

【附表三】

學海飛颺/學海惜珠學生出國研修心得報告內容大綱

請於封面上方列標題(標題內容須含：選送生獲補助年度、薦送學校系所、年級、中文姓名、前往研修國家、國外研修學校名稱、國外研修成績及短片時間及標題)

獲補助年度	113年9月1日至114年9月31日
薦送學校、系所、年級	國立臺南藝術大學 應用藝術研究所木質組 3年級
中文姓名	陳映孜
研修國家	日本
研修學校	東京藝術大學
國外研修成績	雕刻實際研究II 88分 雕刻實際研究III 92分
短片時間及標題	無
一、緣起 二、研修學校簡介 三、國外研修之課程學習(課 內)四、國外研修之生活學習 (課外) 五、研修之具體效益(請條列式列舉) 六、感想與建議	

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一、緣起

此次申請出國研修的主因與我的研究主題有關——探討如何將平面漫畫轉化為3D實體作品。由於研究與漫畫相關，因此選擇前往動漫文化深厚的日本。考量技術層面的發展，我選擇就讀東京藝術大學，希望透過師生互動與觀察課程作品的過程中，拓展創作思維與實作能力。

二、研修學校簡介

東京藝術大學位於上野公園，擁有美術與音樂兩大學部，並設有包含映像、國際藝術創造等研究所。學校設有大學美術館，鄰近亦有東京都美術館、國立西洋美術館、東京國立博物館等，藝術資源極為豐富，學生亦可享受參觀優惠。

三、課程學習（課內）

研修期間選修了工坊課程，並旁聽大學部的雕刻論。工坊課程與台灣實作課程相似，但最大的收穫來自與當地學生的交流，透過討論與觀察彼此作品，更深入反思創作意涵。在與老師討論研究主題時，也獲得許多具啟發性的建議。

雕刻論則是一門思想訓練課，課堂上邀請村上隆、奈良美智、小谷元彥等知名藝術家分享創作經驗，亦有校內教授探討展覽與展示手法，使我對藝術的詮釋更為立體豐富。

四、生活學習（課外）

課餘時間常造訪國立西洋美術館，從特展中吸取創作靈感。根據研究主題，也特地前往三鷹美術館、藤子・F・不二雄博物館、常盤莊等地，深入了解漫畫歷史與表現技法。觀察中發現，日本人對生活細節的感受力特別強，連風與空氣的流動都能體會，這種感官經驗也反映在他們的作品中，值得學習。

五、研修具體效益

1. 實際生活與觀察後，更清楚了解台日文化與藝術表現的差異。
2. 技術層面獲得提升，學習到不同的創作手法。
3. 日本藝術資源豐富，美術館與藝廊密集，有助於藝術視野擴展。
4. 針對漫畫轉3D的研究主題，獲得大量實務資訊與創作靈感。
5. 與當地人互動增進日語能力，也更能理解原文書籍中的深層涵義。

六、感想與建議

這一年的研修生活給予我很大的衝擊，除了技術與知識的成長，更深入理解日本人對藝術與生活的看法，對我日後創作思考影響深遠。返國後與同學分享台日差異，討論十分有趣。

雖然未能親訪日本漫畫博物館略感遺憾，但在三鷹美術館與藤子・F・不二雄博物館中獲得了許多靈感，尤其是看到那些陪伴我成長的作品原稿，令人十分感動。

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1. Background and Motivation

The main reason for applying for this overseas research program is closely related to my research topic—exploring how to transform 2D comics into 3D physical works. Since my research is centered around comics, I chose to study in Japan, a country with a rich anime and manga culture. Considering the development of technical skills, I decided to attend Tokyo University of the Arts. I hoped to broaden my creative thinking and hands-on abilities through interactions with professors and students, as well as by observing the work produced in classes.

2. Introduction to the Host Institution

Tokyo University of the Arts is located in Ueno Park and comprises two major faculties: Fine Arts and Music. It also has graduate programs such as Film and New Media, and Global Art Practice. The university hosts its own art museum and is surrounded by renowned cultural institutions including the Tokyo Metropolitan Art Museum, the National Museum of Western Art, and the Tokyo National Museum. With such rich artistic resources, students enjoy convenient access and often receive discounted admission.

