国际联合
设计教学
工作坊

International
Collaborative
Curriculum

YOUNG
to young

30X30

2020.6

中国美术学院
China Academy of Art
创新设计学院
SCHOOL OF DESIGN&INNOVATION

illusion 幻觉

Vitality 活力激荡
Vision 新锐视野
Collective 创作集体
Linkage 联动教学
Guidance 精神引领

YOUNG to young

2020中国美术学院创新设计学院
夏季小学期国际青年导师招募计划

2020 CAA School of Design & Innovation
Summer Semester
International Recruitment Program

2020年，中国美术学院创新设计学院，第二季 YOUNG to young 国际联合设计教学工作坊将全面启动。

YOUNG to young 是中国美术学院创新设计学院设置在第三学期的国际课程项目（又称小学期），是中国美术学院首次尝试区别于传统教学单元的跨班融合的全球联合教学实验。第一季 YOUNG to young以"Playshop"作为主题，"Playshop"是"Workshop"的一种变体，中文翻译为"玩吧"（Come to Play）。我们意愿将所有的教与学，都潜藏于"玩"中，又同时以"玩"为目的。

延续第一季的Open Call，今年我们再次向全球优秀的青年设计师、艺术家、科学家、创新者发出真挚邀请，热切期盼您加入我们的这场活力激荡的教学行动中。

The second session of YOUNG to young international Collaborative Curriculum workshop will be fully launched in 2020, School of Design and Innovation（SDI）, China Academy of Art (CAA).

YOUNG to young is an international curriculum project of the third semester for both level 1& 2 students in SDI of CAA and also the first global joint teaching experiment that attempts to reorganize students in different classes, which is different from the traditional teaching model. We applied "Playshop" as the theme of the first session of YOUNG to young. "Playshop" is a variant "Workshop", translated as "玩吧"(Come to Play) in Chinese.We intend to hide all teaching and learning in "playing", but at the same time our purpose is to "play".

Continuing the open call of the first session, we send our sincere invitations to outstanding young designers, artists, scientists and innovators worldwide this year and look forward to your participation in this dynamic teaching operation.

illusion

illusion 　　　　　幻觉

第二季 *YOUNG to young* 国际联合设计教育工作坊，我们拟 *"Illusion幻觉"* 为题，来集体发明与思考当代科技与艺术语境下的新感知体系。

"幻觉"一度被定义为艺术的基本存在方式，艺术语言对可见世界的指称方式即通显，又神秘，迄今仍奥妙深藏，在视觉变异的历史中，我们习得了视错觉（*optical illusion*）、歪像 （*anamorphosis*）、虚幻图景（*phantom image*）、刺激模式（*stimulus pattern* ）、仿真镜像，这一切使我们置身 *"同一性幻觉"* 之中，在被模拟物包围，被幻影支配的视觉控制之下，用最彰显的 *"虚假"* ，制造出了 *"超真实"* （*Hyper-Reality*）的感知。更有物理学家提出了一个大 *"脑洞"* 观点:宇宙可能只是一个巨大的幻影，宇宙万物都不是真实存在的，宇宙中的事物完全只是被投影的幻象！

"幻觉" 让我们在知觉理论与错觉实验之间启动了可能性，使科技与艺术有机会在此碰撞与协力，共同 *"创造与发明"* 、 *"制作与匹配"* （*making and matching*）， 探索世界中的惊奇与奥秘。

幻。《说文》：相诈惑也，胡辨切。从反予，使彼予我是为幻化。《列子》曰：有生之气，有形之状，尽幻也。穷数达变，因形移易者，谓之化，谓之幻。造物者其巧妙，其功深，固难穷难终。因形者其巧显，其功浅，故随起随灭。

篆书 / *Seal Character*

予　　　幻

I , me　　*Illusion*

illusion

幻觉

We are planning to launch the theme of "Illusion" for the second session of YOUNG to young International Collaborative Curriculum Workshop, in order to think and invent a new perception system in the context of contemporary technology and art.

"Illusion" was once defined as the basic way of existence of art. Art language refers to the explicit world in a way that is intuitive but mysterious. It still has many unsolved puzzles. In the history of visual evolution, we learn about "Optical Illusion", "Anamorphosis", "Phantom Image", "Stimulus Pattern", "Mirror Image", etc. They put us in the "Identity Illusion", using the most obvious "false" to create a "Hyper-Reality" perception under the visual control surrounded by the simulacrum and dominated by the illusion. Additionally, there was physicist proposed a more "whimsicality" view: the universe may just be a huge illusion and everything in the universe is not a solid existing, but simply a projected image!

