



JASON TSE MAN FUNG

PORTFOLIO 2016

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PORTFOLIO 2017

CONTENT PAGE

Run! Vendor	Interactive installation / arcade game
Millenarian	Disney Imagination Design Competition
Be Iron Man	Kinect based interactive application
inTeleFridge	Android App development
ASLeap	UI/UX & Interaction project
Heartbeat	UX/UX design
Life-size Iron Man helmet	Movie props modeling
Posters and Banners	Graphic design
Trip to the USA	Photography
My Desk	Setup
Production timeline	Videography
Random drawings	Sketches

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INTERACTIVE INSTALLATION / ARCADE GAME

Interactive immersive games like VR games are so popular that everyone has forgotten the "authentic reality" gaming experience.

Run! Vendor 走鬼



DESCRIPTION

"Run! Vendor" is an interactive installation / arcade game, targeting at simulating the immersive experience of 走鬼 "Running Ghost" (unlicensed vendors on streets being chased by the officers of the Food and Environmental Hygiene Department).

The physical setup is an electronically hacked manual treadmill connected to a vendor trolley. Player runs on the treadmill in order to control the unlicensed vendor avatar in the infinite running game projected on a wall in front of the trolley.

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INTERACTIVE INSTALLATION / ARCADE GAME

Interactive immersive games like VR games are so popular that everyone has forgotten the "authentic reality" gaming experience.

Run! Vendor 走鬼



城大生設計「走鬼」遊戲 反思小販苦況

明報專訊】創新科技署將舉辦創科嘉年華，城市大學創意媒體學院學生參展的作品包括「走鬼」，該遊戲的帳篷會自動伸縮蓋住衣服，避免沾濕，用家亦可以透過控制影屏來選擇。設計者說在家中負責晾曬衣服，惟外出及上學時擔心有不測之風雲，需趕回家「收衫」，獲譽發設計此作品，期望產品日後能推出市場。

體感遊戲「走入」名畫

Q計的學生希望玩家親身體驗小走鬼苦況，因為他們小時見過走鬼的小版幅，認為這是值得的文化。香港藝術學院設計系另一個由該學院學生設計的「走鬼」，讓玩家看着螢幕等打成癟狀，再根據個人喜好及營養需要，列印出多款別緻的3D圖案食物，提升視覺及味覺享受。團隊希望日後可利用3D列印工具畫出不同的形象，以消除各畫派的作畫特色。

教業訓練局（VTC）贊下院校。

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教業訓練局（VTC）贊下院校。

AIM

My team aims at reflecting the reality vendors in Hong Kong facing in their daily lives in this digitally manipulated physical environment, to arouse the awareness of the general public. This kind of episode may be too common for us to pay attention to

MY CONTRIBUTION

Design Solution

3D game production

Treadmill hacking and milling

Electronics and wiring

Woodwork

Ventililation system

THOUGHTS

This is the work that I have put the most effort by far, which meanwhile receives the best feedbacks and accomplishment. I earned opportunities to be on newspapers, radio and even TV programs.

I discovered my passion and full potential about creating interactive game installation with my ideas, knowledge and skills, through this project.

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DISNEY IMAGINATION DESIGN COMPETITION

My first and only attempt for a serious, open competitive design competition organised by a dominating enterprise.

Millenarian



YOUTUBE LINK

<https://youtu.be/467xn5EsCU4>

DESCRIPTION

Millenarian is a project proposal about a design solution for creating a new space inside a university, employing Disney's design and story telling techniques and Intellectual Property. We mainly extend the story of WALL-E and propose a environmental friendly, high tech design policy with a style of blending the heritage and future.



