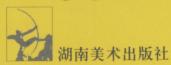
## 顶尖型录设计 **Brochure & Catalog**

Tech Electron Production Real Estate & Construction Education & Entertainment Photograph & Mix

Fashion & Attire Restaurant Transportation Othe Organizations



# **Brochure & Catalog**

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我常说:"创作是生活,生活是一切。"许多人将创作和美术划上等号,似乎一件好的创作就应该等于一幅美丽的图稿,其实不然,美术与美学只是创作的基础,创作的天空相当广阔,与每个人的生活周遭皆有关联。因此,"创作是生活,生活是一切"!设计者在进行个案规划时,必须清楚面对每一个环节,"美"往往是主观的,但"设计"却常常需要客观。

一个称职设计者的养成,并非一朝一夕即可达成。除了有扎实的美学基础外,生活当中种种的历练亦相当重要。丰富的工作经验对设计者来说也是不可或缺的一环,设计的好坏与个人对事情的体认及看法有十足的关联。判断设计案的切题与否,主要来自于丰富的工作历练及经验。

商业设计的形成必须站在双方利益的平衡点上考量而定,一般艺术创作或文化设计,纯粹是个人风格方式的表现,但是一位成功且被客户肯定的设计师,定是对其社会人文具相当高的敏感度,所展现的设计能发挥极高的独特性,对社会脉动有相当的掌握。毫无疑问的,"创作是生活,生活是一切"!除了人文、美学、基础教育、电脑技术、印刷技术等技巧的熟悉、融会贯通、互补应用外,设计者平时尚须广泛体认及感受生活,因为商业设计的素材往往取自生活周遭。设计者往往也身兼消费者的角色,用不同的角度来看待作品,商业设计才会较客观。在客观与主观的拿捏之间,如何得到平衡,这就得看设计师的经验及能力以达到"进可攻、退可守"的创意表现。

本书集结了台湾设计师的作品,藉以彼此交流互动,期待各位设计者更精进的表现,让台湾的设计生命源源不绝!

台湾平面设计协会/理事长 王炳南

于加多

Graphic design association of Taiwan

Wang Bin-Non / President

often say \[ \text{Life} is to create, life is all \] \( \circ\$ Many people generally think creation and art as equal, it seems that good creation should be equal to a beautiful picture, as a matter of fact, it isn't so. Art and esthetics just basics of creation, creation is wide and it is all connected to each other life \( \circ\$ Therefore, like I mentioned \[ \text{Life} is to create, life is all \] \[ \text{! When designers proceed a case, they must face every detail, \[ \text{Beauty} \] \( \text{often is subjective but } \[ \text{Design} \] \( \text{often need to be objective } \( \circ\$ \]

A competent designer is not build in one day, besides a good basic of esthetics, all sorts of experiences in life are rather important ° Good Aesigns mainly comes from plentiful work experiences and experiences in life °

Business design must think both sides (designer and client). General art and culture design simple is individual expression but a designer who is successful and approved by clients certainly is a unique designer.

Without a doubt, 「Life is to create, life is all」! Besides a good sense of esthetics study basic scomputer skills printing skills, digest and apply, designers need to experience life taste it, because design materials often come from life and things around them. As well, designers frequently play role as consumer, and see works with different angles, so that design works could be much objective. How to get balance between objective and subjective, now this has to depend on experiences and abilities of designers.

This book gathers works from designers in Taiwan so as to interchange design ideas. Also hope more great designers can come up great works in Taiwan.

处于资讯泛滥的时代,任何企业与机构都需要借由形象包装与广告行销来推介自己,举凡公司简介、产品型录、DM等,便得依赖平面设计师挥洒创意去完成。因此,设计师能否满足客户的基本需求,就考验我们的专业素养了。台湾的平面设计水准,平心而论,近几年还有提升,也造就出多位作品风格显明的设计师,但整体而言仍较设计先进国家略逊一筹,犹待快步加油。

记得在十多年前,国内设计工作者每到欧美及日本旅游,对收集印刷品设计、商品包装深感兴趣,因"他山之石"确实可以给我们一些学习、刺激。时隔多年,台湾的设计者终于陆续有了自己的设计主张,深悟创意的重要,而"概念"的产生又主导着设计的发展,因一件了无新意的制作物,只是件"印刷品"而非"作品"。再者,若连客户的基本诉求、功能性也未掌握好,纵使玩弄一些表现技巧,最终只会是充斥坊间的视觉垃圾罢了。

但,何谓出色的设计作品呢?个人认为,它必须是为客户单独打造的设计,执行前需有周详的计划,加上用心的表现、适切的材质与合理的加工制作。因此,除了设计者满意,客户也满意,且超乎对方的想像,能带给惊喜的冲击。

眼见台湾的平面设计水平的进步,设计新秀人才辈出,身为资深设计者深感安慰,必然也会有些许压力,但 是良性竞争带来全面的共同提升,难道不是件好事?

鸿图视觉/负责人 柯鸿图

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H.T.Grapaics / Ko Hung-tu

o be in an age of information overflow, any industry and organization needs to rely on image and advertise themselves, such us company introduction, products catalog. DM and so on. Therefore, do designers satisfied needs for clients? This is a great test for designers. Graphics design standard in Taiwan these days, in all fairness, it has been improved and as well brought up many great talents. But to compare with other advanced countries, designers in Taiwan still need to make an extra effort.

Remember ten years ago, internal designers whenever went travel in Europe, USA and Japan, always learned inspiration for printing item design and packing design, as well learned some adviese from others that could help us learn indeed. Years after, Taiwan designer finally have their own design views, and understood how important originality is. A product without new design is just a <code>[Printing item]</code>, not a <code>[Work]</code>. Furthermore, if designers can not master basic needs for clients, even if play with some skills, in the long run would just some vision garbages.

