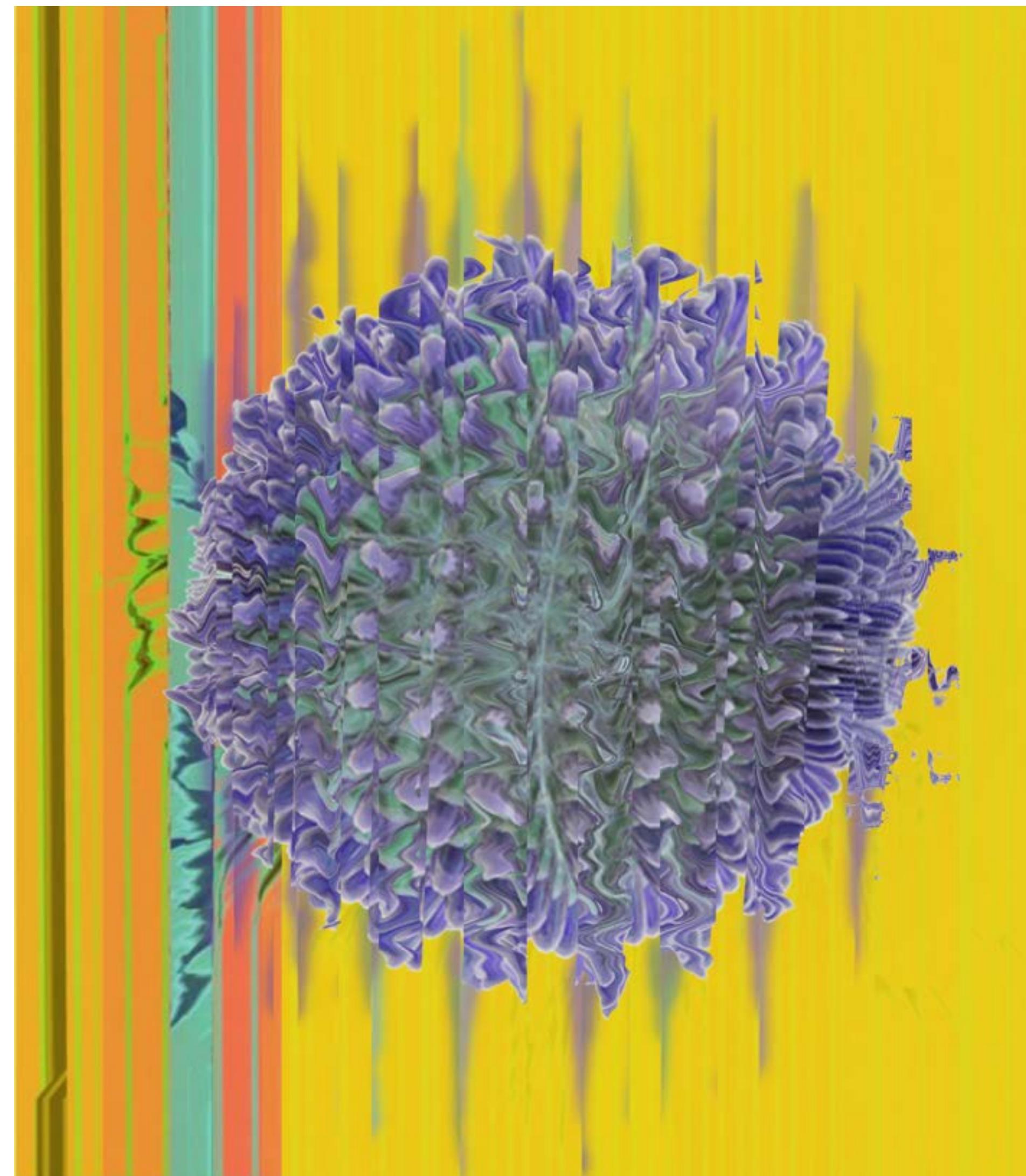
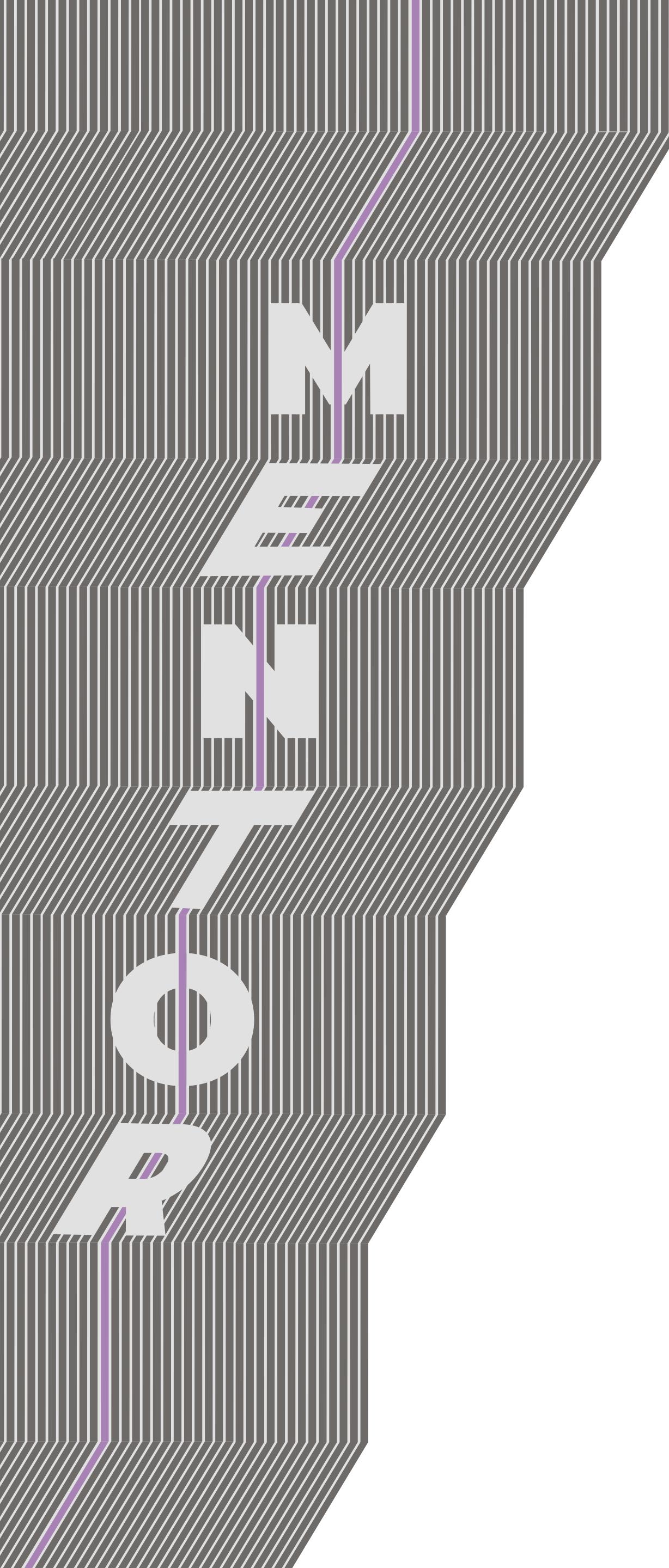


**Murat ÇALIŞ**  
“Temuçin Han”



*nazikcelikyilmaz*

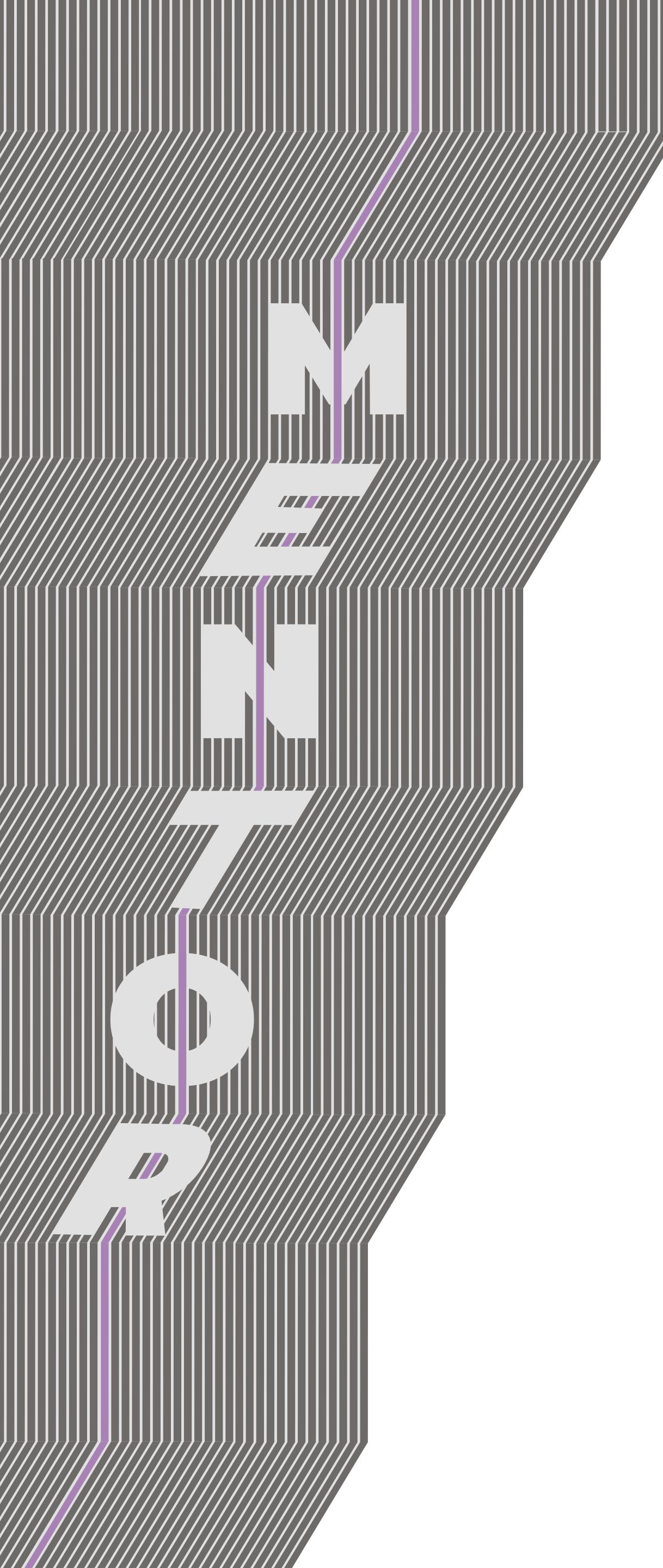
**Nazik ÇELİK YILMAZ**  
“İsimsiz”



