



這次的設計靈感主要來自意象版中的「碎片剪裁」元素。我將不同類型的五金零件與裝飾進行拆解與重組，運用拼接的方式整合於包款之上，讓整體呈現出由多種材質與結構組成的視覺效果。

在主題設定上，我以「眼睛」作為核心發想，將其置於包款中央，作為主要的視覺焦點。周圍搭配鏈條、手錶及金屬裝飾等元素，透過不同五金之間的排列與層次堆疊，增加畫面的豐富度，同時營造出一種被外在元素包覆與影響的狀態。

這些五金配置不只是裝飾，也象徵觀看行為本身會受到多重因素干擾，例如時間、環境與外在條件等，使視覺經驗不再單一，而是被不斷重構。在包型設計上則刻意維持相對簡潔，避免過多結構干擾主視覺，讓中央的眼睛與周圍的五金組合能更明確地被聚焦，提升整體的辨識度與記憶點



The design concept is primarily inspired by the “fragmented cutting” elements from the mood board. Different types of hardware components and decorative elements are deconstructed and reassembled, then integrated onto the bag through a collage-like approach. This creates a visual effect composed of multiple materials and structural layers.

In terms of concept development, the theme centers around the “eye.” It is placed at the center of the bag as the main visual focal point. Surrounding it are chains, watches, and various metal embellishments. Through the arrangement and layering of these hardware elements, the design enhances visual richness while also conveying a sense of being surrounded and influenced by external factors.

These hardware elements are not merely decorative; they also serve as a metaphor for how perception is shaped by multiple influences, such as time, environment, and external conditions. As a result, the act of seeing is no longer singular, but continuously reconstructed.

As for the bag’s overall form, it is intentionally kept relatively simple to avoid distracting from the main visual focus. This allows the central eye and surrounding hardware composition to stand out more clearly, strengthening both the visual impact and memorability of the design.

廢棄五金手錶

Discarded
hardware watches

布樣剪接眼睛

Fabric pattern
cutting eyes

剪接鈕扣

Cut-on buttons

