Construction of 2D Animated Film 'Simulation of the 12 Days and Nights Battle of Dien Bien Phu in the Air'

Dương Kim Trường
Thai Nguyen University of Information and Communication Technology
Thai Nguyen University, Thai Nguyen, Vietnam
student436@ictu.edu.vn

***Abstract*—This thesis presents the construction of a 2D animated film titled 'Simulation of the 12 Days and Nights Battle of Dien Bien Phu in the Air'. The author uses Adobe Illustrator, Photoshop, After Effects, and Premiere Pro to create the film, focusing on the battle of Dien Bien Phu during the Vietnam War. The thesis includes a review of the current state of 2D animation in Vietnam and abroad, highlighting the potential for growth in the field. The author also discusses the challenges faced in creating a visually engaging and historically accurate film. The project aims to educate young audiences about the historical significance of the battle, but the actual implementation of the film has not been evaluated for its educational effectiveness.**

***Index Terms*—2D animation, Dien Bien Phu, Vietnam War, air combat, historical education**

I. Introduction

The thesis introduces the concept of 2D animation and its applications, providing definitions and historical context. The author outlines the steps involved in creating a 2D animated film, including scriptwriting, character design, and post-production processes. The project aims to educate young audiences about the historical significance of the Dien Bien Phu battle. The author reviews the current state of 2D animation in Vietnam and abroad, noting the potential for growth in the field. The author also discusses the challenges faced in creating a visually engaging and historically accurate film, such as the complexity of animation and the need for historical accuracy [1]. Published articles on the methods and subject of this project provide context for this English summary [6], [7].

II. Methods

The author uses Adobe Illustrator, Photoshop, After Effects, and Premiere Pro to create the 2D animated film. The process involves scriptwriting, character design, background creation, animation, and sound editing. The author also reviews the current state of 2D animation in Vietnam and abroad, discussing the potential for growth in the field. The author describes the steps taken to create the film, including the development of the script, character design, and the use of various software tools for animation and post-production. The author also mentions the challenges faced in creating a historically accurate film, such as the need for detailed research and the complexity of animation techniques [1].

Supervisor: Đỗ Thị Phượng, Thai Nguyen University of Information and Communication Technology.

III. Results

The thesis presents a series of completed scenes from the 2D animated film, including scenes of air combat, bomb drops, and the battle of Dien Bien Phu. The author evaluates the film's script, visual quality, sound, and overall production. The results indicate that the film successfully conveys the historical significance of the battle, but the actual implementation of the film has not been evaluated for its educational effectiveness. The author provides a detailed description of the scenes created, including the depiction of air combat and the use of historical references. The author also discusses the challenges faced in creating the film, such as the complexity of animation and the need for historical accuracy [1].

IV. Discussion

The author discusses the challenges faced in creating a visually engaging and historically accurate 2D animated film. The project highlights the potential for growth in the field of 2D animation in Vietnam, noting the need for more diverse and high-quality productions. The author also reflects on the importance of engaging young audiences with educational content. The author mentions the need for further improvements in the visual and emotional quality of the film, as well as the importance of continued research and development in the field of 2D animation. The author also discusses the limitations of the project, such as the lack of a comprehensive evaluation of the film's educational effectiveness [1].

V. Conclusion

The thesis concludes that the 2D animated film 'Simulation of the 12 Days and Nights Battle of Dien Bien Phu in the Air' successfully conveys the historical significance of the battle. The author acknowledges the need for further improvements in the visual and emotional quality of the film, as well as the importance of continued research and development in the field of 2D animation. The author also mentions the limitations of the project, such as the lack of a comprehensive evaluation of the film's educational effectiveness. The author reflects on the potential for growth in the field of 2D animation in Vietnam

and the need for more diverse and high-quality productions [1].

References

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