



我可以看見你說的話

Rebecca Maeve Manley

當初看到YIA插畫類得獎作品時，著實嚇了一跳，因為它是唯一一件在視覺上無法認可它是插畫的作品。評審的用意或許是，希望參賽者拿出更多的創意和想法，而不是專精於技巧。Rebecca Maeve Manley將我們五感的「視覺」先行摒除在外，利用看不見的其他四感感知，製成具體物件，讓大家可以「看到」噪音，「看到」別人所說的話。



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Rebecca Maeve Manley生於英國曼徹斯特，現為一名3D插畫家，立體平面設計師，裝置藝術家及布景設計師。她剛獲得蘇黎世青年插畫獎第一名，作品將由Taschen出版。最近將於畢爾包、杜拜、里斯本、盧布爾雅那等地舉行世界巡迴個展。

Rebecca Maeve Manley was born in England in 1986. She studied BA (Hons) Embroidery at the Manchester School of Art and graduated in 2008. She has also spent some time studying in Budapest, Hungary. Since graduating she won the Young Illustrator's Award at Illustrative 08 in Zurich, Switzerland. As part of the prize her work will be published in a Taschen publication. She was also voted Curator's Choice at Noisefestival (U.K).

She has upcoming exhibitions in Bilbao (Spain), Dubai (U.A.E.), Lisbon (Portugal) and Ljubljana (Slovenia).
Rebecca is a three-dimensional illustrator / tactile graphic designer/ installation artist / set designer.
Rebecca currently lives in Manchester, England.

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| 01 | 02 | 04 |
| 03 | 05 | |
- 01.100
 - 02.YES cross stitch
 - 03.Sicky long / verbal diarrhoea
 - 03.FINALE / three-dimensional conversation
 - 04.Super hi-tech digital watch
 - 05.Embroidered name



平面到立體的跳躍

所有的3D作品其實都是經由2D的繪圖過程而來，Rebecca Maeve Manley用簽字筆草略地畫出，用肉眼看不見卻能感受的元素，甚至根本不存在的物品，比如說電視機發出來的噪音。即使處於睡眠狀態，她的大腦還是不停地運作，常在半夜二點從床上跳起來，把想到的靈感畫下來。大部分最初的概念是最棒的，所以急需將它全部記錄下來。然後用各式材料將它物體化。經由可觸及的有形作品，對她來說是傳達她眼中幽默世界的最佳管道。

對於她獲得YIA插畫獎的原因，她自己猜測可能是她身為插畫家，但交件作品卻是相片，放在一堆傳統紙筆畫法的插畫作品之中很顯眼的緣故吧。所以她只做好自己的工作，等著看別人怎麼評論她。

dpi: I found a lot of delight from your design, how do you start to do 3 dimension illustration? Have you been "common" illustrator in our cognition?

Rebecca Maeve Manley: All my three-dimensional work evolves from two-dimensional drawings. My drawing tools of choice are felt tips. My 'loud television' drawings are examples of this. In those drawings I am drawing the noise emitted from the television. I enjoy drawing the unseen and recording elements which don't actually exist.

dpi: Could you talk about your design process?

Rebecca Maeve Manley: Ideas for the work can come at any time. I often have to jump out of bed at 2am to write my thoughts down. The majority of the time my first idea is the best, so there is a need for urgent recording! I then draw and gather materials together and experiment until I get the desired outcome. I enjoy this stage the most as I feel most comfortable when playing with materials and designing objects out of card using my high-school mathematics! Photographing the work is the last stage.



dpi: What are you trying to convey to people through your 3d illustration?

Rebecca Maeve Manley: Through my work I attempt to inject humor into my viewer's world and make them more imaginative to what could be around them.

dpi: What kind of feature in your works, you think, that can be elected as 1 prize of YIA?

Rebecca Maeve Manley: Well, I think the fact that I call myself an illustrator but take photographs is the reason why I won the Young Illustrator's Award. It was very different to the traditional pen-on paper illustrators there. As my work is unconventional when put in that category. At the moment I am finding it hard to describe what I am so I don't. I just make my work and see what other people call it!

刺繡+立體插畫

大部分藝術家的興趣都離不開本身的工作，Rebecca也不例外。她最愛的導演是Michel Gondry，他的作品帶給她在創作上直接的影響，尤其是他為Bjork碧玉拍攝的音樂錄影帶。她喜歡逛義賣商店(charity shop)，逛市集，搜刮在別人眼中可能是垃圾的東西。她自己最滿意的作品是「編織的鼻血」，請朋友幫她拍攝成動畫作品，當時他們玩得不亦樂乎，而得到的回饋也很不錯。由於她大學在藝術學校主修的是刺繡，所以她接下來的目標是利用她的專業，在空間或佈景上有更多的創作，重點是能夠將之拍攝下來。或是動畫創作，主題大概是紙板雕刻的過程吧。

dpi: Besides illustration, what are your interests? Are they correlated or inspired with each other?

Rebecca Maeve Manley: Well, most artists I know have interests intertwined with their work and I am no different! My favorite director is Michel Gondry who has had a direct influence on my artwork. I love his music videos especially for Björk. I love knitting and hand shops, in England they are called 'charity shops'. In fact I enjoy any shop, sale or market where I can rummage (search) through things other people have thrown away! I love junk! My house is filled with curious things and clothes people didn't want.



dpi: Could you share us some of your favorite work pieces?

Rebecca Maeve Manley: My favorite work (in both making and the end result) would be my knitted nosebleed animation. As I have said I enjoy knitting and a friend photographed it for me so the whole making process was great fun! For other people it seems to be my most popular piece too, but maybe it is because I pull such funny expressions in it!

dpi: What is the on-going project? Could you talk about it?

Rebecca Maeve Manley: I am currently working on a piece for an exhibition in Spain. I'll just say four words: three-dimensional cross stitch!

dpi: What kind of project you would like to try next?

Rebecca Maeve Manley: There are so many projects in my head that I want to work on! I have a degree in Embroidery so I would like to produce more work based on what I learnt at university. I would also like to produce some set designs, creating an environment that I can photograph my models in. I have ambitions to produce more animations, possibly growing cardboard sculptures.

dpi