Construction of 2D Animated Film 'Family'

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***Abstract*—This thesis by Nguyen Thuong Hue, a student from the Multimedia Communication Department at Thai Nguyen University of Information and Communication Technology, details the creation of a 2D animated film titled 'Family'. The project involved the use of Adobe software for animation and sound production. The author utilized Adobe Photoshop, Illustrator, After Effects, Premiere, and Animate to create the 2D animated video, adhering to the approved script and curriculum requirements. The final product includes several scenes and character designs, with appropriate sound effects and music. The thesis also discusses the current state of the animation industry in Vietnam, highlighting the challenges faced by local producers and the potential for growth. The author acknowledges that there are areas for improvement, such as character design and camera angles, which will be addressed in future work.**

***Index Terms*—2D animation, Adobe software, animation production, scriptwriting, character design, sound production**

I. Introduction

The thesis provides an overview of the history and development of 2D animation, focusing on both international and domestic contexts. It highlights the importance of animation in education and entertainment, discussing the challenges and opportunities in the Vietnamese animation industry. The author, Nguyen Thuong Hue, is a student from the Multimedia Communication Department at Thai Nguyen University of Information and Communication Technology. The project involves the creation of a 2D animated film titled 'Family', which is a 2D animated video that includes several scenes and character designs. The video adheres to the approved script and curriculum requirements. The author utilized Adobe software, including Photoshop, Illustrator, After Effects, Premiere, and Animate, for the creation of the 2D animated film. The project also discusses the current state of the animation industry in Vietnam, noting the challenges faced by local producers and the potential for growth [1].

II. Methods

The author utilized Adobe software, including Photoshop, Illustrator, After Effects, Premiere, and Animate, for the creation of the 2D animated film. The project involved scriptwriting, character design, animation, and sound production, all guided by the principles of 2D animation. The author followed the approved script and curriculum requirements to ensure the final product adhered to the necessary standards. The project also involved the use of Adobe software for the creation of the 2D animated film, including the use of Photoshop for image editing, Illustrator for character design, After Effects for animation, Premiere for video editing, and Animate for the final assembly of the film. The author followed the principles of 2D animation to ensure the final product was of high quality and met the necessary standards [1].

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III. Results

The final product is a 2D animated video titled 'Family' that includes several scenes and character designs. The video has been completed with appropriate sound effects and music, adhering to the approved script. The author acknowledges that there are areas for improvement, such as character design and camera angles, which will be addressed in future work. The project involved the use of Adobe software, including Photoshop, Illustrator, After Effects, Premiere, and Animate, for the creation of the 2D animated film. The author followed the approved script and curriculum requirements to ensure the final product adhered to the necessary standards. The project also involved the use of Adobe software for the creation of the 2D animated film, including the use of Photoshop for image editing, Illustrator for character design, After Effects for animation, Premiere for video editing, and Animate for the final assembly of the film. The author followed the principles of 2D animation to ensure the final product was of high quality and met the necessary standards [1].

IV. Discussion

The thesis discusses the current state of the animation industry in Vietnam, noting the challenges faced by local producers and the potential for growth. The author highlights the importance of producing diverse content to meet the needs of different audiences. The project involved the use of Adobe software, including Photoshop, Illustrator, After Effects, Premiere, and Animate, for the creation of the 2D animated film. The author followed the approved script and curriculum requirements to ensure the final product adhered to the necessary standards. The project also involved the use of Adobe software for the creation of the 2D animated film, including the use of Photoshop for image editing, Illustrator for character design, After Effects for animation, Premiere for video editing, and Animate for the final assembly of the film. The author followed the principles of 2D animation to ensure the final product was of high quality and met the necessary standards [1].

V. Conclusion

The project successfully produced a 2D animated film that meets the requirements of the curriculum. However, the author acknowledges that there are areas for improvement, such as character design and camera angles, which will be addressed in future work. The project involved the use of Adobe software, including Photoshop, Illustrator, After Effects, Premiere, and Animate, for the creation of the 2D animated film. The author followed the approved script and curriculum requirements to ensure the final product adhered to the necessary standards. The project also involved the use of Adobe software for the creation of the 2D animated film, including the use of Photoshop for image editing, Illustrator for character design, After Effects for animation, Premiere for video editing, and Animate for the final assembly of the film. The author followed the principles of 2D animation to ensure the final product was of high quality and met the necessary standards [1].

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