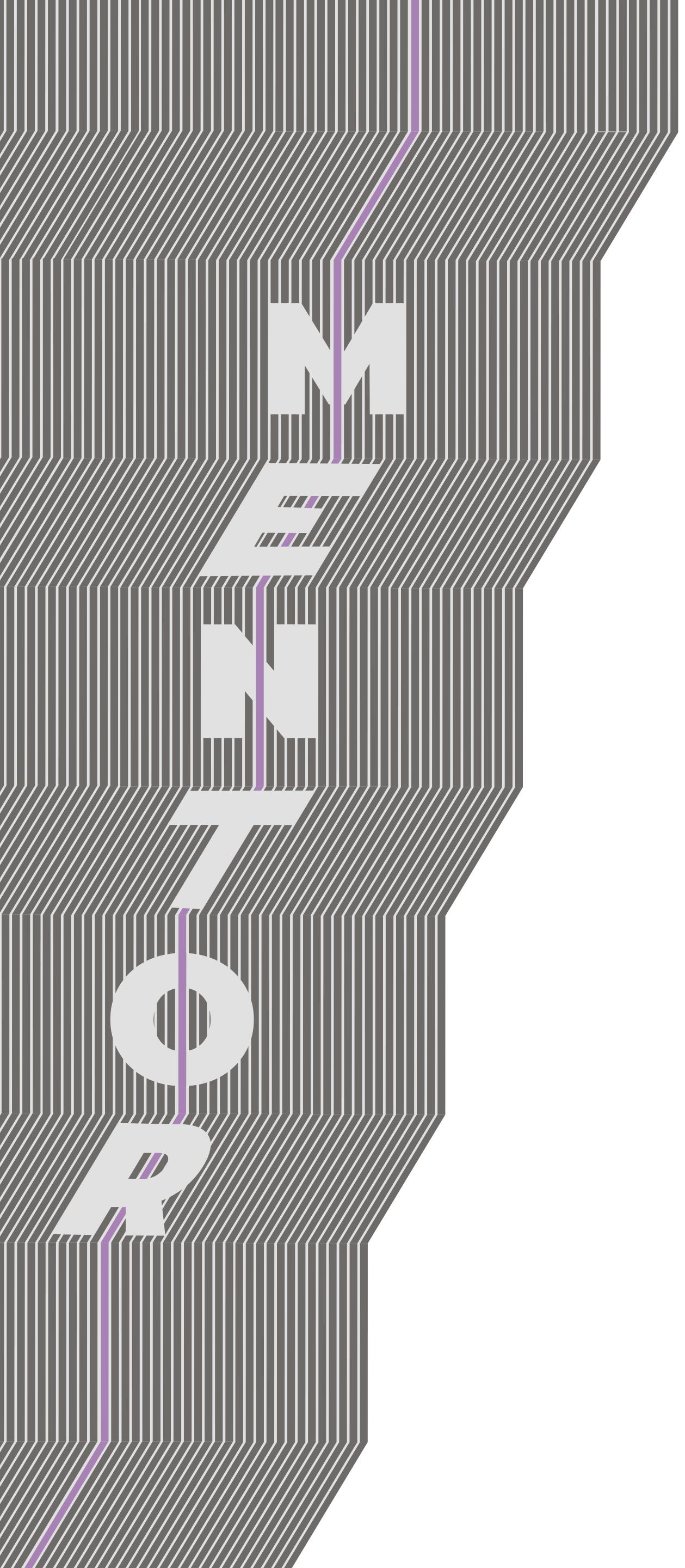
**Nurşen DİNÇ**  
“Deformasyon/Deformation”



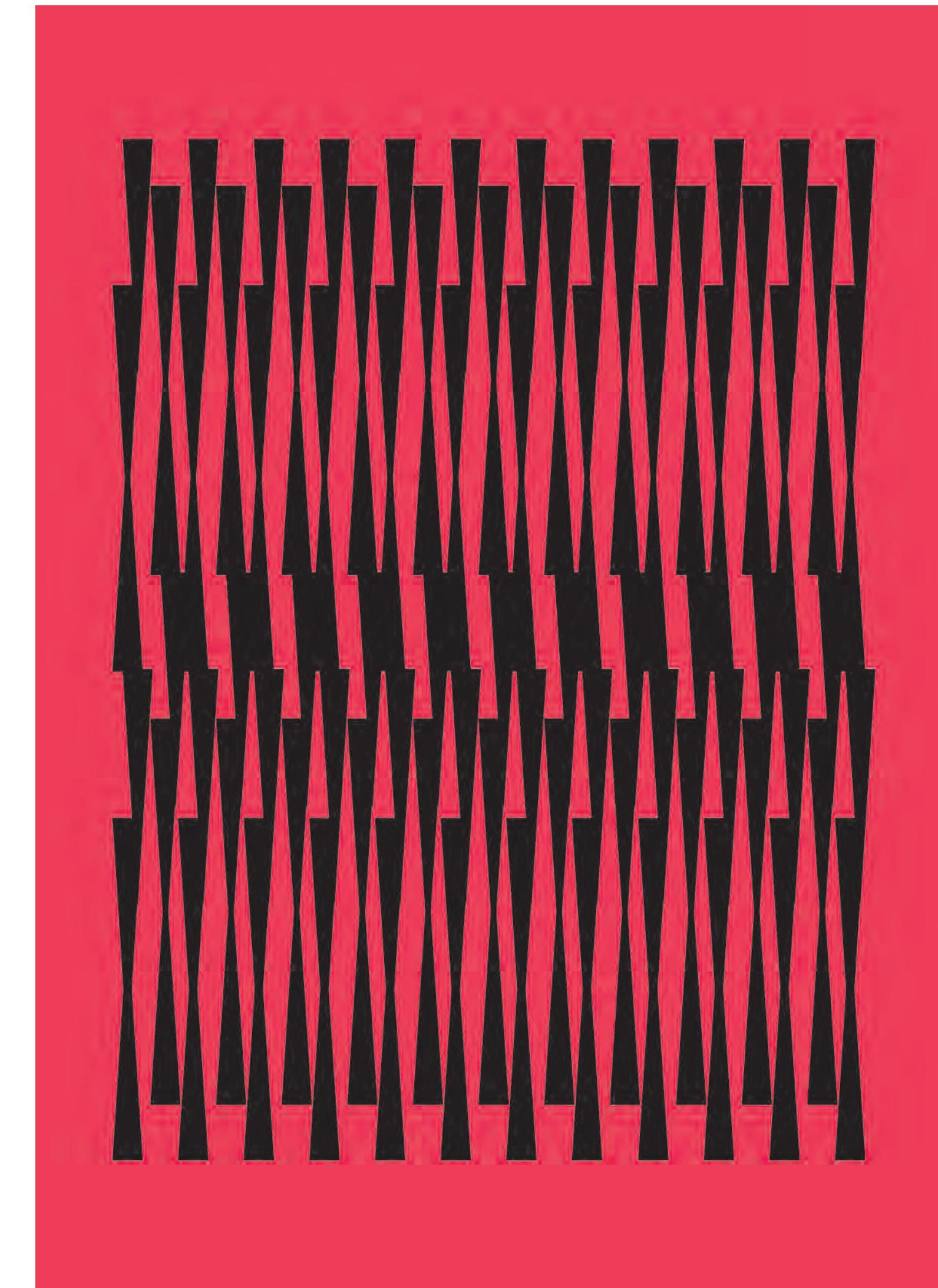
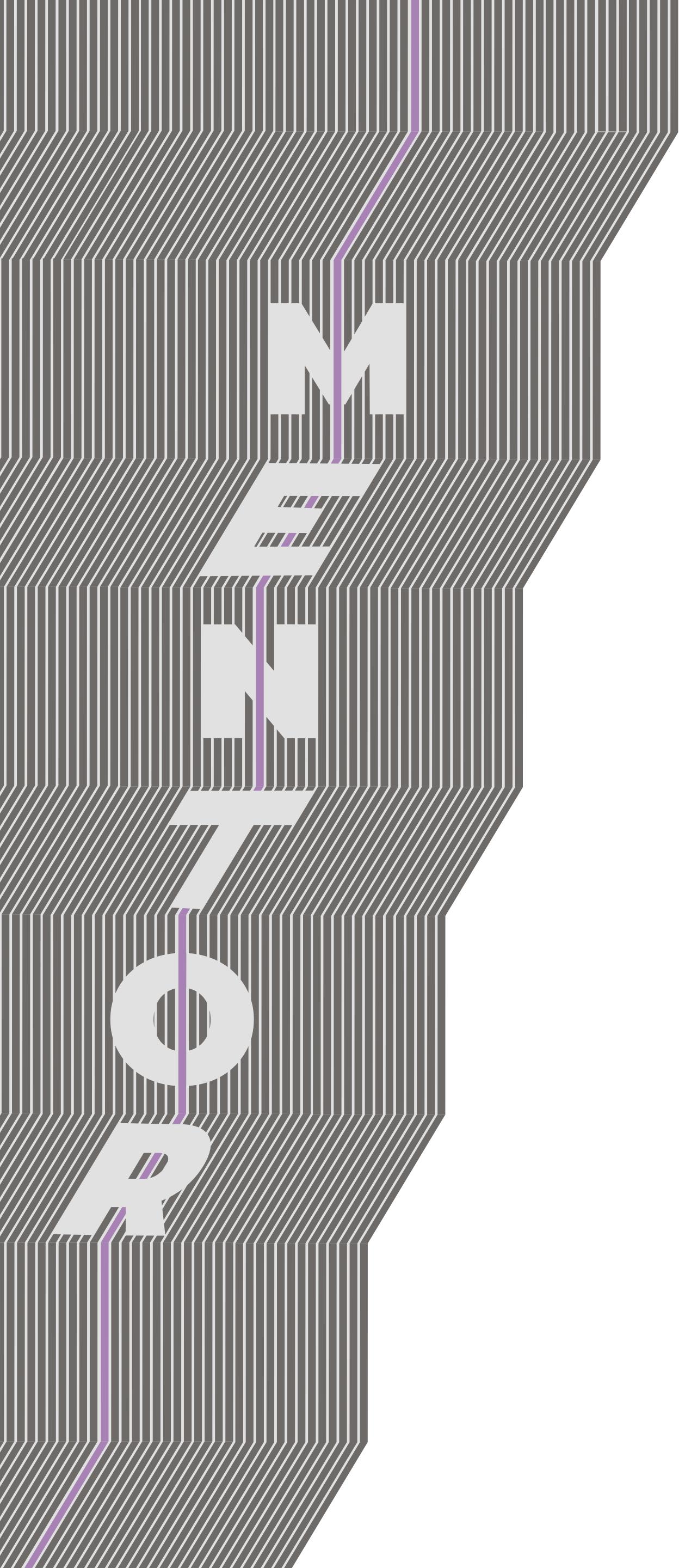
**Orhan TUTAYSALGIR**  
“Birth of Violet”



