3D Animated Film: Wrapping Traditional Cakes

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***Abstract*—This thesis presents the construction of a 3D animated film titled 'Wrapping Traditional Cakes', focusing on the development process, including scriptwriting, character design, and animation creation using software tools like Blender, Unity, and Adobe Premiere. The film addresses themes of sharing and empathy, reflecting the author's learning journey and contributions to the field of 3D animation. The author describes the challenges faced during the project, such as limited equipment and time, and the need for further development in the future. The final product is a short 3D animated film that includes several scenes depicting a beggar's interactions with a family, evaluated positively for its educational content and character design, though it faced limitations due to technical constraints and time limitations.**

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

I. Introduction

The thesis provides an overview of the history and development of animation, focusing on both global and Vietnamese contexts. It outlines the technical aspects of 3D animation and the tools used, such as Blender, Unity, and Adobe Premiere. The author explains the reasons for choosing the topic, the objectives, and the target audience, emphasizing the educational value of the film. The author also discusses the challenges faced during the project, such as limited equipment and time, and the need for further development in the future [1].

II. Methods

The author used Blender for character and environment design, Unity for rigging and animation, and Adobe Premiere for sound editing and final video assembly. The script was developed to convey a message of sharing and empathy, with three main parts depicting a beggar's journey and interactions with a family. The author faced challenges in character design and animation, particularly due to limited time and resources. The final product is a 3D animated film titled 'Wrapping Traditional Cakes', which includes several scenes depicting a beggar's interactions with a family [1].

III. Results

The final product is a 3D animated film titled 'Wrapping Traditional Cakes', which includes several scenes depicting a beggar's interactions with a family. The film was evaluated positively for its educational content and character design, though it faced limitations due to technical constraints and time limitations. The author provided a series of images of the final product, showing various scenes of the beggar's journey and interactions with a family. The film addresses themes of sharing and empathy, reflecting the author's learning journey and contributions to the field of 3D animation [1].

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IV. Discussion

The author discusses the challenges faced during the project, such as limited equipment and time, and the need for further development in the future. The film is seen as a learning experience that contributes to the growth of 3D animation in Vietnam. The author acknowledges the need for continuous learning and improvement in the field of 3D animation. The film addresses themes of sharing and empathy, reflecting the author's educational objectives and the importance of character design in 3D animation [1].

V. Conclusion

The thesis concludes that creating a 3D animated film requires a combination of creative ideas, technical skills, and understanding of animation principles. The author acknowledges the need for continuous learning and improvement in the field of 3D animation. The author emphasizes the importance of character design and the educational value of the film. The author also highlights the challenges faced during the project and the need for further development in the future [1].

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