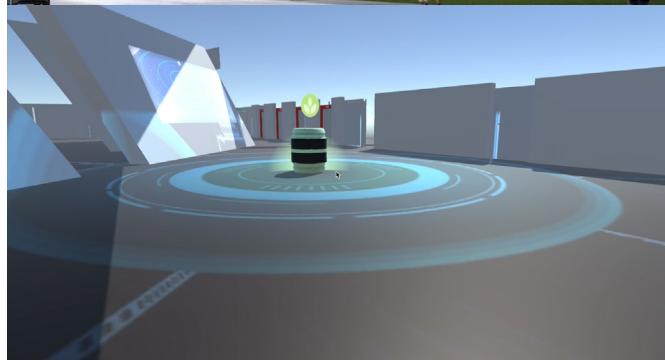
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DISNEY IMAGINATION DESIGN COMPETITION

My first and only attempt for a serious, open competitive design competition organised by a dominating enterprise.

Millenarian



AIM

My team aims at spreading the message of cherishing the environment, culture and civilization through cutting-edge technology, art and storytelling. Our slogan, "Re-civilize human Deep from the Veins" literally symbolize that the newer and better civilization roots right under the CMC building, and it is going to grow fast.

MY CONTRIBUTION

3D modelling
3D game production
Presentation script
Concept art design
Keynote preparation
Physical prototype building

THOUGHTS

This is so far my first and only attempt for entering such a serious, open competitive design competition that was organised by such a tremendous company, and luckily went this far. I entered the top 10 final round, unfortunately I did not win the championship. However, I tried to push my limit so hard and learnt a ton from the entire competition process. I gained several indelible experiences for pitching in front of Disney's executives and even government Secretary. And I gained a lot from the Disney Imagineers's mentoring as well.

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KINECT BASED INTERACTIVE APPLICATION

Kinect is not only a gaming accessory, but one of the very best
Natural User Interface input device.

Be Iron Man



YOUTUBE LINK

https://youtu.be/3ay6Z_jMPGo



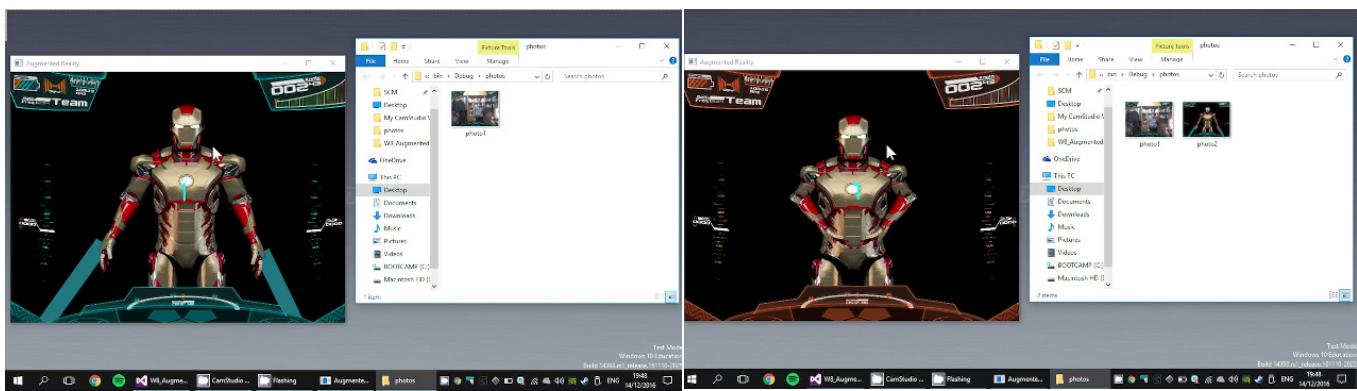
DESCRIPTION

I am a die-hard Iron Man super fan. I have applied what I have learnt about Kinect programming in this project.

Be Iron Man is an augmented reality photo-booth, altogether with the Iron Man Suit Up experience, utilizing technologies like,

- Posture Recognition,
- Gesture Recognition,
- Speech Reocognition,
- Augmented Reality,
- Virtual fitting.

Not only guests can feel the hype of being Iron Man, they can capture all the best moments then share them to their friends.



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ANDROID APP DEVELOPMENT

My first android app that functions

inTeleFridge

The virtual fridge in your phone always within reach



inTeleFridge is an organising app, particularly created for grocery management in our own house, own kitchen, or specifically our own fridge.

