



產業引擎中心

Industry Engine Center



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IP 內容實驗室
IP LAB

IP 內容實驗室 IP LAB

IP Lab 致力於推動沉浸式影像技術與跨域創作，運用 4D Views 容積擷取技術，為影視製作、表演藝術、互動展演與遊戲產業開創嶄新應用。IP Lab 不僅是技術平台，更是串連創作者與產業之間探索文化與科技融合的橋樑。

IP Lab is committed to driving innovation in immersive imaging technologies and cross-domain creation, utilizing 4DViews' volumetric capture system to pioneer new applications for film and television production, performing arts, interactive exhibitions, and the gaming industry.

Beyond serving as a technical platform, IP Lab acts as a bridge for creators and industries, fostering exploration at the intersection of culture and technology.

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子午計畫有限公司
Meridian Project

「悠遊子午」VTuber 虛實結合 3D 企劃提案 Meridian Voyager: VTuber Virtual-Real 3D Initiative

本計畫將以帶狀形式規劃系列節目，加之跨產業、主題企劃，規劃長期定期節目。加之年度企劃線下演唱會大型流量，以新型動態捕捉技術，結合現實場景、地方景點與台灣特色，帶來新型態企劃面貌。

The project will be developed as a long-term serialized program with regular installments and featuring cross-industry collaborations and themed segments. The annual offline concert will serve as the flagship event to draw in large audiences. By integrating the latest motion capture technology with real-world settings, local landmarks, and Taiwanese specialties, the program will pioneer a brand new format.

#2024 年市場導向之文化科技內容支持計畫

#2024 Grant for Market-oriented Cultural Technology Content

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夕暮股份有限公司
Crimson Dusk Co., Ltd

炎姬 Homura Hime

「炎姬」是一款日系動畫風格並結合了 3D 立體彈幕的爽快第三人稱動作遊戲。遊戲中玩家將與炎姬一同對抗各種富有「情感」的妖魔少女，在一路斬妖除魔的過程中，她將會逐漸發掘出這些妖魔少女們與自身的故事。

Homura Hime is a fast-paced third-person action game, featuring anime-styled visuals and intense 3D bullet hell gameplay. Alongside Homura Hime, players will fight against archdemons possessed by deviant emotions, and get closer to discovering the truth behind both the archdemons and her own veiled legacy.

#2024 年市場導向之文化科技內容支持計畫

#2024 Grant for Market-oriented Cultural Technology Content

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光之語有限公司
Phosepo Inc.

異病偵探 Psycho-Sleuth

《異病偵探》是一款融合心理學與精神疾病元素的推理遊戲。玩家將深入探索一個神秘宗教中的連環殺人案，與擁有各種認知障礙的角色互動，解開背後隱藏的真相。遊戲中的角色因各自的病徵而具備特殊能力，為解謎過程增添挑戰。玩家必須透過線索搜集與論辯對決，逐步揭開命案真凶的面貌，並試圖阻止足以改變世界的驚人陰謀。

Psycho-Sleuth is a mystery game that merges elements of psychology and mental disorders. Players investigate a series of murders within a mysterious religious group, interacting with characters suffering from different cognitive disorders to uncover the underlying truth. In-game characters are granted special abilities due to their conditions, making the sleuthing process more challenging for players. To uncover the truth, players must collect clues, engage in debates, and gradually piece together the identity of the true killer, all while attempting to stop a shocking conspiracy that could change the world.

#2024 年市場導向之文化科技內容支持計畫

#2024 Grant for Market-oriented Cultural Technology Content

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杯狗股份有限公司
CUP DOG GAMES CO., LTD.

紅眼露比
Rubinite

《紅眼露比》是一款像素風格的 Boss Rush 2D 動作遊戲。
強調特殊核心機制－「專注」，透過專注觀察找出敵人的弱點並給予致命的攻擊。
玩家扮演從斯卡雷特王城逃出來的公主－露比，踏上一場復仇並奪回王國的旅途。

Rubinite is a 2D pixel-art boss rush action game that utilizes the unique mechanic of "Focus" to pinpoint enemies' weaknesses and execute thrust attacks.
Follow Ruby, a princess who has escaped from the Scarlet Kingdom, embarking on a journey of revenge to reclaim her kingdom.
#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

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春魚創意股份有限公司
Springfish Co., Ltd.

Cyber Pulse - 多人 VTuber 大型實體
3D Live 演唱會創新推廣計畫
Cyber Pulse – Innovative Promotion Plan
for a Large-Scale Multi-VTuber 3D Live
Concert

Cyber Pulse - 多人 VTuber 大型實體 3D Live 演唱會創新推廣計畫以「虛擬與現實的交會」為主軸，融合 3D 動態捕捉、即時互動與沉浸式舞台設計，展現台灣虛擬偶像產業的創新能量。本計畫下的《虛實之側 NEXUS》，集結《瀕臨絕種團》、《惡獸時代》、《極深空計畫》及多位合作嘉賓，打造跨越次元的現場演出，突顯數位內容與表演藝術融合的潛力，並推動文化創意與科技應用的深度發展。
Cyber Pulse – Innovative Promotion Plan for a Large-Scale Multi-VTuber 3D Live Concert is at the intersection of the virtual and real worlds, leveraging 3D motion capture, real-time interactions, and immersive stage designs to showcase the innovation of Taiwan's virtual idol industry. Featuring *RESCUTE*, *Monstar*, *Xtreme Deep Field Project*, and more, the *NEXUS* concert is a cross-dimensional live performance that showcases the potential of merging digital content with the performing arts while driving the deeper integration of cultural creativity and technological innovation.
#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

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柒伍壹遊戲股份有限公司
751Games Co., Ltd.