"Illusion" allows us to find more possibilities between the theory of perception and the experiment of illusion. Technology and art have opportunities to collide and combine here, to jointly "create and invent", "make and match" and explore the wonders and unknowns of the universe.

篆书 / *Seal Character*

予
I , me

幻
Illusion

Illusions, confusing and bewildering each other. The shape of the character "幻" ideogrammatically uses upside down "予"（Me). This world will inevitably be transformed in the eyes of upside-down me . All "non-organized stuffs" that have life, and "objects" that have shape are illusory. At the beginning of the creation of everything, the change of the yin and yang is called life and death. The process of changing according to different specific situations in accordance with the law of nature order is called transformation, or illusion. The techniques for creating the nature are subtle and profound. It is difficult to understand and grasp the essence. The trick of transfiguration according to the specific situation is obvious,while the effort is shallow. Thus,these phenomena occur at any time and disappear at any time.
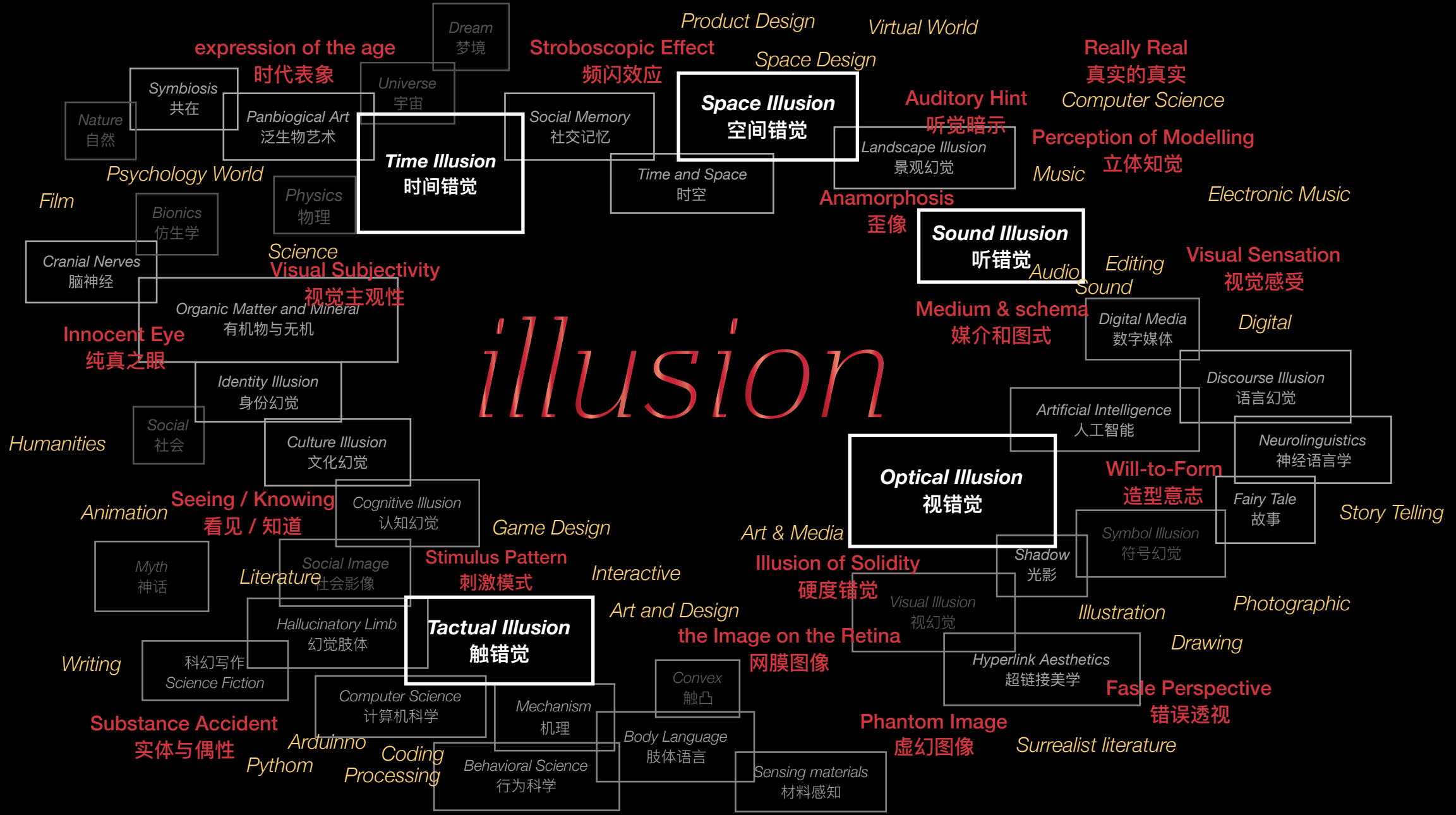
illusion