By utilising inTeleFridge, users have the power of TELEkinesis to put what they have just bought in the supermarket IN their own FRIDGE remotely and INTELLigently, inside the TELEphone. So we name the app "in" "Tele" "Fridge".

Me and my partner have been annoyed by the same problem and we have been thinking about how to solve that, which is "How many or what kind of stuff should I buy while I'm shopping in the supermarket, if I literally cannot remember what I have at home?"

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ANDROID APP DEVELOPMENT
My first android app that functions

inTeleFridge



ONE TOUCH TO REGISTER A PRODUCT

With a little effort, users just need to scan product's barcode, the app does its job and imports the product into users' "virtual fridge" directly.

Name
Cread Soda

Brand Name
Schweppes

Size
330ml

SAVE

PERSONALISED PRODUCT INFORMATION

For every product, every need, every user can put their own remarks on the products, for their own preference with a long press.

InTeleFridge	CLEAR	330ml	Schweppes
Cread Soda	Coke	330ml	Coca Cola
330ml	Schweppes	Gor Yin Hai Apple	Vita
Coke	Coca Cola	250ml	
Gor Yin Hai Apple	Vita	250ml	

REMOVE AND CLEAR ITEMS IN FRIDGE

Long pressing items to delete, or even clear consumed or expired items.

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UI/UX & INTERACTION PROJECT

One of the field that I am really interested in,
and simultaneously a world changing topic.

ASLeap



DESCRIPTION

"ASLeap" is literally an Leap Motion application which is related to ASL (American Sign Language). Merely focus on the community who wants or need to learn ASL, from relatives/ friends of deaf people/children to the deafs themselves, who has not studied ASL before. Aiming at bringing introductory level education to intentional learners, to gain an intriguing and interactive experience for understanding ASL.

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UI/UX & INTERACTION DESIGN

One of the field that I am really interested in, and simultaneously a world changing topic.

ASLeap

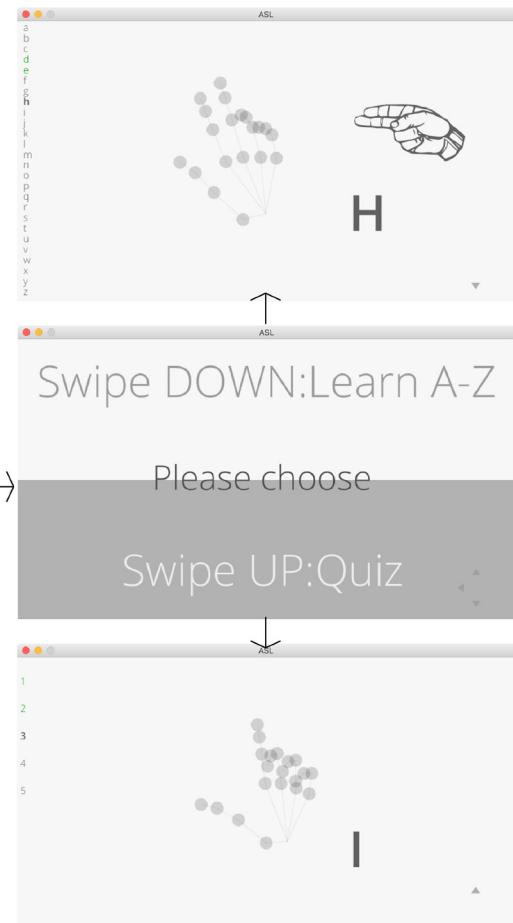
Exit?
Confirm / Back



About ASLeap 1.0

DESIGNED AND DEVELOPED BY
LEUNG HIN, CHAN KAI-MING, TSE MAN FUNG, LAM YAN CHING
CREATED WITH PROCESSING
CS3483 GROUP PROJECT

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INSPIRATION

I bought an LeapMotion simply because it was cool and I thought it "worths" investing. It turned out useful for UI/UX and interactive projects. While gesture control has the same essence of ASL, which is also treated as a medium for transferring message, we developed ASLeap.

DESIGN INSIGHT

Other than finger gestures' information obtained from the LeapMotion is being implemented into ASL tutorial and quiz, we employed an intuitive card-like UI. The idea was swipe left to go a level deeper, right to go up a level. Swiping up or down to navigate the content within the same level.