喬伊的箱子
Project Box

公寓的房客們各自都懷著秘密，而且他們都和十年前的案件緊密相連，同時，主角喬伊和亞當又為什麼會來到公寓，遊戲的時間線設計會引導玩家一路尋找線索，一路解謎，只有到遊戲結束那一刻，才能找到所有的答案。
Every tenant in the apartment has a secret to hide, and all of them are tied to a mystery from ten years ago. The question remains: why are the two protagonists, Joey and Adam, here now? Throughout the game, players will dive deeper and deeper into a web of clues and puzzles, with the truth coming to light only at the very end.
#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

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迷母豐盛股份有限公司
Memes Creative Partnership Co. Ltd

Kuroro 太空學校『1號火箭基地 X 計畫』
Kuroro Space Academy: Rocket Base 1 –
Project X

Kuroro 太空學校『1號火箭基地 X 計畫』，透過角色 IP 原創內容與活潑設計，把複雜的太空知識、太空元素，甚或太空想像，結合沉浸式互動科技與裝置技術，讓大家透過沉浸式劇場，打開每個人對於火箭基地的探索大門，透過輕鬆有趣的互動體驗，展開屬於自己的冒險旅程！
Kuroro Space Academy: Rocket Base 1 – Project X uses original IP characters, content, and playful designs to transform complex space knowledge, elements, or even imagination into an immersive theater. Using immersive interactive technologies and devices, Memes Creative delivers an immersive theater that welcomes audiences to explore the rocket base and embark on their own adventure through fun and engaging interactions.
#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

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涅陽造鎮股份有限公司
NAXSUN Media Co., Ltd.

第二屆夕陽小鎮虛擬音樂節《燒胎祭》
Sunset Town Virtual Music Festival

「夕陽小鎮虛擬音樂節」誕生於 2023 年，是台灣首個面向國際的虛擬音樂節 IP，由夕陽音樂與 NAXS STUDIO 聯手打造，融合「遊戲」、「音樂」、「科技」三者，為樂迷與參與者提供沉浸式的音樂互動旅程，成為了台灣第一個大規模 3D 沉浸式虛擬音樂節。並以獨樹一格的幽默創意，為全球觀眾提供前所未有的沉浸式音樂互動體驗，重新定義音樂節的可能性。

The Sunset Town Virtual Music Festival was created in 2023 by Sunset Music and NAXS STUDIO as the first global-facing virtual music festival from Taiwan. Fusing games, music, and technology, the festival offers music fans and participants an immersive and interactive music journey, and is now Taiwan's largest immersive 3D virtual music festival. With unique humor and creativity, the festival offers an unparalleled music experience that is interactive and immersive, redefining the possibilities for music festivals.

#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

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張碩尹工作室
TTC Studios

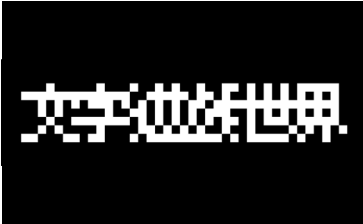
A Song of Angry Men

《A Song of Angry Men》為一沉浸式行動劇場計畫，不同於固定場館的展演，觀眾將搭乘一輛穿梭於城市的巴士，進入一場虛實交錯的社會運動旅程。本作以一虛構的公安事故受災戶自救會行動為背景，並結合聲音設計、劇場元素與手機互動技術，巴士化身為社會的縮影，觀眾們身處運動的暴風之中，體驗個體與群體的抉擇衝突、權力爭奪的過程，以及不同觀點的人性掙扎。

An immersive theater unlike any other, *A Song of Angry Men* unfolds not in a fixed venue but aboard a moving bus. As participants travel through the city, they are drawn into a social movement where reality and fiction intertwine. Set against the backdrop of a fictional self-help movement formed by victims of a public safety incident, *A Song of Angry Men* weaves together sound design, theatrical elements, and interactive mobile technologies. The bus becomes a microcosm of society, placing audiences at the heart of the movement, confronting themes of conflicting individual and collective choices, power struggles, and the complexities of human nature from differing perspectives.

#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

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煙奈股份有限公司
Team9

文字遊戲世界
Word Game World

《文字遊戲世界》所有元素由中文文字構築，文字不僅是敘事與介面，更是物件、角色、場景。

玩家透過刪除、移動、拆解與組合文字，來解謎與推進劇情。除了遊玩還能創造，開放玩家使用內建編輯器自製關卡，敲出專屬世界。

Word Game World is built entirely from Chinese characters. Players solve puzzles by editing text and can go beyond exploration to creation—using the in-game editor to craft and share their own worlds.

#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

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很難很難，圖 | 台北當代藝術館

華麗邏輯有限公司
Luxury Logi Co.