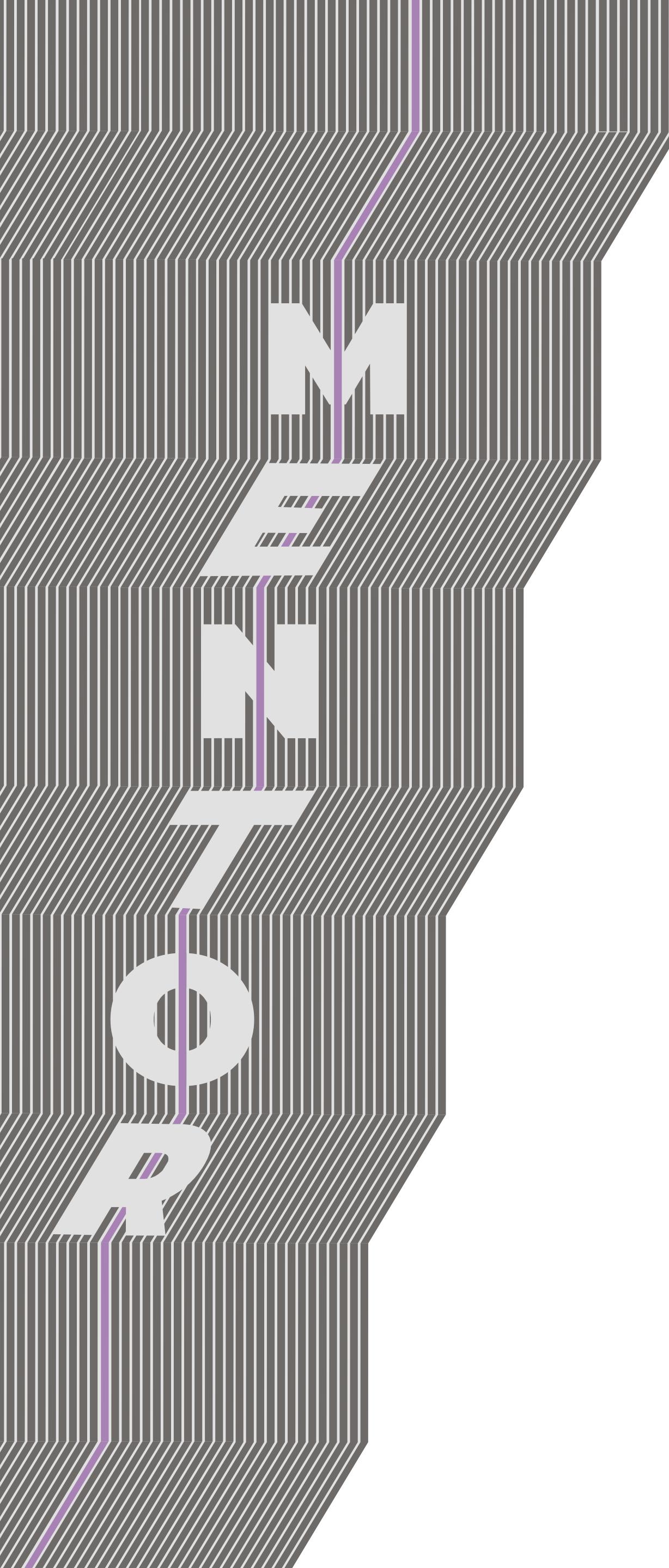
Sercan KEHRİBAR



Sevim Karaalioglu  
“Effect and Combination”



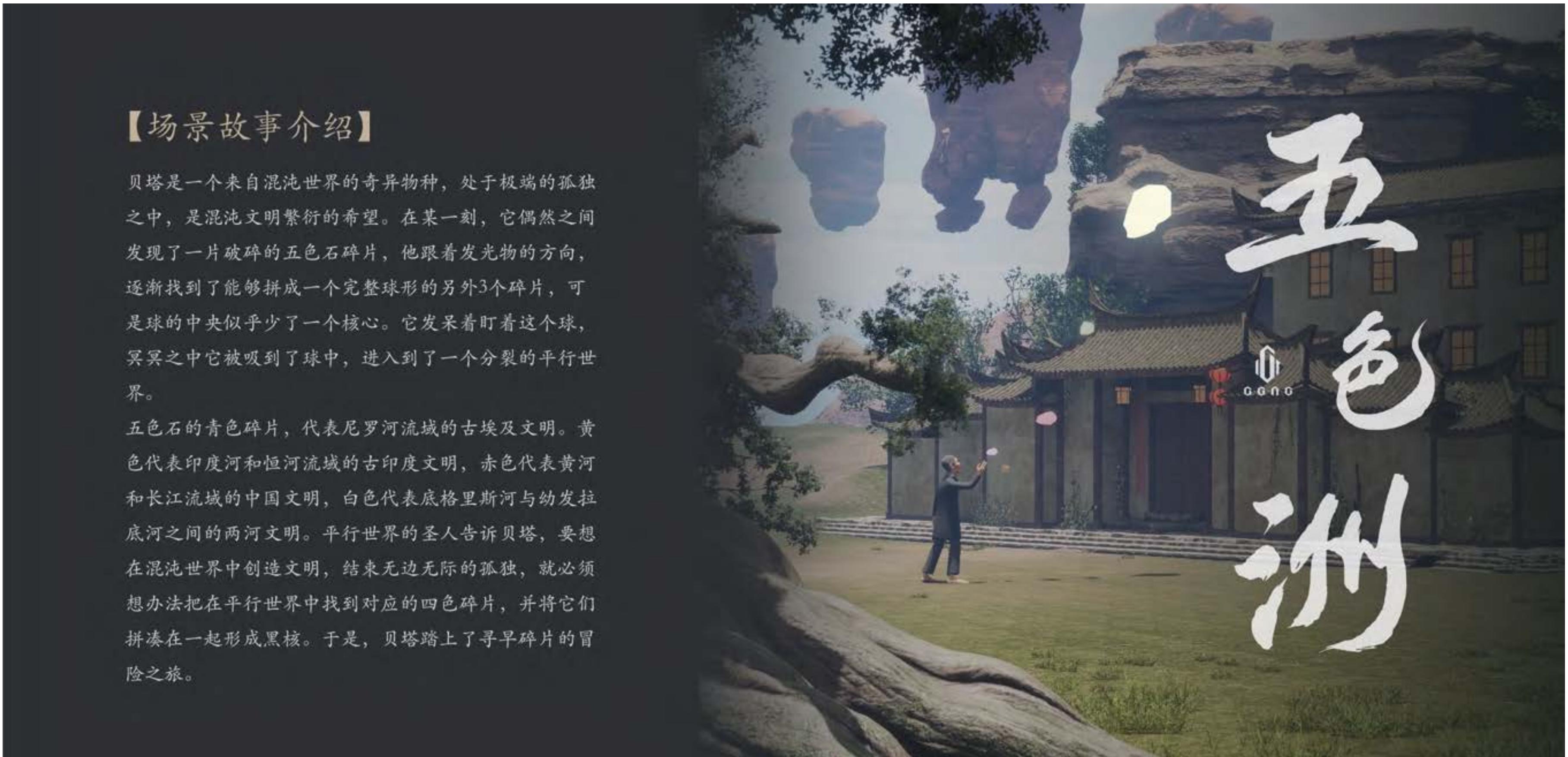
**Sevim Karaalioglu**  
“Merger”



## 【场景故事介绍】

贝塔是一个来自混沌世界的奇异物种，处于极端的孤独之中，是混沌文明繁衍的希望。在某一刻，它偶然之间发现了一片破碎的五色石碎片，他跟着发光物的方向，逐渐找到了能够拼成一个完整球形的另外3个碎片，可是球的中央似乎少了一个核心。它发呆着盯着这个球，冥冥之中它被吸到了球中，进入到了一个分裂的平行世界。

五色石的青色碎片，代表尼罗河流域的古埃及文明。黄色代表印度河和恒河流域的古印度文明，赤色代表黄河和长江流域的中国文明，白色代表底格里斯河与幼发拉底河之间的两河文明。平行世界的圣人告诉贝塔，要想在混沌世界中创造文明，结束无边无际的孤独，就必须想办法把在平行世界中找到对应的四色碎片，并将它们拼凑在一起形成黑核。于是，贝塔踏上了寻早碎片的冒险之旅。