MY CONTRIBUTION

UI/UX design
Software Prototyping
Programming on LeapMotion
Research on LeapMotion

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UI/UX DESIGN

I am a geek. I like innovative technology and I love cool user interface, therefore I tried to design some.

HEARTBEAT



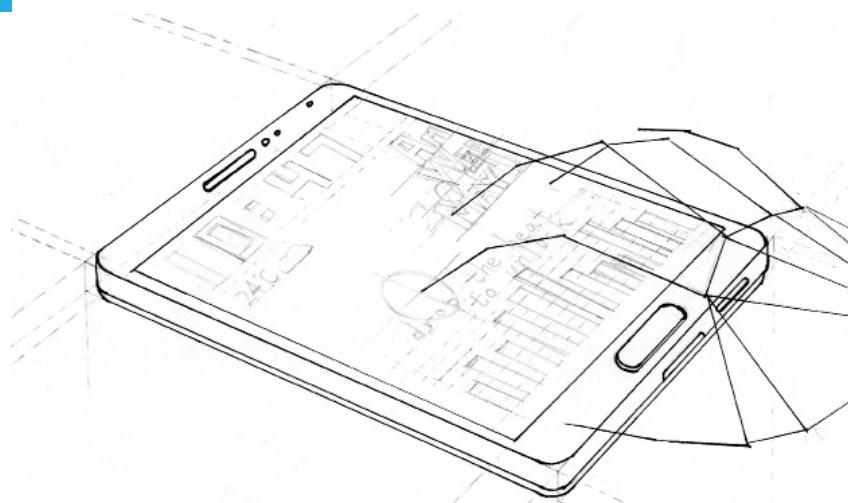
INSPIRATION

Swiping to unlock and hitting numbers seem to be old fashioned and boring.

People love knocking at the table with their fingers when they have nothing to do, or they are thinking. The knocking beat is always a meaningful song that there are stories behind, which make them a mysterious secret in mind, so why not using the beat in our heart as a unique password?

THE HEARTBEAT LOCKSCREEN

The knocking effect is inspired by several music games I've played in my childhood, the equalizer effect is inspired by the recent music player that I'm currently using.



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UI/UX DESIGN

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HEARTBEAT



"DROP THE BEAT TO UNLOCK"

Once a finger is tapped on the screen, a numbered circle appears, and shrinks afterwards. The first knock will show "1", the second will show "2", etc., which helps indicating how many times users have knocked.

Simultaneously, there will be an equalizer effect emulating the the original song.

Eventually, if the "beat password" is entered correctly, with appropriate rhythm, speed and knocked region, the phone will be unlocked.v



HEARTBEAT

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MOVIE PROPS MODELING

I am a geek. I like sci-fi movies, especially Iron Man.

Life-size Iron Man helmet



WORK-IN-PROGRESS



FINISHED HELMET

DESCRIPTION

Being a Iron Man die-hard fan, collecting Iron Man collectibles is one of my hobby.

As Iron Man helmet models are always pricy, I decided to make me one myself, from scratch.

Utilizing an open source software, Pepakura, the papercraft was printed, then parts are crafted into a paper model. Afterwards, fibreglass resin was applied inside the helmet to reinforce the overall structure. Eventually, car body filler is then applied, sanded, painted with spray paints, and transformed into a movie-accurate life-size Iron Man helmet. LEDs are attached on the face plate for fancy glowing eyes.

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GRAPHIC DESIGN

Graphic design is one of my hobby since I was a high school student. I have been the first, one and only graphic designer of my school office last year.