expression of the age
时代表象

Dream
梦境

Stroboscopic Effect
频闪效应

Product Design

Virtual World

Space Design

Really Real
真实的真实

Symbiosis
共在

Nature
自然

Universe
宇宙

Panbiogical Art
泛生物艺术

Social Memory
社交记忆

Space Illusion
空间错觉

Auditory Hint
听觉暗示

Computer Science

Perception of Modelling
立体知觉

Psychology World

Physics
物理

Time Illusion
时间错觉

Time and Space
时空

Landscape Illusion
景观幻觉

Music

Film

Bionics
仿生学

Anamorphosis
歪像

Sound Illusion
听错觉

Electronic Music

Cranial Nerves
脑神经

Science

Visual Subjectivity
视觉主观性

Editing

Visual Sensation
视觉感受

Audio
Sound

Innocent Eye
纯真之眼

Organic Matter and Mineral
有机物与无机

Medium & schema
媒介和图式

Digital Media
数字媒体

Digital

Identity Illusion
身份幻觉

Discourse Illusion
语言幻觉

Humanities

Social
社会

Culture Illusion
文化幻觉

Artificial Intelligence
人工智能

Neurolinguistics
神经语言学

Will-to-Form
造型意志

Seeing / Knowing
看见 / 知道

Optical Illusion
视错觉

Fairy Tale
故事

Story Telling

Animation

Cognitive Illusion
认知幻觉

Game Design

Symbol Illusion
符号幻觉

Myth
神话

Stimulus Pattern
刺激模式

Social Image
社会影像

Interactive

Art & Media

Shadow
光影

Illusion of Solidity
硬度错觉

Literature

Art and Design

Photographic

Hallucinatory Limb
幻觉肢体

Tactual Illusion
触错觉

Visual Illusion
视幻觉

Illustration

Writing

科幻写作
Science Fiction

the Image on the Retina
网膜图像

Drawing

Hyperlink Aesthetics
超链接美学

Substance Accident
实体与偶性

Computer Science
计算机科学

Mechanism
机理

Convex
触凸

Phantom Image
虚幻图像

Fasle Perspective
错误透视

Arduinno

Coding

Body Language
肢体语言

Surrealist literature

Pythom

Processing

Behavioral Science
行为科学

Sensing materials
材料感知

2020中国美术学院创新设计学院
夏季小学期国际青年导师招募计划
2020 CAA School of Design & Innovation
Summer Semester
International Recruitment Program

全球导师招募计划

同第一季，我们将在全球招募30名国际导师与30名国内导师配对，我们接受任何形式的教学提纲和方案，通过对提案分析和考虑，我们会以导师组的形式来激发教学思考和思辨。希望此次联合教学行动能结合和丰富您的长期研究方向和关注领域。更希望您能将最新的教学方法和最先锋的资讯带给我们或与我们共同实验。

Global-wide Tutor Recruitment

Same as the first session, we are planning to recruit 30 international tutors and 30 domestic tutors to cooperate with each other. All kinds of syllabus and programs are accepted. Through the analysis and consideration of the proposals, we will group the tutors to stimulate teaching speculations and criticisms. We hope that this international collaborative curriculum workshop can combine and enrich your long-term direction and research field. What's more important, we hope you can bring the latest teaching methods and cutting-edge information to us or experiment with us.

2020

30 × 30

全球招募

国际青年导师+企业导师

International Young Tutors
+
Entrepreneurial Tutors

30 位

国内青年导师

National Young
Tutors

30 位