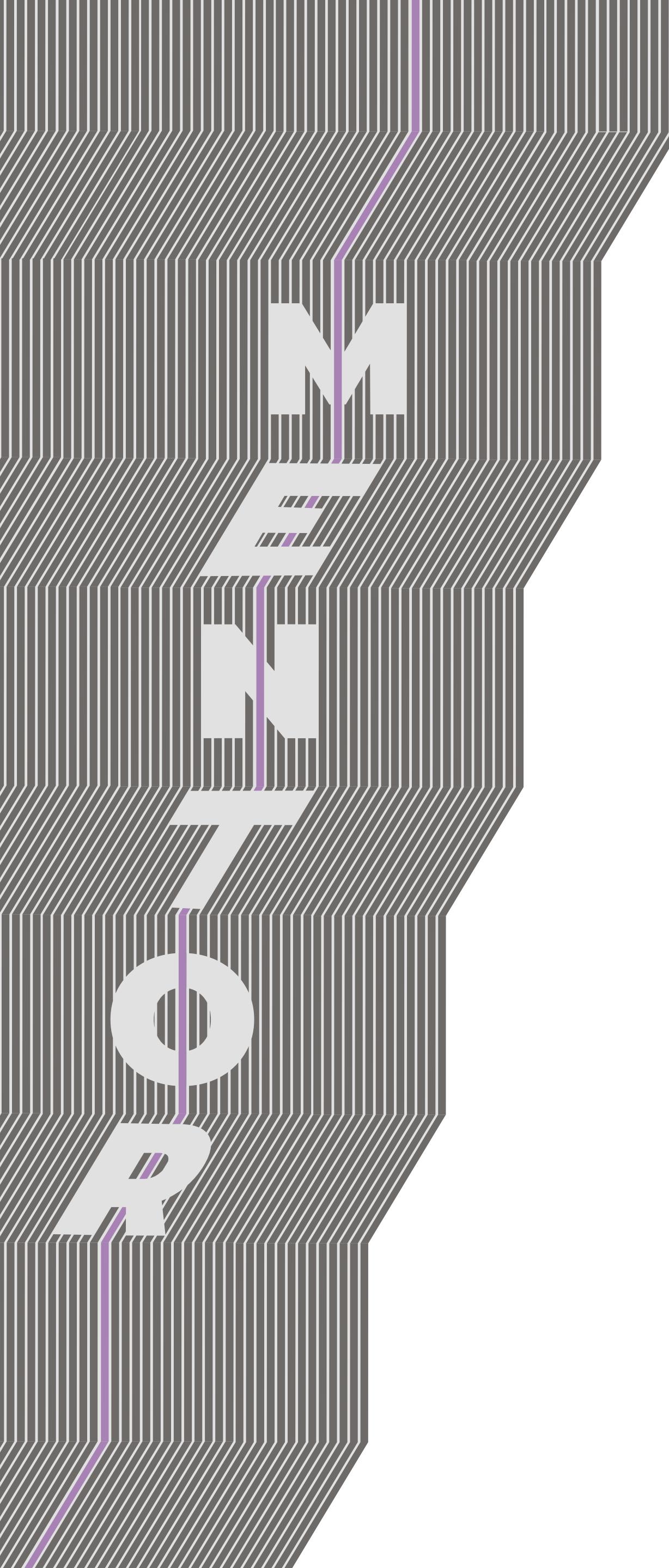


**She Yuchen, She Yuqi, Tian Xuecheng**  
“Five-color Continent”



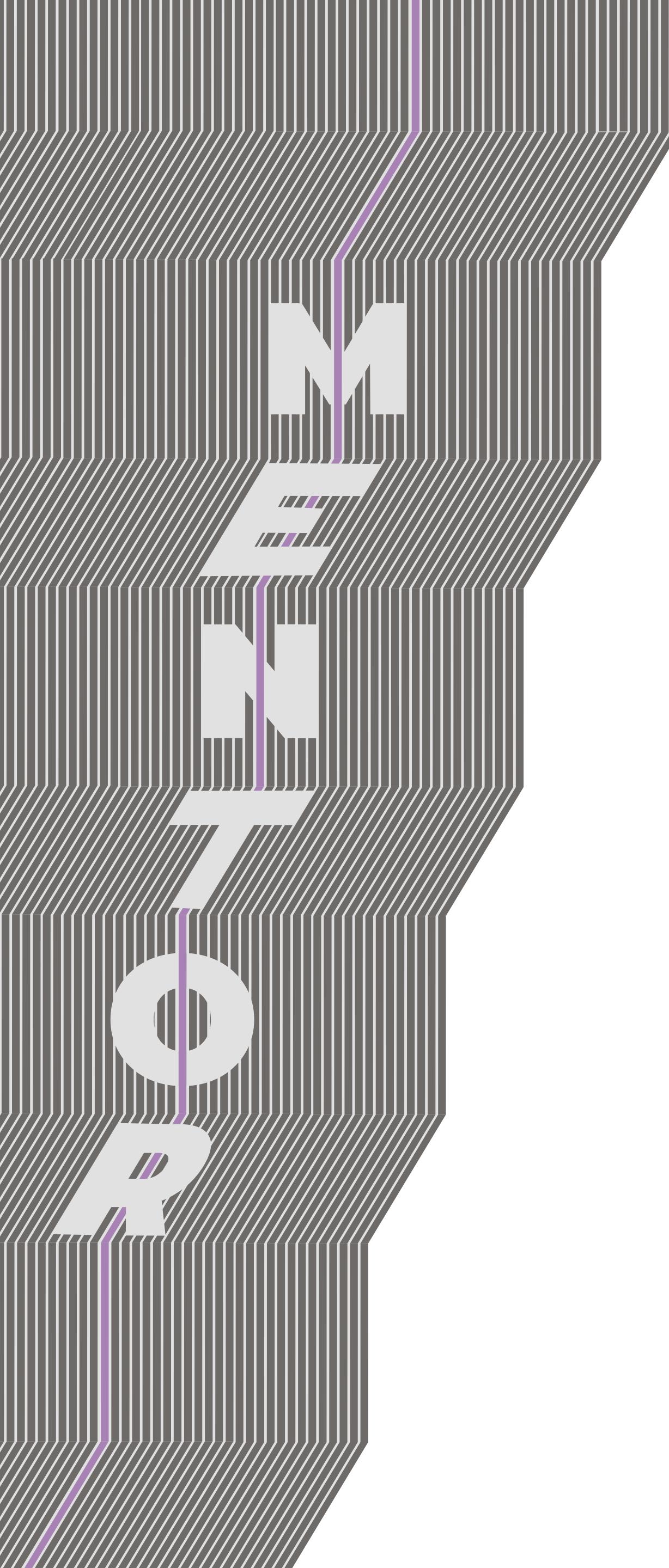


**She Yuchen - She Yuqi - Chen Kexin - Tian Xuecheng**  
“Words in Fans”

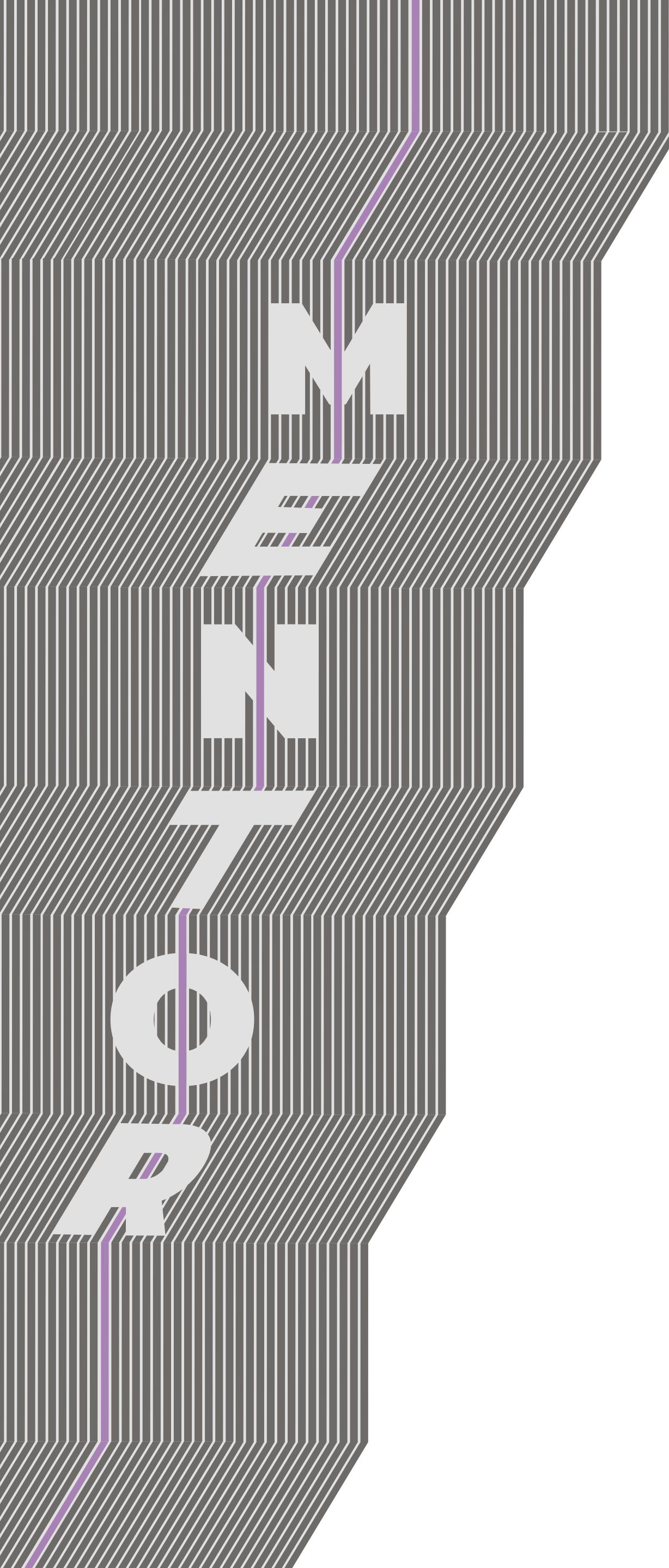


She Yuchen  
“Tance”





**Vedat GÜNTAY**  
“Meyvesiz”



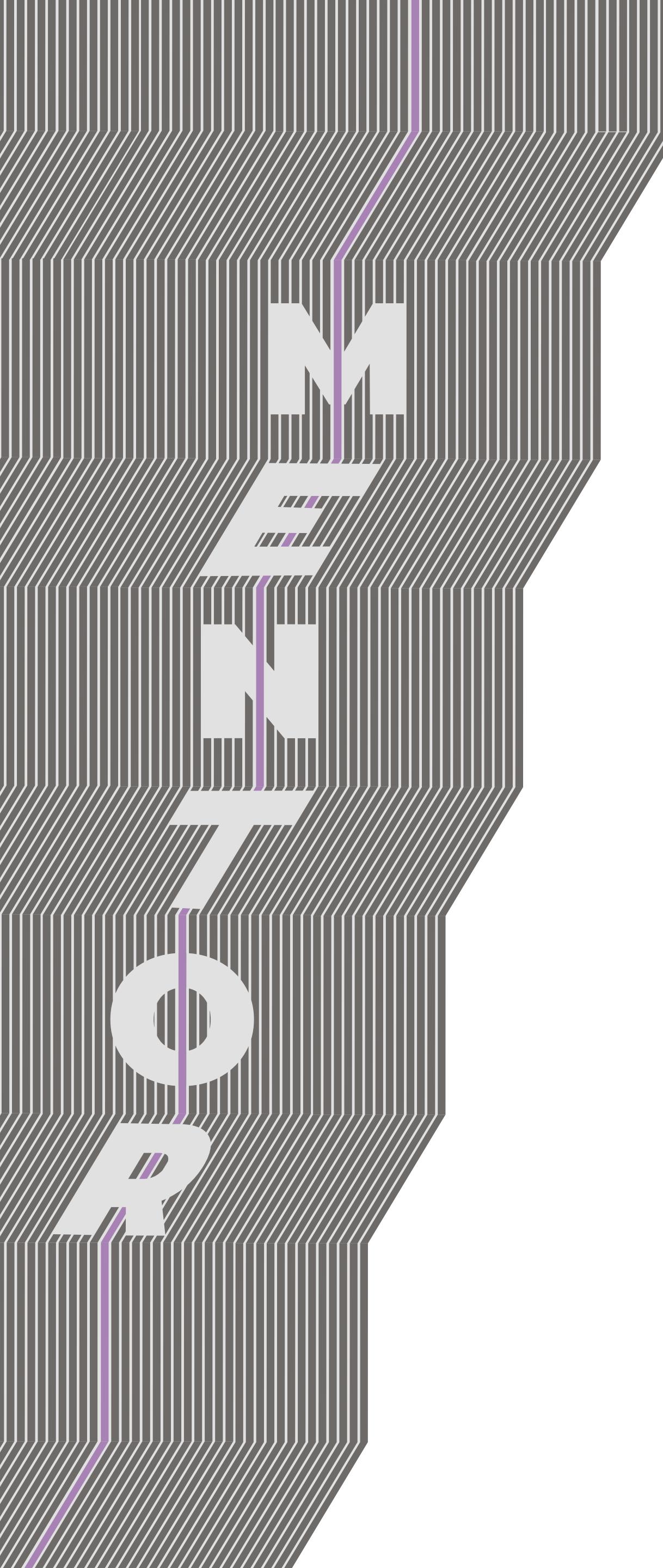
## 凌晨五点的呼与吸 ——以文竹苑为样本

通过对文竹苑社区的观测，我发现凌晨五点是个很奇特的数字。老年人在此刻醒来，开始一天的生活，年轻人在此刻睡去，结束了旧的一天。此起彼伏，一呼一吸，构成了现代城市的另一种独特的呼吸系统 / 社区循环，对此，我策划了一场展览。

