# Construction of 2D Animated Film 'A Day in the Time of COVID'

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***Abstract*—This thesis presents the construction of a 2D animated film titled 'A Day in the Time of COVID' for children. The author, Nguyen Duc Huy, describes the process of creating the film, including the development of the concept, script, character design, and animation techniques using software such as Adobe Illustrator, Photoshop, After Effects, and Premiere Pro. The author also evaluates the final product, noting areas for improvement in character design, camera angles, and animation smoothness. The film was completed as part of a university project, focusing on the challenges of creating a 2D animated film for a young audience during the pandemic. The evaluation highlights the need for further refinement in various aspects of the animation, such as character design and camera angles, to enhance the overall quality of the film.**

***Index Terms*—2D animation, Adobe software, character design, animation techniques, film production**

## I. Introduction

The thesis introduces the theory and techniques of 2D animation, covering key concepts like squash & stretch, timing and spacing, and exaggeration. It also provides an overview of the software tools used, such as Adobe Illustrator, Photoshop, After Effects, and Premiere Pro. The author, Nguyen Duc Huy, explains the importance of having a clear concept, understanding lighting and camera usage, and applying animation principles. The project aims to create a 2D animated film for children, focusing on the challenges of creating a film during the pandemic. The author discusses the historical development of 2D animation and its current state in Vietnam, emphasizing the need for a clear and engaging concept to capture the attention of young viewers [1]. Published books on the methods and subject of this project provide context for this English summary [6]. Published articles on the methods and subject of this project provide context for this English summary [7].

## II. Methods

The author used Adobe software tools to create a 2D animated film for children. The process involved developing the concept, writing the script, character design, and animation techniques. The author evaluated the final product, noting areas for improvement, such as character design, camera angles, and animation smoothness. The film, titled 'A Day in the Time of COVID', was created as part of a university project, focusing on the challenges of creating a 2D animated film for a young audience during the pandemic. The author discusses the importance of having a clear concept, understanding lighting and camera usage, and applying animation principles. The project involved the use of Adobe Illustrator for character design, Photoshop for image editing, After Effects for animation, and Premiere Pro for final editing and rendering [1].

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## III. Results

The author completed a 2D animated film titled 'A Day in the Time of COVID' for children. The evaluation of the final product highlighted areas for improvement, such as character design, camera angles, and animation smoothness. The film was created using Adobe software tools, including Illustrator, Photoshop, After Effects, and Premiere Pro. The author notes that while the film was completed, there is room for improvement in various aspects of the animation. The film focuses on the challenges of creating a 2D animated film for a young audience during the pandemic, and the author discusses the need for further refinement in character design and camera angles to enhance the overall quality of the film [1].

## IV. Discussion

The author discusses the importance of having a clear concept, understanding lighting and camera usage, and applying animation principles. The evaluation of the final product suggests that while the film was completed, there is room for improvement in various aspects of the animation. The author emphasizes the need for further refinement in character design and camera angles to enhance the overall quality of the film. The project involved the use of Adobe software tools, including Illustrator, Photoshop, After Effects, and Premiere Pro. The author notes that the film focuses on the challenges of creating a 2D animated film for a young audience during the pandemic, and the need for a clear and engaging concept to capture the attention of young viewers [1].

## V. Conclusion

The author concludes that the project met the initial requirements and addressed the issues that arose during the implementation. However, there are still areas that need further development, such as refining character design and camera angles. The author notes that the film was completed as part of a university project, focusing on the challenges of creating

a 2D animated film for a young audience during the pandemic. The author emphasizes the need for further refinement in character design and camera angles to enhance the overall quality of the film. The project involved the use of Adobe software tools, including Illustrator, Photoshop, After Effects, and Premiere Pro. The author concludes that the film focuses on the challenges of creating a 2D animated film for a young audience during the pandemic, and the need for a clear and engaging concept to capture the attention of young viewers [1].

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