3. Academic Learning (In-Class)

During the program, I enrolled in a studio-based course and also audited an undergraduate course on sculpture theory. The studio course was similar to practical courses in Taiwan, but the most valuable aspect was the exchange with local students. Through discussions and observing each other's works, I was able to reflect more deeply on the meaning of my own creations. Discussions with professors about my research topic also yielded many inspiring suggestions.

The sculpture theory course focused more on conceptual thinking. Renowned artists such as Takashi Murakami, Yoshitomo Nara, and Motohiko Odani were invited to share their creative experiences. In addition, faculty members discussed exhibition methods and display techniques, which greatly enriched my understanding and interpretation of art.

4. Experiential Learning (Out-of-Class)

In my free time, I frequently visited the National Museum of Western Art to draw inspiration from special exhibitions. In line with my research focus, I also visited locations such as the Ghibli Museum, the Fujiko F. Fujio Museum, and Tokiwa-sō, to gain a deeper understanding of the history and techniques of manga expression. Through observation, I noticed that Japanese people have a particularly keen sensitivity to the details of daily life—even the flow of wind and air—which is

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reflected in their works and is something I find worth learning.

5. Tangible Benefits of the Program

- Gained a clearer understanding of the cultural and artistic differences between Taiwan and Japan through firsthand experiences.
- Improved my technical skills and learned new creative methods.
- Benefited from Japan' s rich artistic resources and high concentration of museums and galleries, which helped expand my artistic perspective.
- Collected a wealth of practical information and creative inspiration relevant to my research on transforming comics into 3D forms.
- Enhanced my Japanese language skills through local interactions, enabling a deeper understanding of original texts.

6. Reflections and Suggestions

This one-year research experience had a profound impact on me. Beyond gaining skills and knowledge, I developed a deeper understanding of Japanese perspectives on art and life, which will have a lasting influence on my future creative thinking. After returning home, I shared my observations on cultural differences with classmates, leading to many engaging discussions.

Although I regret not being able to visit the Kyoto International Manga Museum, I was deeply inspired by my visits to the Ghibli Museum and the Fujiko F. Fujio Museum. Seeing the original artwork of pieces that accompanied me throughout my childhood was especially moving.

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京都藝博



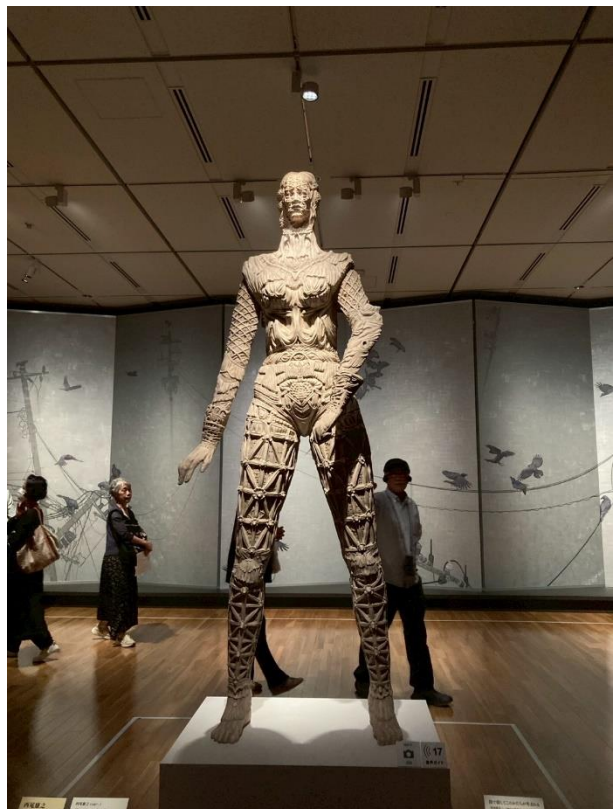
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歌舞伎表演前舞台照片



大阪新美術館



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常盤莊

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以上是檢選出來的幾張照片，我去的地方有很多不能拍照的，所以照片量不是太多。