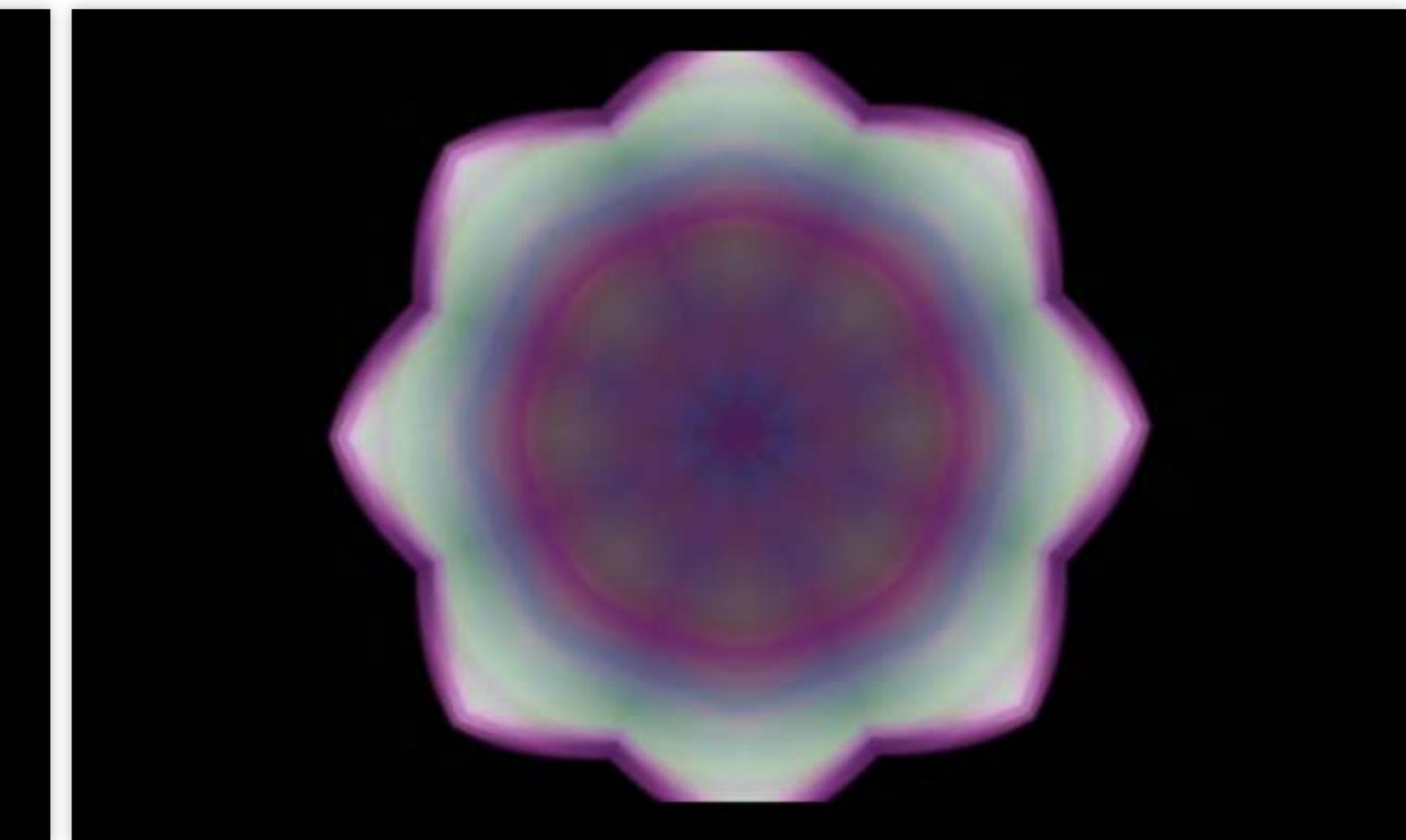
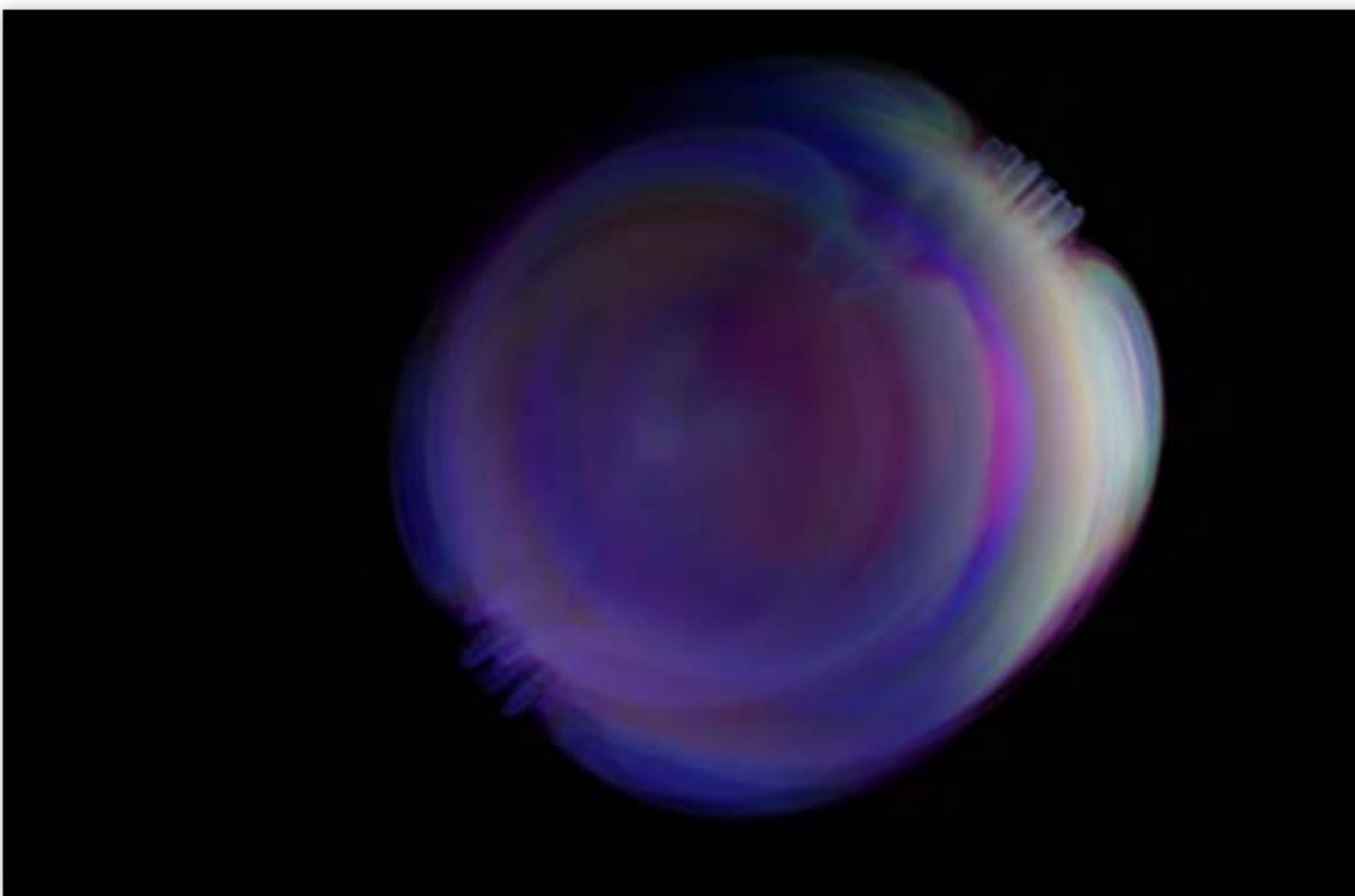
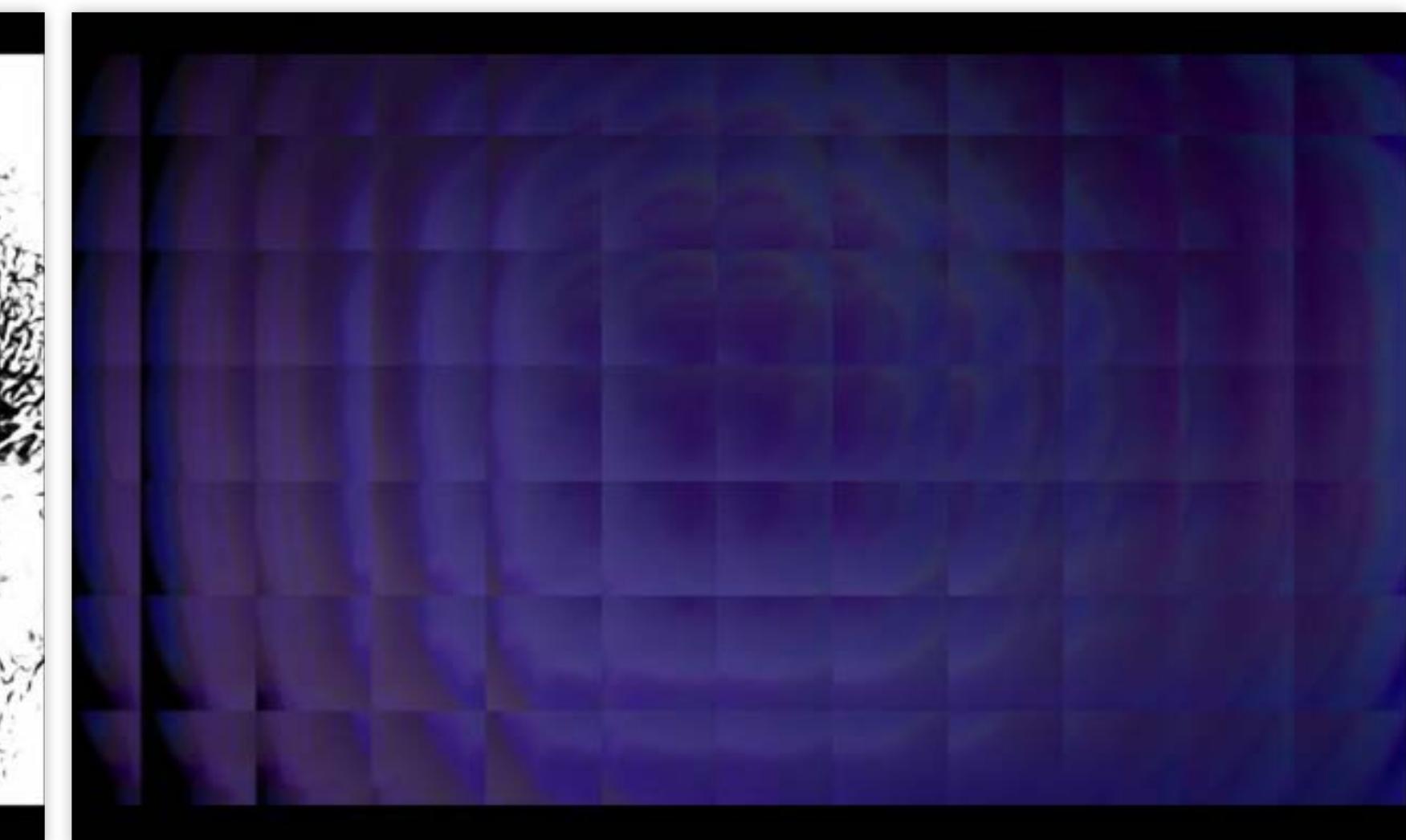
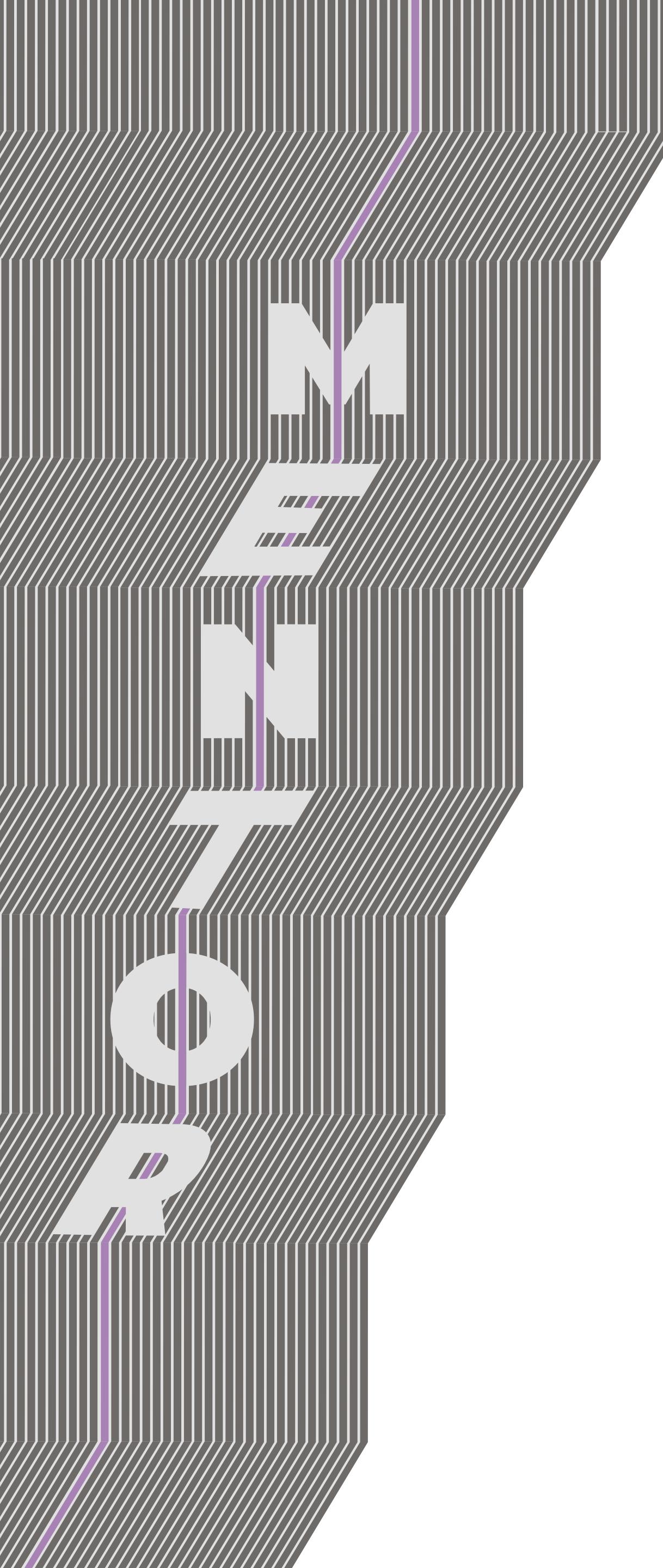