But what is the meaning of Toutstanding design work ? Personal thinking, it must be design for client, a complete project and attentively work, suitable materials and reasonable extra work. Therefore, not just designers would be satisfied, so will clients.

To see graphic design standard has been improving, new great talents appear continuously, Being a seniority designer I deeply feel satisfied, of course feeling pressure would be unavidable, but good competition could bring more good works, is'n that a good thing in this industry?

创作与设计的不同在于创作是百分之百自发的,成品愿者上钩,设计则是针对对象、成本、时间点、目标种种考量而成立的。虽然结果同具有商业行为,但出发点是不同的。一个出世,一个人世。

设计过程本身就具有了解、转化、实验与沟通,是与脑、体力竞赛,业主与设计者的平衡所产生的结果。成为设计家特质如果是个人成绩单上会是:

理解 A+ 创意 A+ 沟通 A+ 体力 A+ 耐心 A+ 执行 A+ 勇气 A 运气 A

凡是设计家都会有梦想支撑他们一直走下去。设计家的第一梦想是创造新风格,领先时代感的设计。设计家的第二梦想无非是在设计史上留名,完成伟大值得终身回忆的案件,并成为专家中的专家。设计家的第三梦想是所做的设计不被客户修改,一次定案,找到知音,莫大成就感。设计家的第四梦想是永远保持创造力,创意源源不绝,客户好口碑。为了实现这些,设计家花了很多时间,绞尽脑汁充实自己,对每一个客户、案件都全心投入,在意每一件成品的品质与客户的满意度。尽管每天 24 小时,只要效率好,expand 到 30 个小时是没有问题的。

许多过不了魔鬼淬练的设计家会在途中迷失、堕落, 离梦想越来越远。

设计家不是每一个人都能当的,设计过程就像修行一般。这本书内的是结集各设计家长时间、花尽心思创作 并与众人沟通、了解,所设计出来的作品。

我向各位致敬。未来的路还很长,我们与国际竞争,我们向时代挑战。

水越设计/负责人 周育如 AGUA Design / Chou Yu Ju

ifference Creation and designing-Creation is absolutely spontaneous, and design is formed in accordance with subject, cost, time and target, although the results are included commercial actions but starting point are different. One is renounce the world and the other is participate the world.

Design process itself provided with understanding, transformation, experiment and communication, also it is a competition with brain and physical strength

To become a designer, what you need on your report card will be:

understanding A+ originality A+ communication A+ physical strength A+ patience A+ execuyion A+ courage A luck A

All designers have dreams to carry them keep on going. First dream for all designers is to create new style and works that lead to new age. The second dream no more than leave behind a good reputation in history and accomplish a great work that worth of remember for lifetime, also to become a specialist. Third dream is that works won掐 be corrected by clients and find confidants and that would be a greatest achievement. The last dream is tomaintain creation, creation unfailing and good public praise by clients. To accomplish these, designers spent a lot of time working wholeheartedly and do their best to satisfied needs for clients.

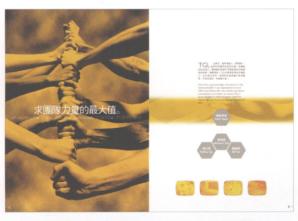
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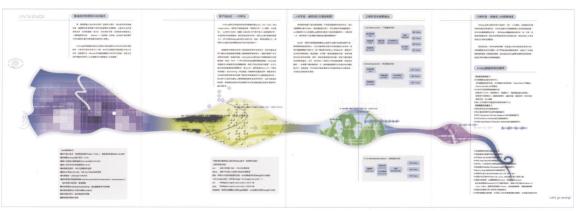


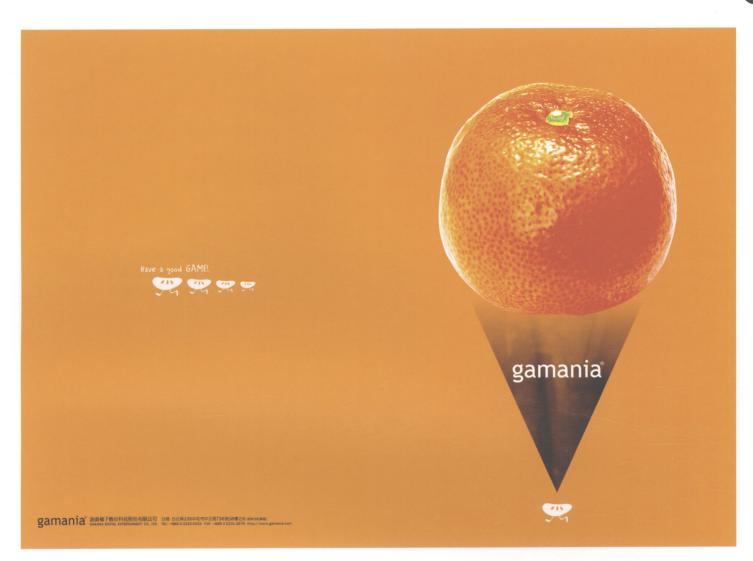
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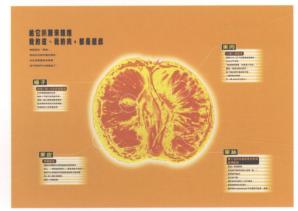


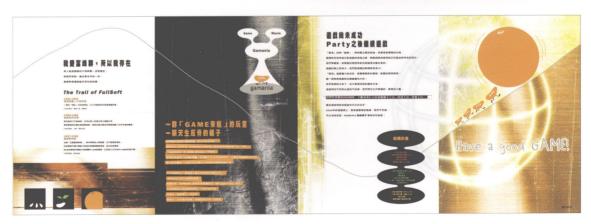
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