作品「糧船山海經」藝術家原聲介紹文字稿 Artwork "The Chronicle of High Island" Audio Introduction by the Artist Transcript 作品「粮船山海经」声音介绍文字稿

糧船山海經

何博欣

透過三幅壁畫串連起糧船灣三個不同村落的面貌,記載了這個神秘西貢角落的奇珍異獸、地理考古,以及人神共通的客家文化。

首先是位於糧船灣碼頭的天后廟。廟旁的紅磚牆上畫了天后的手,描繪天后娘娘在大風大浪中顯靈,保祐漁民平安出海。村民們以舞獅、舞麒麟的方式慶賀天后帶來的盛世祥和。

第二幅壁畫位於北丫村的村屋外牆,展現了北丫村的客家農村景象,寧靜悠遠但充滿生機的生活。畫中特別記載了村長的木瓜樹,雖然如今大部分老屋已經荒廢,但畫面讓人重溫昔日北丫村的耕作生活。

第三幅壁畫位於沙橋村有利海鮮酒家外的沙灘上。矮牆上畫了深海中的各種魚類,其中發光的 珍珠象徵西貢海中的滄海遺珠,提醒我們要保護海洋,讓生態自由呼吸,並以敬畏之心欣賞這 片大海。

The Chronicles of High Island

Vivian Ho

The three murals depict different appearances of the three villages in High Island, documenting the mythical creatures, geographical archaeology, and the shared Hakka culture between humans and deities in this hidden corner of Sai Kung.

The first mural is located at the Tin Hau Temple by the main ferry pier. On the red brick wall next to the temple, the hand of Tin Hau is illustrated, showing the goddess manifesting amid the surging waves to bless the fishermen with safe passage at sea. Such peace and prosperity is celebrated with lion and qilin dances.

The second mural is on the outer wall of a village house in Pak A Village, showing the peaceful yet vibrant life of a Hakka farming village. Although most of the old houses are now abandoned, the mural allows people to relive the agricultural lifestyle of Pak A Village in the past.

The third mural is located on the beach outside Yau Lei Seafood Restaurant in Sha Kiu Village. The low wall depicts various fish species from the deep sea, with a glowing pearl in the middle, symbolising the hidden gems of Sai Kung Sea. It serves also as a reminder for us to protect the ocean, allow the ecosystem to breathe freely, and admire this sea with reverence.

粮船山海经

何博欣

透过三幅壁画串连起粮船湾三个不同村落的面貌,记载了这个神秘西贡角落的奇珍异兽、地理考古,以及人神共通的客家文化。

首先是位于粮船湾码头的天后庙。庙旁的红砖墙上画了天后的手,描绘天后娘娘在汹涌海涛中显灵,保佑渔民平安出海。村民们以舞狮、舞麒麟的方式庆贺天后带来的盛世祥和。

第二幅壁画位于北丫村的村屋外墙,展现了北丫村的客家农村景象,宁静悠远但充满生机的生活。画中特别记载了村长的木瓜树,虽然如今大部分老屋已经荒废,但画面让人重温昔日北丫村的耕作生活。

第三幅壁画位于沙桥村有利海鲜酒家外的沙滩上。矮墙上画了深海中的各种鱼类,其中发光的 珍珠象征西贡海中的沧海遗珠,提醒我们要保护海洋,让生态自由呼吸,并以敬畏之心欣赏这 片大海。