Wei KUNYING  
“Breath in&out”





**Wei KUNYING**  
“Chinese Wheat Fragrance”



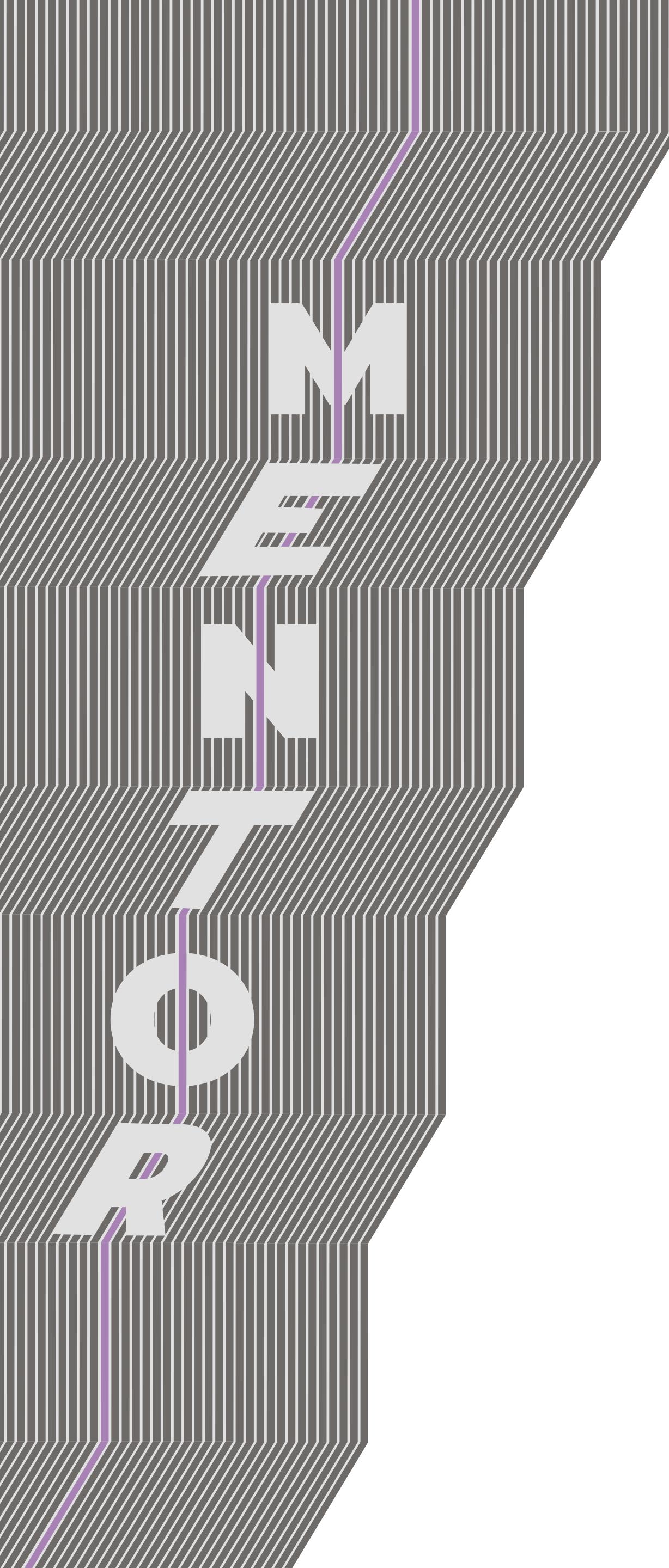
Xing Caiying  
“Wind”





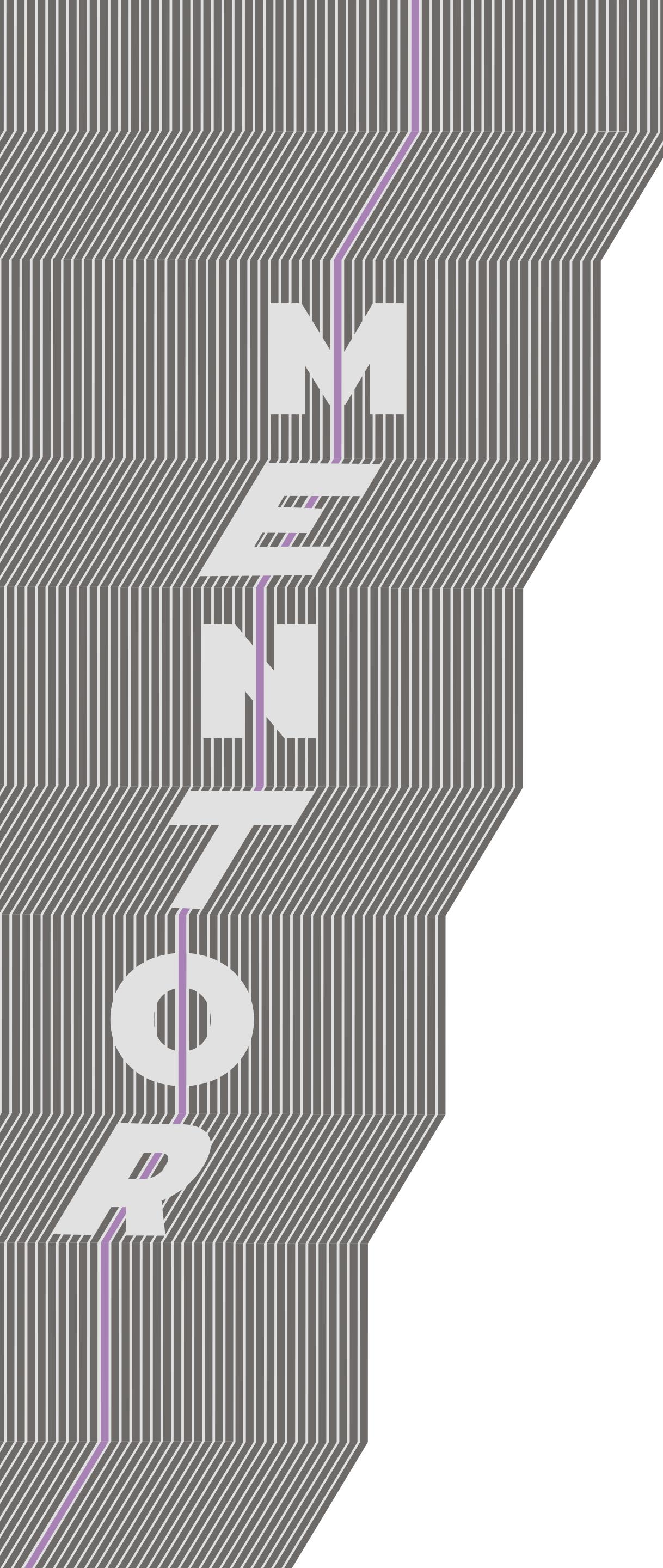
Xing Caiying  
“Zhuang Zhou Dreams of a Butterfly”