The collage consists of several panels:

- SCHOOL OF CREATIVE MEDIA:** A large black and white graphic featuring the text "SCHOOL OF CREATIVE MEDIA" in a bold, sans-serif font. Below it is a smaller text box: "Portfolio Submission Period for DIRECT LOCAL APPLICANTS: 18 - 31 Mar 2016". Logos for CityU and the School of Creative Media are visible.
- MACM & MFACM CALL FOR APPLICATION:** A red panel with white text: "MACM & MFACM CALL FOR APPLICATION".
- MA Creative Media MFA Creative Media Application deadline:** A black panel with white text: "MA Creative Media MFA Creative Media Application deadline: 31 March 2016".
- ADMISSIONS INFORMATION SEMINAR FOR JUPAS APPLICANTS:** A red panel with white text: "2016 INTAKE SCHOOL OF CREATIVE MEDIA (JS1041) ADMISSIONS INFORMATION SEMINAR FOR JUPAS APPLICANTS". It includes details about the seminar date (14 May 2016), location (Run Run Shaw Creative Media Centre, City University of Hong Kong, 18 Tat Hong Avenue, Kowloon Tong), and registration information.
- MFACM PORTFOLIO SUBMISSION PERIOD:** A black panel with white text: "MFACM PORTFOLIO SUBMISSION PERIOD". It specifies submission dates for local and non-local applicants.
- SCHOOL OF CREATIVE MEDIA:** A red panel with white text: "SCHOOL OF CREATIVE MEDIA" and the Chinese characters "創意媒體學院".

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PHOTOGRAPHY

I started to be passionate in photography since 2014, I treated photography as my hobby ever since I purchased my first professional-level camera.

Landscape



01

THE GOLDEN GATE

A challenging long exposure shot in day time, illustrates how San Francisco runs



02

SNAP IN MANHATTAN NYC

The Roman goddess of Liberty drawing on a trash truck cohere with the freedom in New York City



03

THE GRAND TETON

Magnificent and tremendous is what "Grand" really means



04

YELLOW STONE

Sulfer and hot spring are the ingredients transform the place to be the Yellowstone Nation Park

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Landscape



05

UPPER FALL



06

THE STATUE OF LIBERTY



07

WHITE STAIRS AND CLOUDS



08

NEVER SLEEP

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OTHERS



09

BOKEH MUSEUM



10

IN HARVARD



11

MY DEAR



12

MAJOR TOM

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MY DESK

I am a geek. I keep things clean.



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VIDEOGRAPHY

I produce videos since 2011.
From amateur shooting to
professional production now

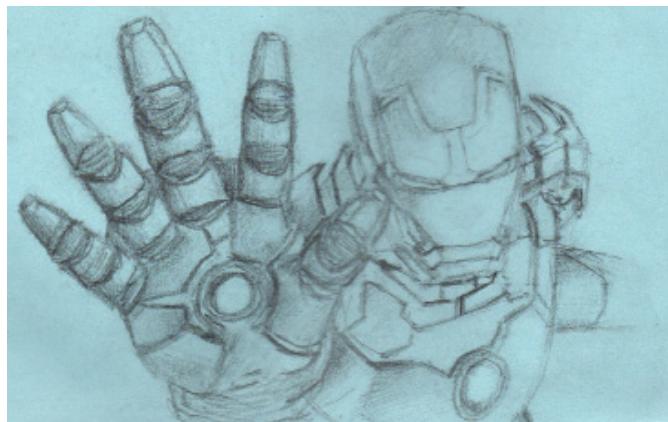
Loop (2015)	https://www.youtube.com/watch?v=bsO15YPnBso (Art Direction)
Demons - Imagine Dragons (2014)	https://www.youtube.com/watch?v=a76QB3Cy1ts (individual work)
Hi, Siri (2016)	https://www.youtube.com/watch?v=tYPyRojW5Tk (screenplay, storyboard, editing, sound mixing, production manager)
Interactive Music Score (2015)	https://www.youtube.com/watch?v=CcDrWeyRgGU (individual)
6 Cheers (2013)	https://www.youtube.com/watch?v=hxZGwrlbWd0 (individual)
Agleam (2012)	https://www.youtube.com/watch?v=9PJolAm6Vt8 (individual)
Mission (2012)	https://www.youtube.com/watch?v=2j9RqzzWWvc (individual)

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SKETCHES

Drawing would be my oldest hobby. Here's some of my previous random sketches



01

IRON MAN



02

GUNDAM 00



03

BLEACH



04

DEVIL MAY CRY