豪華朗機工 宇宙花園 沉浸展示體驗計畫
Cosmic Immersion: An Experiential Art Exhibition of LuxuryLogico

宇宙花園沉浸體驗為結合藝術與科技的展演，透過互動技術和沉浸式體驗帶領觀眾探索宇宙與自然界的奧秘。展演將豪華朗機工的藝術作品與科學場館的展示內容相結合，創造獨特的多感官體驗。沉浸體驗空間中，提供高品質的視覺、聽覺和互動體驗，不僅為民眾呈現藝術展覽，更是一個科學與藝術相融合的平台。觀眾在享受美的時候，也能學習到相關科學知識。該體驗可根據場地需求進行靈活調整和部署，未來也期許推廣至國際市場。

Cosmic Immersion is an exhibition integrating art and technology, combining interactive technologies and immersive experiences to guide audiences on a journey to explore the secrets of the cosmos and the natural world. Created by LuxuryLogico, the experience blends their artworks with science venue exhibits to deliver a unique multi-sensory experience. In this immersive space, LuxuryLogico offers an incredible visual, auditory, and interactive experience that spotlights featured artworks but also highlights the convergence of science and art. Throughout the experience, audiences are invited to appreciate its beauty while gaining scientific insights. *Cosmic Immersion* can be flexibly adapted to various venues and settings, and we hope to launch the experience in different countries around the world.

#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

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夢境現實股份有限公司
Moondream Reality Co., Ltd.

聯合三大兒童 IP 之光影沉浸年票套裝劇場開發計畫 Annual Pass Immersive Kids Theater Development Project Showcasing Three Taiwanese Children's IPs

本計畫將台灣在地兒童 IP 結合本團隊的光影沉浸劇院技術及策展經驗，推進親子市場新媒體科技藝術的發展。目前，台灣的兒童 IP 通常以書籍、動畫、節目、劇場等形式呈現，但相關 IP 品牌創作團隊卻較少有機會以光影沉浸的形式開發內容。我們運用夢境現實強大的場域資源和光影沉浸互動內容製作能力，與台灣兒童 IP 進行跨域整合，開創高科技高品質的親子市場年票商業模式。

This project integrates local Taiwanese children's IP with our team's expertise in light-based immersive theater and curatorial experience to promote new media and digital arts in the family and children's market. Currently, children's IP in Taiwan is typically presented through books, animation, TV programs, or theater, but few creative teams have the opportunity to explore immersive light art. By leveraging Moondream Reality's venues and capabilities in immersive interactive content production, we collaborate with Taiwanese children's IPs to pioneer a high-tech, high-quality annual pass business model for markets targeting families.

#2024 年市場導向之文化科技內容支持計畫

#2024 Grant for Market-oriented Cultural Technology Content

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墨策國際股份有限公司
Jimmy S.P.A. Plus Co., Ltd.

「與幾米頭碰頭」全境式沉浸互動展 TOUCHING HEAD WITH JIMMY LIAO | IMMERSIVE INTERACTIVE EXHIBITION

以幾米疫情期間新作《頭碰頭說說話》為概念與軸線，包裹兩部經典繪本《向左走·向右走》和《月亮忘記了》，透過多媒體製作、沉浸式投影、肢體動態偵測與互動設計，加上 O2O 遊戲化導入社群行銷，打造「幾米繪本全境式沉浸互動展」，透過售票、周邊商品銷售與海外授權，拓展品牌影響力與國際市場，發揮 IP 長尾效益。

The immersive experience is based on the concept and plot of Jimmy Liao's new illustrated book - *Touching & Talking* - released during the pandemic, but also incorporates elements from two of his classics: *A Chance of Sunshine* and *The Moon Forgets*. The experience leverages multi-media production, immersive projection, motion detection, and interactive designs to bring the stories to life, while O2O gamification extends the experience through social media marketing. Through ticket sales, merchandise, and international licensing, *Touching Head with Jimmy Liao* expands the brand's reach and taps into new markets, maximizing the long-tail value of the IP.

#2024 年市場導向之文化科技內容支持計畫

#2024 Grant for Market-oriented Cultural Technology Content

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Photo by Quentin Chevie

前景娛樂有限公司
Flash Forward Entertainment

合作單位 Partner (s)
Film Addict (法)

影子 The Shadow

《影子》是 Blanca Li 全新沉浸式體驗。作品靈感取自安徒生的經典寓言《影子》，並與作曲家 Édith Canat de Chizy 合作，200 位觀眾將配戴 VR 頭顯與耳機，沉浸於現場六名舞者與一名打擊樂手穿梭其間的表演之中。故事講述一位科學家派遣自己的影子去探索世界，最終卻被影子奪去生活與身份，甚至被其完全取代。本作品的創作理念是打造一個身臨其境體驗，觀眾將漫步在安徒生童話的神秘迷人的宇宙。

Blanca Li's latest immersive experience, *The Shadow*, is inspired by Hans Christian Andersen's classic fairy tale *L'Ombre* and created in collaboration with composer Édith Canat de Chizy. Facing six dancers and one percussionist, 200 audience members, equipped with VR headsets and earphones, are invited to freely wander throughout the performance.

The Shadow tells the story of a scientist who has sent his shadow off to explore the world, only to have his life and identity stolen by his shadow, eventually becoming entirely replaced. The creative concept behind this experience is to create a mysterious, spellbinding Andersen-inspired universe where audiences can immerse and wander.

#2024 文化科技國際合資合製支持計畫

#2024 Innovative Content Grant for International Co-Funding or Co-Productions

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超現代映畫製作有限公司
HYPER CURRENT Co.,Ltd

合作單位 Partner (s)
Fifth Atrium (美)
Local Formations (美)

蓮與子：混合紀錄片 Lian & Natsuko: A Hybrid Documentary

蓮與子是一個新媒體混合紀錄片。夏蓮在近二十年前放給孫子看了一部觸目驚心的屠殺影片，影片中的事件導致夏蓮放棄了她的另一個身份：夏子。在夏蓮的女兒和孫子的發起與指導之下，蓮與子試圖紀錄當下的夏蓮，以及夏子關於這個創傷經驗的模糊回憶。

Lian & Natsuko is a new media hybrid documentary.

