

Teaching Unit
教學單元

Elves of Tai Po Scenes (Secondary 4)

This unit promotes the culture and stories of the Tai Po district through mascot design. Students conducted field studies, using their five senses to observe, explore, and document local characteristics, which inspired their design ideas. Students appreciated mascots from different regions and used visual elements and cultural symbols to transform Tai Po's landscapes into vivid characters. Through both hand-drawn and digital design, they developed their concepts into physical mascot works. This process not only enhanced students' abilities in character design and production, but also strengthened their sense of belonging to the community, while enabling them to understand how design can convey cultural meaning.

大埔景觀小精靈（中四）

本單元通過吉祥物設計，推廣大埔區的文化與故事。學生透過實地考察，籍五感觀察，發掘並紀錄當地特色，從而啟發設計靈感。學生評賞不同地方的吉祥物，運用視覺元素與文化符號將大埔景觀轉化為生動的角色，透過手繪與數字設計，將構思轉化為吉祥物的實物作品。此過程不僅加深學生設計，製作角色的能力，對社區的歸屬感，更讓他們學會如何以設計傳遞文化意義。

LUO Sum-yin Samantha
羅心言

Mascot Design
吉祥物設計

Character Setting: Conductor (Egret)

Personality: Enthusiastic, cute, righteous, and strong-attacking

Characteristics: Shows enthusiasm, politeness, and righteousness, but sometimes gets agitated due to a hatred of bad people; excels at shooting to repel bad guys in order to maintain order in the carriage.

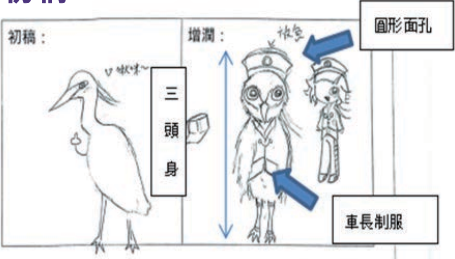
角色設定：車長 (白鷺)

性格：熱情、可愛、正義、攻擊力強

特徵：表現熱情、有禮貌、正義，惟有時因厭惡惡人表現激動，擅長射擊，擊退壞人，為的是維持車廂內的秩序。



Initial Draft
初稿



The first draft focused on the egret as the main body, using a three-heads proportion and a round face to highlight its enthusiastic and cute personality.

After enrichment, a conductor's uniform and hat were added, and the egret's relatively slender legs were retained.

初稿以白鷺為主體，以三頭身的比例及圓形的面孔，凸顯牠熱情、可愛的性格。

增潤後加上車長的制服及帽子，並且保留白鷺較瘦長的雙腳。

Producing Prototype
製作原型

When transforming from a 2D to a 3D design, the student found difficult to gain the expected proportion. Therefore, the design was refined and it changed from a three-head proportion to a two-head proportion, which made the mascot more endearing.

由平面到立體製作時，比例難以配合，因此重新調整造型，由三頭身改至二頭身，更顯趣味。



The uniform on the egret was inspired by the architectural appearance of the Tai Po Market Railway Station; the collar featured a tiled roof decoration, echoing the traditional Chinese-style pitched roof architecture of the old station, which had a unique historical value.

白鷺身上制服的意念來自大埔墟舊車站的建築物外觀特色，領口是瓦頂裝飾，回應舊車站採用中國傳統風格的金字頂建築，具獨特歷史價值。

Mascot three-view drawing completed.

完成吉祥物三視圖



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CHEUNG Yuet-tung Renee
張悅彤

Mascot Design
吉祥物設計

Character Setting: Conductor (Dinosaur, Triceratops)

Design Concept: Through shape exploration exercises, it was decided to use a square shape to show the mascot as serious and earnest, yet cute and kind, appearing friendly and interesting. In addition, from studying the proportion, it was decided to use a two-head proportion to highlight the character's approachable traits, echoing the nostalgic and steadfast service spirit of the Tai Po Market Railway Station, expressing cultural affection.

角色設定：車長（恐龍・三角龍）

設計理念：通過形狀探索練習，決定運用方正臉型表現吉祥物嚴肅認真，但又可愛和善，表現親切、有趣的個性。另外，從比例探索中決定運用二頭身的比例，凸顯人物的親民特性，回應大埔墟舊車站那份懷舊堅定的服務精神，表現文化情愫。

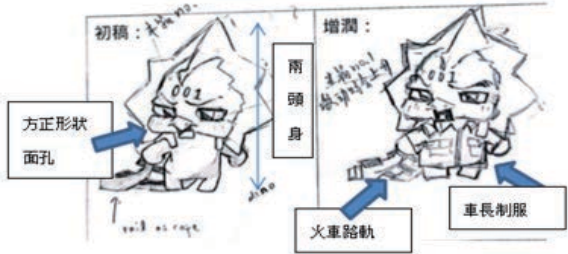
3D printing technology was used to produce the final work. 以3D打印方式製作成品。



Field Trip
實地考察

Tai Po Market Railway Station
(Hong Kong Railway Museum)
大埔墟舊車站（大埔鐵路博物館）

Sketch of an old locomotive drawn after a field visit to the landscape.
實地參觀後素描的舊火車頭



Referring to the sketches produced during the field trip, the design combines dinosaur and locomotive elements. The character (conductor) adopted a square face to balance the serious and friendly personality, and uses a uniform and a tail-shaped train track to strengthen the overall situational sense.

參考實地考察時的素描，結合恐龍與火車頭元素設計角色。角色（車長）採用方正臉型以平衡嚴肅與親切的性格，並透過制服與火車軌道造型的尾巴來強化整體情境感。

Mascot three-view drawing completed.

完成吉祥物三視圖



Producing Prototype
製作原型

Air-dry clay was used to form the appearance of the mascot and it was painted after natural drying. A 3D prototype was produced.

以免燒陶泥塑造吉祥物的外型，風乾後塗上顏色，造成一個立體的模版原型。