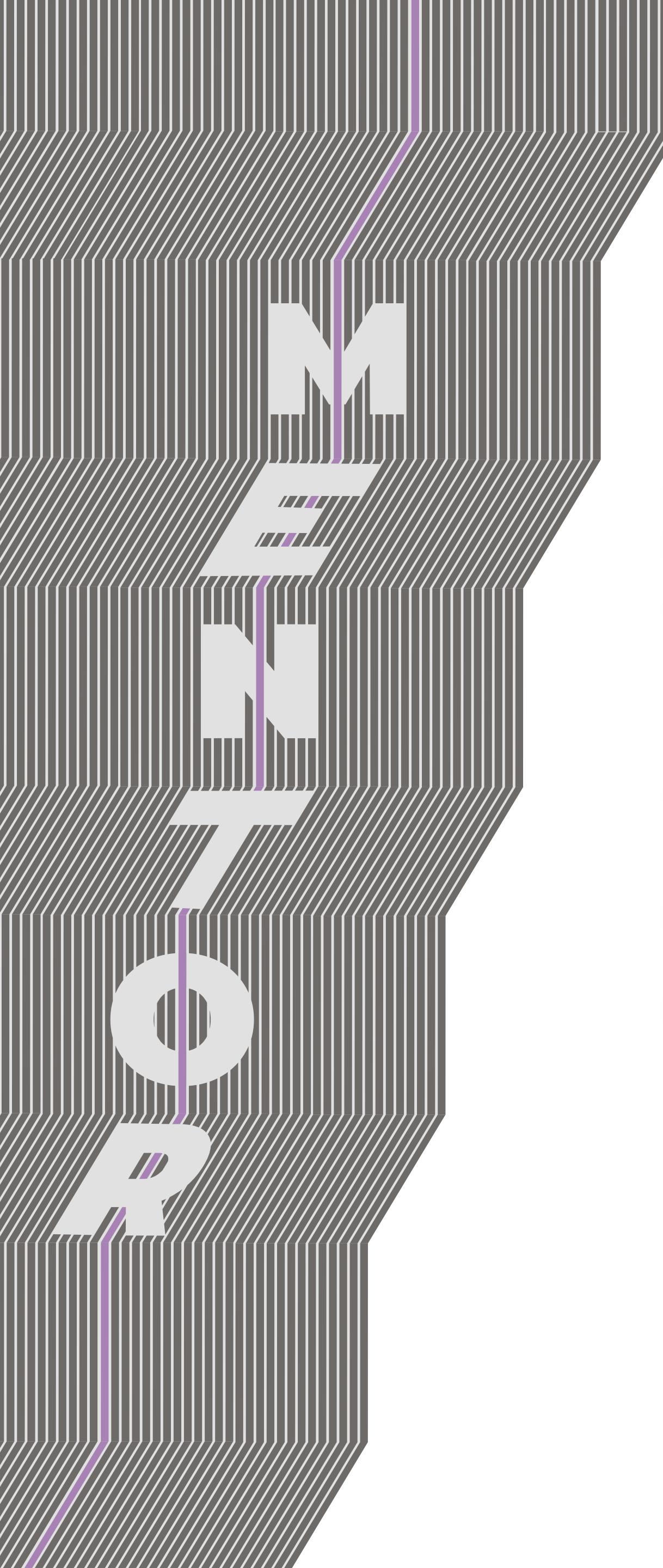
Yang Lintao

“A lady from a watery country / 水乡闺秀”

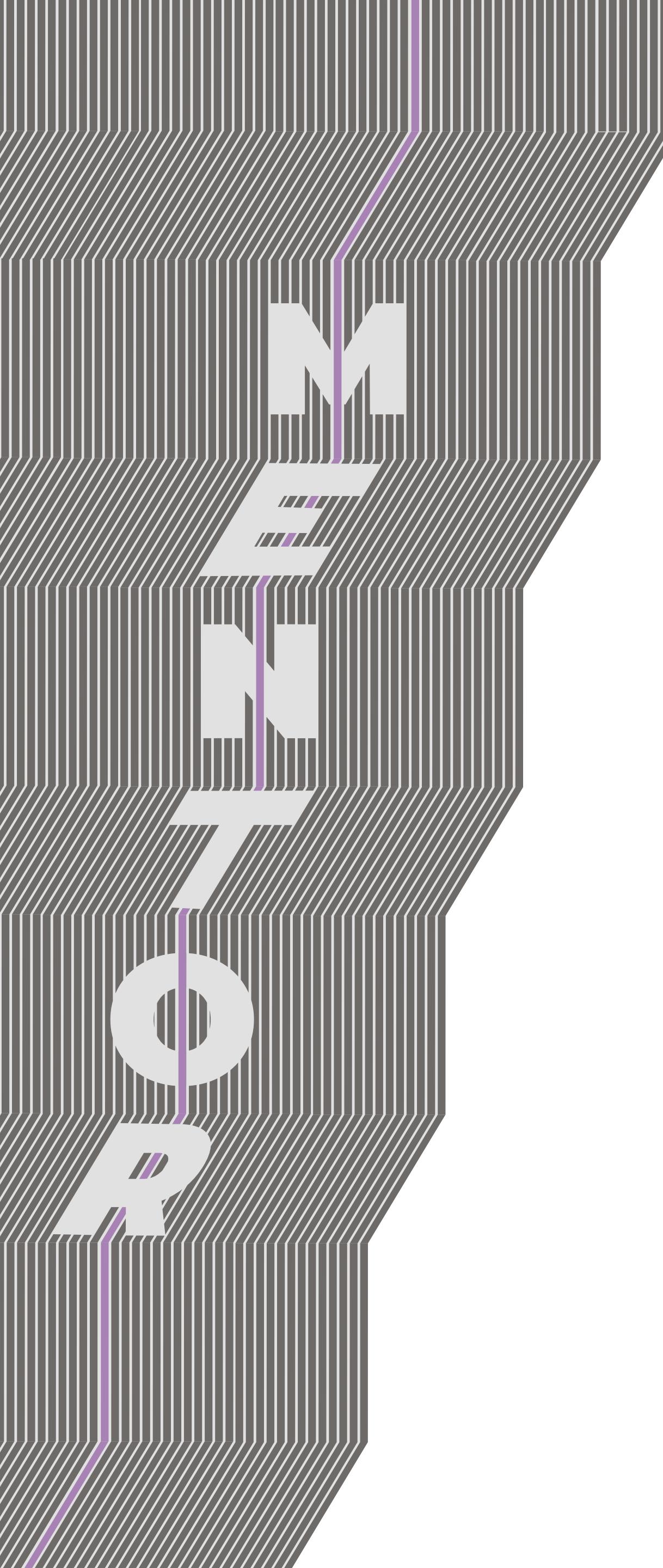


## Yang Lintao

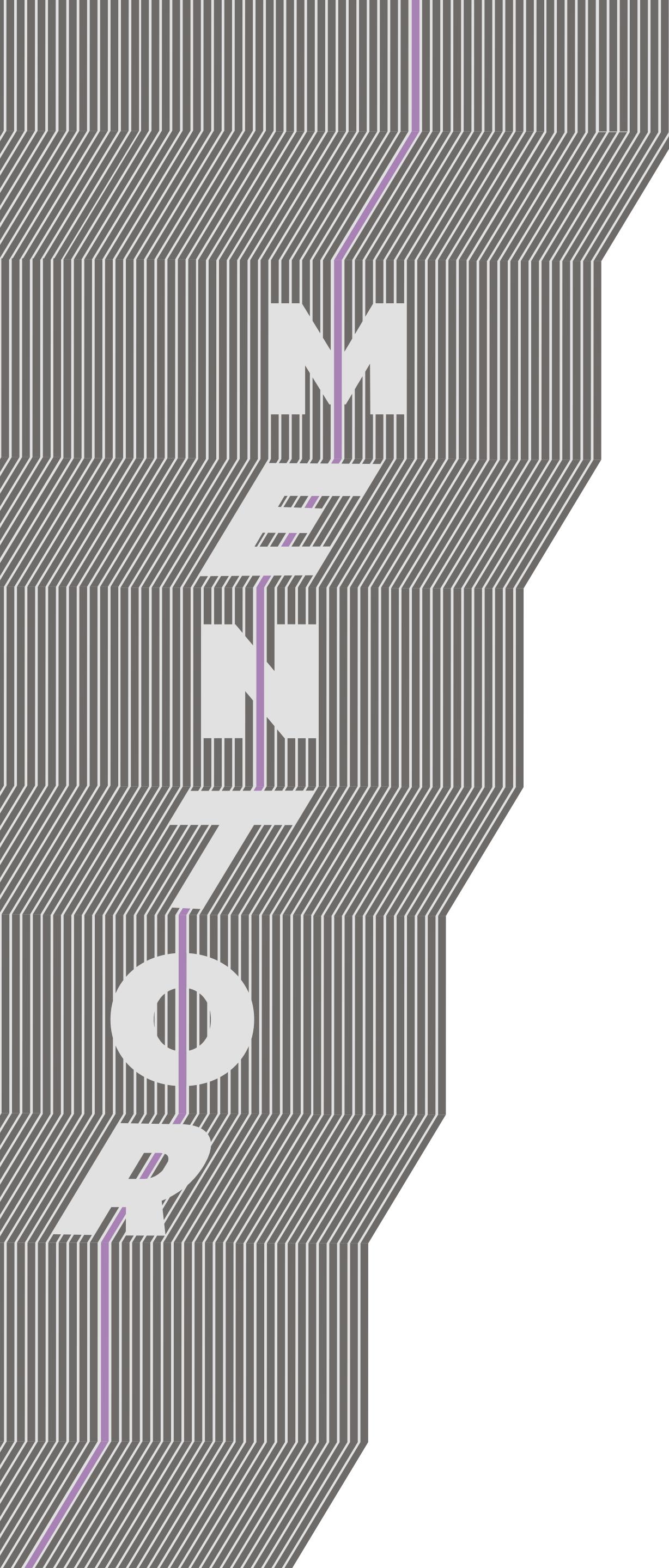
“Ancient town in the city / 城中古镇”