Nearly twenty years ago, Shia Lian showed her grandson a shocking video depicting a massacre. The events that transpired in the shocking video led Shia Lian to abandon her previous identity: Natsuko.

With the help of Shia Lian's daughter and grandson, Shia Lian and Natsuko attempt to document the Shia Lian of today and the blurred, traumatic past associated with Natsuko.

#2024 文化科技國際合資合製支持計畫

#2024 Innovative Content Grant for International Co-Funding or Co-Productions

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夢境現實
Moondream
Reality

夢境現實股份有限公司
Moondream Reality Co., Ltd.

合作單位 Partner (s)
GEDEON Programmes (法)
Femme Fatale Studio (法)

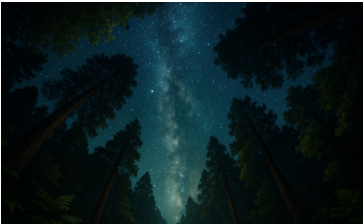
Caves - The Art of Darkness

團隊攜手法國 GEDEON Programmes 與 Femme Fatale Studio 共同打造的沉浸式展演體驗，融合藝術、歷史與科技，邀請觀眾走入世界知名的史前洞穴壁畫遺址。

In collaboration with GEDEON Programmes (France) and Femme Fatale Studio (France), Moondream Reality delivers an immersive experience of art, history, and technology, inviting audiences into world-famous cave sites to examine prehistoric cave art.

#2024 文化科技國際合資合製支持計畫
#2024 Innovative Content Grant for International Co-Funding or Co-Productions

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綺影映畫有限公司
Serendipity Films Ltd.

合作單位 Partner (s)
Digital Rise (法)

感官協奏曲：四季 Sensory Concerto: The Seasons

《感官協奏曲：四季》是一場融合聲音與球型投影的沉浸式體驗，體驗長度約 20–30 分鐘，透過 ASMR 與心理聲學設計，結合生成式 AI 投影，重新感受韋瓦第《四季》的音樂。

An immersive experience that blends sound and spherical projection, *Sensory Concerto: The Seasons* is a 20 to 30-minute experience that delivers a brand new rendition of Vivaldi's *The Four Seasons* with the help of ASMR, psychoacoustic design, and AI-generated projections.

#2024 文化科技國際合資合製支持計畫
#2024 Innovative Content Grant for International Co-Funding or Co-Productions

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原金國際有限公司
ENGINE STUDIOS LLC

合作單位 Partner (s)
智威資訊科技股份有限公司
BROGENT TECHNOLOGIES INC.

妖怪森林飛行劇院 Luda: i-Ride Flying Theater

本公司原創 IP「妖怪森林」攜手智威資訊科技打造「妖怪森林飛行劇院」，運用其領先的體感技術。以動態座椅模擬飛行穿越多變場景，並搭配風、香氣、光影等多重感官特效，宛如真實踏上空中探險之旅。

旅程中將跟隨主角的飛行，深入以台灣妖怪傳說與生態景觀構築的「妖怪森林」。沿途將遇見神秘的魔神仔、地牛、石頭小妖等多個來自台灣民間故事的妖怪角色，體驗結合在地文化與科技的獨特魅力。

With its original *Luda* IP, ENGINE STUDIOS collaborated with Brogent Technologies to capitalize on its leading motion technologies for the *Luda: i-Ride Flying Theater*. In the flying theater, motion seats simulate flight through changing landscapes that are complemented by wind, scents, and lighting effects for a multi-sensory experience. With i-Ride technologies, viewers experience a realistic sensation of soaring through the sky.

Throughout the journey, audiences soar alongside the protagonist, diving deep into a forest of monsters and spirits, a world built upon Taiwan's rich folklore and ecological landscapes. Along the way, experience the unparalleled charm of local culture and technology as you encounter mysterious creatures from Taiwanese folklore, including the Mo-sin-a, Earth Ox, and Stone Spirit.

#2024 文策院與智威合作「i-Ride 飛行劇院」IP 轉譯計畫
#2024 TAICCA & Brogent Technology's i-Ride Flying Theater IP Program

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日目視覺藝術有限公司
247Visualart

合作單位 Partner (s)
双融域股份有限公司
Ambi Space Inc.

《自造自然—超越有機的共生》未來生態藝術展 Nature and Artificial Natures: Symbiosis Beyond the Organic

《自造自然—超越有機的共生》展覽由文策院支持、双融域與藝術家陳普共同策劃，展覽橫跨藝術與科學、自然與科技、觀察與感知的多重對話，不只融合 AI 生成互動影像、裝置藝術、夜光植物，更結合 1:1 生物實拍投影，打造出一座橫跨時間與空間的感官場域，讓大眾一同走入其中思索未來文明的生成與生命形態的多重可能。

The Nature and Artificial Natures: Symbiosis Beyond the Organic exhibition is supported by TAICCA and co-curated by AMBI SPACE ONE and Artist Pu Chen. The exhibition is a dialogue transcending art and science, nature and technology, and observation and perception. It merges AI-generated interactive images, installation art, and bioluminescent plants with lifesized projections of real organisms, culminating in a sensory space that stretches across time and space. The exhibition invites the public into a space that ponders the multifarious possibilities of future civilizations and different forms of life.

