3D Animated Film: Threatening Local Officials Before Passing the Scholar's Exam

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***Abstract*—This thesis presents the construction of a 3D animated film titled 'Threatening Local Officials Before Passing the Scholar's Exam'. The author describes the process of creating the film, including scriptwriting, character design, and animation. The project utilized Blender, Unity, and Adobe Premiere to develop the film's visual and audio elements. The film includes various scenes, such as rural landscapes, characters, and interactions, which were created using the mentioned software tools. The author provides a detailed description of the scenes and their creation process, highlighting the challenges faced during the project and the limitations of the final product. The film adheres to the approved script and showcases the use of various software tools, but the author acknowledges that some aspects, such as character animation and camera angles, could be improved.**

***Index Terms*—3D animation, scriptwriting, character design, animation, Blender, Unity**

I. Introduction

The thesis provides an overview of the history and development of animation, focusing on both global and Vietnamese contexts. It highlights the importance of 3D animation and its growing significance in the industry. The author discusses the tools and software used, such as Blender, Unity, and Adobe Premiere, to create the film. The project aims to contribute to the development of 3D animation in Vietnam, which is still a relatively new field compared to its global counterparts. The author emphasizes the need for a deeper understanding of 3D animation techniques and the importance of continuous learning and improvement in the field [1].

II. Methods

The author describes the process of creating the 3D animated film, including scriptwriting, character design, and animation. The project utilized software tools like Blender, Unity, and Adobe Premiere to develop the film's visual and audio elements. The scriptwriting process involved creating a detailed storyline and character descriptions. Character design focused on creating unique and recognizable characters, while animation involved bringing the characters to life through keyframe animation and rigging. The rendering process was used to create the final images and animations, and Adobe Premiere was used for editing and finalizing the audio and video elements. The author faced challenges in character animation and camera angles, which required additional time and effort to refine [1].

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III. Results

The thesis presents a 3D animated film titled 'Threatening Local Officials Before Passing the Scholar's Exam'. The film includes various scenes, such as rural landscapes, characters, and interactions, which were created using the mentioned software tools. The author provides a detailed description of the scenes and their creation process, including the use of Blender for modeling and texturing, Unity for animation and rendering, and Adobe Premiere for editing. The film adheres to the approved script and showcases the use of various software tools. However, the author acknowledges that some aspects, such as character animation and camera angles, could be improved. The film features scenes such as a rural landscape, a character greeting a teacher, and a character walking home, all of which were created using the mentioned software tools [1].

IV. Discussion

The author discusses the importance of 3D animation in the global context, noting its growing significance in the industry. The film adheres to the approved script and showcases the use of various software tools. The author reflects on the challenges faced during the project, such as character animation and camera angles, and plans to improve in future endeavors. The author emphasizes the need for a deeper understanding of 3D animation techniques and the importance of continuous learning and improvement in the field. The author also highlights the limitations of the final product, such as the need for more advanced character animation and camera work, and the importance of further research and development in the field of 3D animation [1].

V. Conclusion

The thesis concludes that the project successfully created a 3D animated film that meets the requirements set by the department. While some aspects, such as character animation and camera angles, could be improved, the author expresses a commitment to learning and improving in future projects. The author acknowledges the limitations of the final product and the need for further research and development in the field of 3D animation.

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