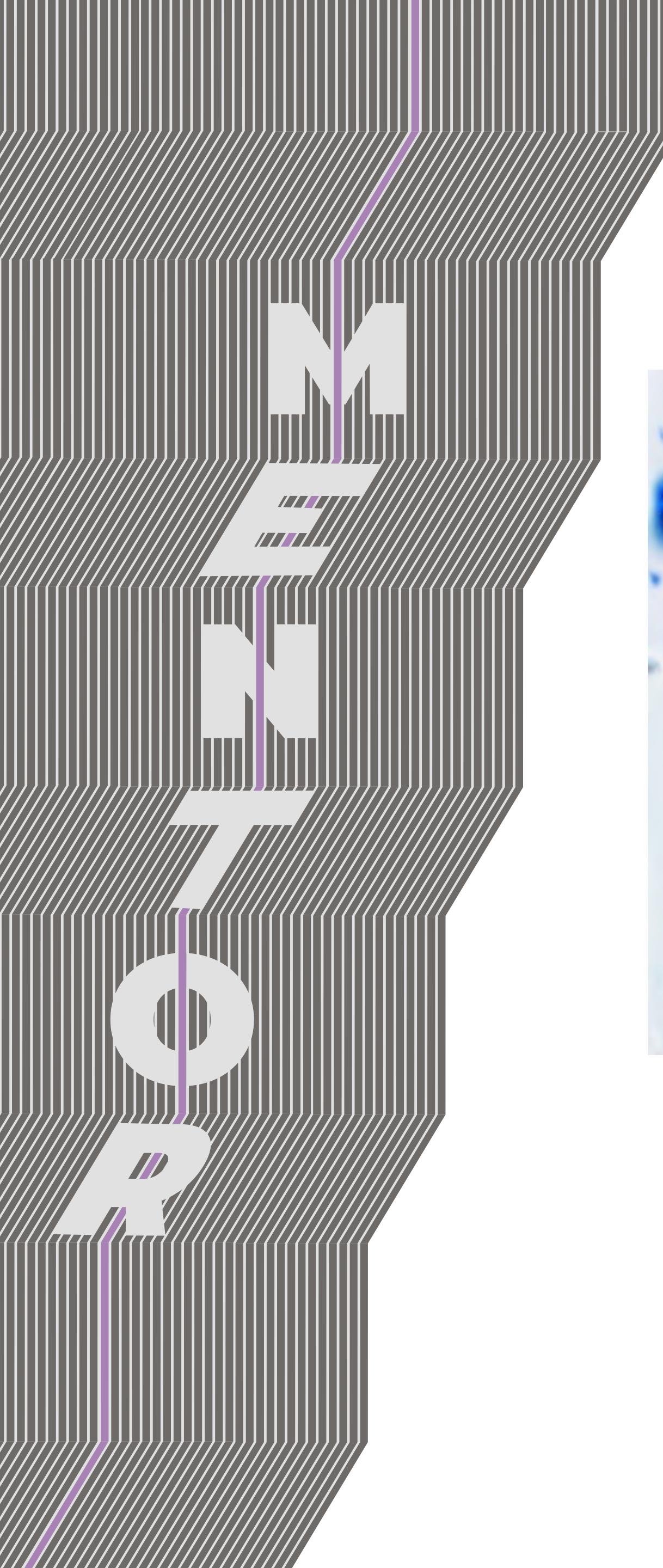
Yang Lintao  
“Lotus / 荷花”



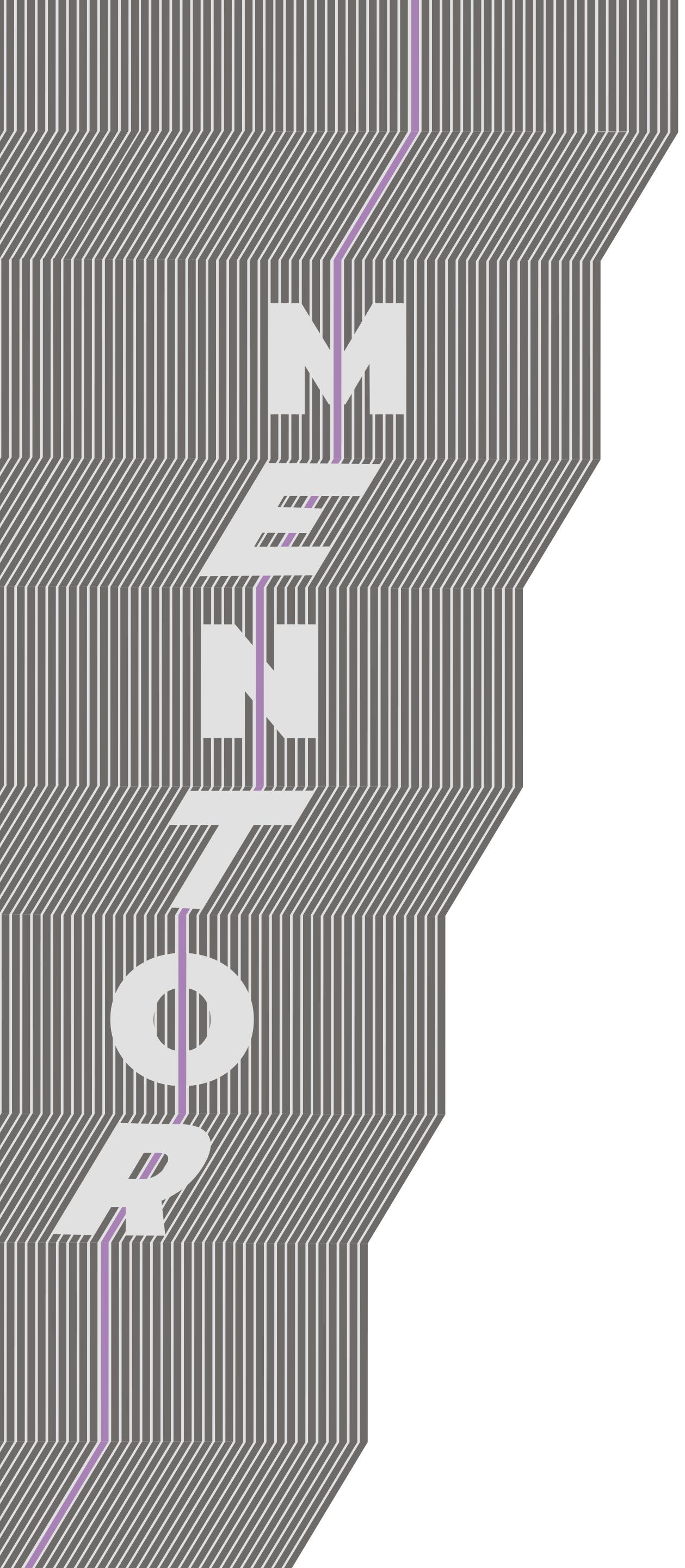
**Yang Lintao**  
“Reclusive City / 世外野城”



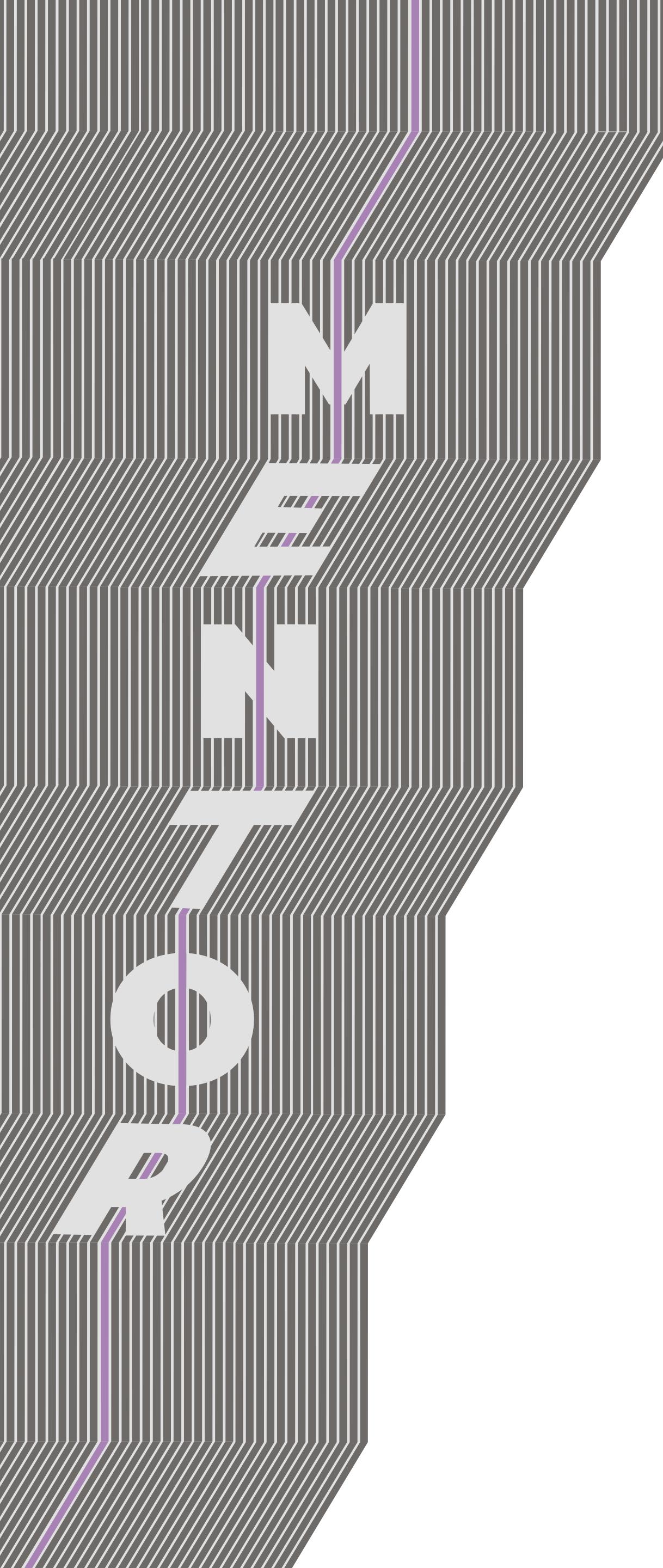
**Yang Lintao**  
“Where to Go / 你往何处去”



**YinJunyi**  
“AI’ fantasy of winter”



**Yin Junyi**  
“A quiet home”



# 游趣

海洋馆交互式门票系统设计

游趣是一款海洋馆交互式门票系统，以北京海洋馆的纸质门票为载体，同时配以移动端交互动画与趣味游戏，在改善海洋馆游览体验的同时达到寓教于乐的效果，使得濒危海洋生物保护的知识得到更为有效与广泛的传播。



Yuan Meng  
“Endangered Family”



Nazik Çelik YILMAZ  
Fatih KARA  
KAGAN GÖKTEPE  
Ahmet BÜLBÜL