#2024 示範案與應用案
#2024 Demonstration and Application Programs

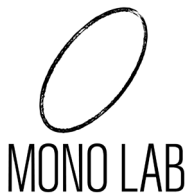
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群真有限公司
QUZ ZHEN LTD

合作單位 Partner (s)
英業達股份有限公司
INVENTEC CORPORATION

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墨雨互動設計有限公司
MONOLAB

合作單位 Partner (s)
法國國家電影與動畫中心
法國巴黎 104 文化中心
高雄市電影館
法國在台協會
法國藝文推廣總署 (Institut Français)
French National Centre of Cinema (CNC)
CENTQUATRE-PARIS
Kaohsiung Film Archive
French Office in Taipei
French Institute

AI 虛擬藝人 Mila Mii Virtual Artist Mila Mii

本計畫以虛擬藝人「Mila Mii 米拉蜜」為核心，結合 AI 生成內容、即時動作捕捉與 Unreal Engine 虛擬舞台，完成 3 場線上與 1 場實體售票演唱會，累積近千名觀眾，建立品牌辨識度與粉絲基礎。透過音樂 × 科技 × 社群的三軌策略，驗證虛擬演出的市場可行性，後續預計將技術模組化、會員制度和國際合作等規劃，打造可規模化輸出的文化科技營運模式。

The project centers on the virtual artist Mila Mii and delivered three online and one ticketed offline concert with the help of AI-generated content, real-time motion capturing, and a virtual stage powered by Unreal Engine. The four concerts attracted nearly a thousand viewers, helping Mila Mii develop her brand and fan base.

With the three-pronged strategy of music, technology, and community, the Mila Mii concerts verified the market feasibility of virtual performances. In the future, QUZ ZHEN plans to modularize the technology, develop a membership system, and collaborate with international partners to build a cultural technology operating model that is scalable and replicable.

#2024 示範案與應用案

#2024 Demonstration and Application Programs

《瓶中的永恆花園：不穩定系統中的無限演算與數位生命》 The Eternal Garden in a Bottle: Infinite Algorithms and Digital Life in Unstable Systems

《瓶中的永恆花園》是藝術家吳哲宇的作品，靈感源自封閉的數位生態瓶。系統內的生態包含天氣系統與虛擬生物，這些元素會產生數據，並轉化為獨特的「扭曲樂譜」。音樂家根據樂譜即興演奏，其訊號經採樣後反饋影響生態系的演化，形成一個在混沌與秩序間不斷演化的人機互動封閉迴圈。結合觀眾互動創造每次獨一無二的體驗。此作品融合 XR、視覺投影、演算聲響與 AI 分析系統演化生成的詩句，呈現沉浸式新媒體藝術裝置與演出。

The Eternal Garden in a Bottle, created by artist Che-Yu Wu, is inspired by the concept of a closed digital terrarium. The ecosystem in the terrarium features a weather system and virtual organisms that generate data, which is transformed into uniquely "distorted" musical scores. Musicians improvise based on these scores, and the resulting signals are sampled and fed back into the system, influencing the ecosystem's ongoing evolution. This creates a closed loop of human-machine interaction that evolves between chaos and order.

The work incorporates audience interaction to deliver experiences unique to each audience member. Integrating XR, visual projection, algorithmic sound, and AI-generated poetry, it presents an immersive new media art installation and live performance.

#2024 臺法沉浸式內容駐地開發計畫 - 台灣人赴法原型開發

#2024 Villa Formose Immersive - France XR Prototyping Residency

A-23



李賴虎娛樂事業有限公司
ReLiveProject Entertainment CO., LTD.

合作單位 Partner (s)
宏達國際電子股份有限公司
HTC BEATDAY

A-24



飛天膠囊數位科技有限公司
E-CAPSULE CO., LTD.

合作單位 Partner (s)
宏達國際電子股份有限公司
HTC BEATDAY

李賴虎嘉年華 ReLive Project : The Greatest Carnival

ReLive Project 取得文策院補助，擴大投入三位成員的 3D 製作與節目規劃，並將於虛擬娛樂平台 Beatday 獨家播出。

《李賴虎嘉年華》共規劃三場主題綜藝節目，各具風格與互動特色。

觀眾可透過虛擬分身進入互動場域，再進入演出空間觀賞節目，體驗虛實融合的沉浸式觀演流程。

With funding from TAICCA, the *ReLive Project* was able to increase investments into its three members' 3D productions and programs, which will be aired exclusively on the virtual entertainment platform Beatday.

ReLive Project: The Greatest Carnival features three themed variety programs, each with its own distinctive style and interactive elements.

Audiences enter the interactive space through virtual avatars, then move into the performance area to enjoy the shows – experiencing an immersive viewing flow that blends the virtual and the real world.

#2025 年文化科技內容場域商業驗證計畫：HTC BEATDAY 虛擬平臺展演計畫

#2025 Cultural Technology Content Business Verification Program: HTC BEATDAY Virtual Platform Performance Program

偶像進化式：夏語遙 x BEATDAY 線上演唱會 Idol Evolution: Xia Yu Yao x BEATDAY Online Concert

《偶像進化式：夏語遙 x BEATDAY 線上演唱會》(Idol Evolution: Xia Yu Yao x BEATDAY Online Concert) 提案以「HTC BEATDAY 虛擬平台」為舞台，融合台灣原創 IP 的沉浸式演唱會。為夏語遙規劃三場主題鮮明的 3D 演出，結合 AI 歌聲、3D 建模、動作捕捉與 Unity 互動模組，觀眾可透過集氣解鎖服裝與新曲參與其中，驗證台灣虛擬演出商業潛力。

Set on the stages of the HTC BEATDAY virtual platform, *The Idol Evolution: Xia Yu Yao x BEATDAY Online Concert* is an immersive concert featuring an original IP from Taiwan.

Three 3D concerts of distinctive themes were organized for the virtual idol Xia Yu Yao using AI-generated vocals, 3D modeling, motion capture, and an interactive module powered by Unity. Audience members can send stickers to show their support and unlock new costumes and songs, demonstrating the untapped commercial potential of virtual performances in Taiwan.

#2025 年文化科技內容場域商業驗證計畫：HTC BEATDAY 虛擬平臺展演計畫

#2025 Cultural Technology Content Business Verification Program: HTC BEATDAY Virtual Platform Performance Program

A-25



錚李服裝設計有限公司
JENN LEE Co., Ltd

合作單位 Partner (s)
聚陽實業股份有限公司
Makalot Industrial Co., Ltd.

JENN LEE | 流動未來 X 數位時尚永續創新國際計劃
JENN LEE | Fluid Future X Digital Fashion
Sustainability & Innovation International Project

本計畫以 JENN LEE 最新系列作品「流動未來：拉鍊系列」為核心主軸，融合精品時尚策展思維與數位科技展演手法，採實體 Showroom 與虛擬 Showroom 雙軌並行的策展模式，推動台灣時尚設計品牌在國際市場的辨識度與競爭力。運用品牌標誌性的獨家拉鍊開發技術，打造突破性、敘事導向的虛實展演場域，實現虛擬科技與精品時尚的跨域融合，將台灣科技時尚推上國際精品舞台。

This project centers around JENN LEE's latest collection – *Fluid Future x Digital Fashion Sustainability & Innovation International Project* – and merges luxury fashion curation with digital performance techniques. Employing a dual exhibition model that combines both physical and virtual showrooms, the VR installation aims to enhance the visibility and competitiveness of Taiwanese fashion brands in the global market.

Featuring the brand's signature and proprietary zippers, the work creates an innovative, narrative-driven hybrid exhibition space that fuses virtual technology with high-end fashion, propelling Taiwanese technology and fashion into the world of international luxury.

#2025 年文化科技內容聯合徵件：『Portal:M』科技時尚海外行銷拓展計畫徵選

#2025 Innovative Co-Production Program: Call for Entries - Overseas Marketing and Expansion for Portal: M Tech Fashion

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光之塔動畫事業有限公司
Mangowork Studio Co., Ltd.

合作單位 Partner (s)
紅然 MAGIC BOX 魔術方塊數位故事館
RYB STUDIO CO., LTD.

小梅的奇幻冒險：尋回心意之書
Deer May's Adventure: The Lost Book of Heart

小梅花鹿的奇幻冒險與魔法森林閃亮登場！由台灣特有動物設計出發的《小梅的奇幻冒險：尋回心意之書》是台灣首座沉浸式動畫互動親子劇場，為影集 IP 延伸的全新篇章！從動畫角色引導故事內容體驗，結合互動科技，打造奇幻童話的親子體驗！故事講述小梅與動物夥伴探索魔法森林小鎮的秘密，透過互動體驗，一起尋找缺失的心意拯救同伴，每關皆藏有不同的驚喜與收穫！快來陪小梅一起展開奇幻精彩的冒險吧！

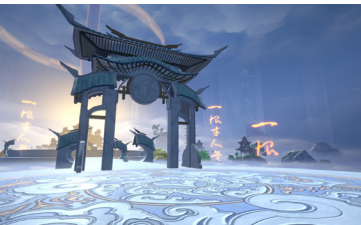
Say hello to Deer May's adventures and the magical forest. Designed based on species endemic to Taiwan, *Deer May's Adventure: The Lost Book of Heart* is Taiwan's first interactive animated theater for families and a new chapter that expands on the Deer May IP. In this production, the animated characters drive the story and experience, delivering a fairytale experience for parents and children with interactive technologies.

Deer May's Adventure: The Lost Book of Heart tells the journey of Deer May and her animal friends as they explore the secrets of the town in the magical forest and try to save their friends through interactive experiences. Each level is hidden with surprises, so come join Deer May on a fantasy adventure!

#2025 年文化科技內容聯合徵件：紅然 Magic Box 魔術方塊數位故事館全境式沉浸互動體驗展演

#2025 Innovative Co-Production Program: Full Immersive and Interactive Experience at RYB Studio's Magic Box

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哇哇科技股份有限公司
WOWWOW TECHNOLOGY
CORPORATION

合作單位 Partner (s)
宏願數位股份有限公司
HTC VIVERSE

霹靂宇宙大戲院 3.0 VR 多人走動沉浸式互動體驗
Welcome to World of PILI

本作故事背景啟發於霹靂推出的經典電影《聖石傳說》，以此為基礎展開冒險的多人走動式 VR 互動沉浸式體驗。玩家將化身為劇中一員，可選擇不同門派的專屬角色，修習儒、釋、道三教的經典武學，提供玩家獨一無二的戰鬥體驗，並與素還真並肩對抗反派魔魁，變身成為霹靂世界中的英雄。玩家不再是觀影者，而是能親身參與戰鬥、並讓自己的身影名留片尾的霹靂英雄。

Inspired by Pili International's classic *The Legend of the Sacred Stone*, *Welcome to World of PILI* is a multiplayer, interactive, and immersive walkable VR experience.

Players can choose to become characters of different clans from the movie and master the martial arts of one of Three Teachings: Confucianism, Taoism, and Buddhism. *Welcome to World of PILI* offers players a unique combat experience, bringing them to fight alongside Su Huan-Jen to confront the sinister Mokui and become a hero in the world of Pili. In this game, players are no longer simply viewers. Join in combat and inscribe your name in the end credits as a Pili hero.

#2025 年文化科技內容聯合徵件：HTC VIVELAND VR 虛擬樂園棧架庫商業驗證

#2025 Innovative Co-Production Program: Business Verification for the HTC VIVELAND VR Arcade in Kaohsiung

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南瓜虛擬科技股份有限公司
Pumpkin VR

合作單位 Partner (s)
Astrea (法)

聖環獵人
Devil Hunter

《聖環獵人 Devil Hunter》是一款 VR Roguelike 射擊遊戲。玩家化身驅魔者，擊殺惡魔獲取經驗並構築卡牌流派，逐步強化技能與武器，最終挑戰強大 BOSS，完成獵殺之旅。

Devil Hunter is a VR roguelike FPS where players become an exorcist on a global demon hunt. Choose your class, upgrade through random cards, and forge unique builds. Face traps, mobs of monsters, and powerful bosses in fast-paced VR battles. Every run is a new challenge.

#2025 年文化科技內容國際平台商業驗證：VR 遊戲開發計畫

#2025 Innovative Co-production: VR Game Early Access Production Program

A-29



煙奈股份有限公司
Team9

合作單位 Partner (s)
Astrea (法)

A Black Climbing Dog LITE

《A Black Climbing Dog LITE》是一款 VR 攀爬遊戲，玩家化身台灣黑狗在廢墟高塔中攀登挑戰。以體感與吠叫提升跳躍力，探索與收藏。以低價高重玩性瞄準直播與二創社群，具國際話題與 IP 潛力。

A Black Climbing Dog LITE is a VR climbing game where players transform into a Taiwanese black dog scaling a surreal tower of arcade machines, fast food, and ruins. Motion and barking boost jumps, with multiple paths and hidden collectibles for replay and speedruns. Offering 3–4 hours or shortcut runs, its low-price, high-replay design targets livestreaming and UGC communities, positioning it as a viral VR title with long-term IP potential.

#2025 年文化科技內容國際平台商業驗證：VR 遊戲開發計畫

#2025 Innovative Co-production: VR Game Early Access Production Program

A-30



橡實洞遊戲有限公司
Acorn Den Studio

合作單位 Partner (s)
Astrea (法)

貓咪船長 ◆ 我家的貓咪死後成了航海專家這件事

Cat Captain ◆ My Cat Became a Sailing Expert After Death

《貓咪船長 ◆ 我家的貓咪死後成了航海專家這件事》是款療癒系 VR 遊戲。玩家陪伴化為天使的貓咪，手持風車吹風推動小船，航行於南國群島，在椰林浪花間邂逅新朋友，尋找能遙望主人的神祕鏡池，展開一場充滿海風與回憶的旅程。

Cat Captain ◆ My Cat Became a Sailing Expert After Death is a therapeutic VR game where players sail with an angel cat across tropical islands, seeking the mystical Mirror Pool. With simple wind-blown controls, each three-minute voyage offers relaxation and gentle exploration—perfect for cat lovers, weary gamers, and those longing for pets.

#2025 文化科技內容國際平台商業驗證：VR 遊戲開發計畫

#2025 Innovative Co-production Program: VR Game Early Access Production

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浮點有限公司
Floating Point Art Co., Ltd.

合作單位 Partner (s)
FilmGate Miami, Phillip and Patricia Frost Museum of Science (美)

時間層理
TEMPORAL STRATA

《時間層理》（TEMPORAL STRATA）是一部沉浸式穹頂聲音影像作品，長約 20–30 分鐘。作品以生成演算法影像與 Ambisonics 空間音訊為核心，搭配 4K+ 全景規格，為觀眾開啟 360 度包覆式感知場域。作品兼具藝術探索與技術實驗，可於博物館、藝術節與沉浸式場館放映，並具備售票展演、教育推廣與品牌合作等應用潛力，已規劃於國際巡演與產業合作推廣。

TEMPORAL STRATA is a 20 to 30-minute immersive dome and audio experience. Created using AI-generated images and full-sphere Ambisonics surround sound, *TEMPORAL STRATA* is complemented with a 4K+ panoramic view, offering audiences a 360-degree enclosed sensory experience.

The production is ideal for artistic exploration and technical experiments as well as screening in museums, art festivals, and immersive spaces. *TEMPORAL STRATA* can also be turned into a ticketed event, educational activity, and branding collaboration. There are currently plans for *TEMPORAL STRATA* to tour Taiwan and collaborate with businesses for marketing exposure.

#2025 年文化科技內容聯合徵件：穹頂投影展演計畫【台灣原創內容組】

#2025 Innovative Co-Production Program: Dome Projection [Taiwanese Original Content Exhibition]

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革風創研股份有限公司
Reform Creative INC

「波感溫室 SensWave」沉浸式藝術感官體驗展

SensWave — A Greenhouse of Immersive Art and Sensory Experience.

《SensWave 波感溫室》

2025 年由自然圈農場與策展團隊泊人 ANKR 攜手打造，坐落於溫室場域的沉浸式感官體驗空間。融合自然、科技與情緒、生成式藝術，邀請觀眾遠離城市喧囂，走入一座綠色庇護所。

透過光線、空氣與聲音的交織，引導人們喚醒與生俱來的「波感」，感受環境與情緒之間細膩的共鳴。在這裡，您可以慢下腳步、重新調頻，盡情感知並與空間共振，重拾與內在的深層連結。

SensWave

Created in 2025 by LoFi Land and the curating team ANKR, *SensWave* is a space for immersive sensory experiences located in a greenhouse. Merging nature, technology, emotions, and generative art, *SensWave* invites audiences to step far away from the bustling city and into a shelter of greenery.

Through light, air, and sound, *SensWave* reawakens people's innate waves, empowering them to experience the quiver of resonance between their surroundings and emotions. Here, you can slow down and re-align. Enjoy the sensory experience, resonate with the space, and rediscover your inner connection.

#2025 年文化科技內容商業驗證支持計畫

#2025 Grant for Business Verification of Cultural Technology Content

A-33



故事工場文創股份有限公司
StoryWorks and Creative Industries Co., Ltd.

《林投姐，妳叫什麼名字？》VR 現代觀落陰沉浸場長銷計劃 How Do I Call You, Sister Lin-Tou?

一場結合現場演出與虛擬實境（VR）技術的沉浸式表演，探索性別流動、女性身體經驗與台灣鬼神信仰交織出的情感景觀。藉由聲音、空間、科技與觀眾身體的互動，引發觀眾對於傳統女性形象與當代性別議題的再思考。

How Do I Call You, Sister Lin-Tou? is an immersive performance that merges live theater with VR technology to explore the emotional landscapes shaped by gender fluidity, female bodily experiences, and Taiwan's belief in spirits and gods. Through the interplay of sound, space, technology, and audience bodies, the work invites a reexamination of traditional female archetypes and contemporary gender discourse.

#2025 年文化科技內容商業驗證支持計畫

#2025 Grant for Business Verification of Cultural Technology Content

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驚喜製造股份有限公司
SURPRISE LAB

2025《微醺大飯店》沉浸式劇場 高雄站 The Great Topsy

歡迎來到無法真正入住的《微醺大飯店》

走入這座神秘現身的飯店中，你將跳脫現實、穿梭於奇幻場景與故事間，與久留於此的房客相遇。

在微醺之間，想起 —

說不出口的話、放不下的人、無法面對的選擇

或許，你將「因微醺，而清醒」

遇見看似不變，卻已鬆動的自己

這是一場超乎想像的沉浸式體驗，累計超過 15,000 名觀眾參與，並榮獲德國紅點設計獎、金點設計獎肯定。

Welcome to The Great Topsy – a place you can never truly check into.

Step inside this hotel that has mysteriously appeared, where reality fades and you wander through mesmerizing scenes and stories, meeting guests who have lingered here for far too long.

In the haze of tipsiness, begin to remember—

the words left unsaid, the people you can't let go, the choices you cannot face.

Perhaps here, you will find yourself "sobered by the tipsy," discovering the subtle shifts within what once seemed unshakable.

An immersive experience beyond imagination, The Great Topsy has hosted over 15,000 audience members to date and received both the Red Dot Design Award (Germany) and the Golden Pin Design Award.

#2025 年文化科技內容商業驗證支持計畫

#2025 Grant for Business Verification of Cultural Technology Content

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當若科技藝術股份有限公司
IF PLUS CO., LTD.

合作單位 Partner (s)

OASIS Immersion (加)

Z：輪迴之境 The Cycle of Z to ZZZ

與加拿大蒙特婁沉浸式展演場館 OASIS Immersion 攜手，展出以「身心療癒」為核心，融合東方療癒美學與體感互動，呈現台灣原創精神的沉浸式體驗。

Created in collaboration with OASIS Immersion in Montreal, Canada, *The Cycle of Z to ZZZ* is, at the core, a therapeutic experience for the mind and body. Merging therapeutic aesthetics from the East and motion-based interactions, *The Cycle of Z to ZZZ* is an immersive experience that captures Taiwan's spirit of originality.

#2025 年文化科技內容聯合徵件：沉浸式內容展演計畫【台灣原創內容組】

#2025 Innovative Co-production Program: 360 Immersive Exhibition [Taiwanese Original Content Exhibition]

A-36



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Chiayi City Government

Cultural Affairs Bureau of Chiayi City

諸羅紀：人在神在 城就在 Chiayi

以嘉義建城 320+1 為契機，《迓神妥靈·夯枷解厄：諸羅興城記》開啟一段跨越時空的光影旅程。展覽融合影像詩劇場、多元媒材與數位技術，從諸羅城的記憶碎片、城隍夜巡的儀式，到當代藝術的再詮釋，構築一座虛實交錯的嘉義城剖面。觀者將在多重感官體驗中聆聽城牆的回聲，感受信仰與守護的力量，重新思索嘉義市的文化靈魂。

The Rise of Jhuluo Town: Welcoming Gods & Repenting Sins was produced to celebrate the 320+1 anniversary of Chiayi's establishment, bringing audiences on a journey of light and shadows across time. The exhibition merges visual poetry, diverse media, and digital technologies to construct a real and virtual profile of Chiayi City. It pieces the fragmented memories of Jhuluo Town, the night parades of the Chenghuang Temple, and the city's reinterpretation under modern arts. In *The Rise of Jhuluo Town*, audiences will discover a multi-sensory experience and listen to the echoes of Chiayi's city walls. Experience the power of faith and protection, and reconsider the cultural soul of Chiayi City.

#2025 年文化科技內容聯合徵件：嘉義市特色元素文化科技內容展演作品徵選

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