Production of the 2D Animated Film Me and My AI Double

Đỗ Minh Đức
Thai Nguyen University of Information and Communication Technology
Thai Nguyen University, Thai Nguyen, Vietnam
student672@ictu.edu.vn

***Abstract*—This undergraduate project documents the production of a two-dimensional animated film titled Me and My AI Double. Its approved script follows a student, Minh, as he confronts the difference between relying on an artificial-intelligence double and developing his own ability to learn and create. The report explains the design of characters and settings, scene construction, basic character motion, voice and sound preparation, and video editing. Adobe Photoshop, Moho, and CapCut are named as production tools; AI-supported material and voice generation were also used in selected steps. The author reports completing the film and describes scenes set in a classroom, work spaces, and symbolic spaces that depict Minh's dependence on AI and subsequent change. The source does not present a controlled audience study or measured learning outcome. Its own evaluation notes that character expression and motion remain basic and that audio, effects, and visual details still need refinement. The project is therefore presented as an animation production and reflective design exercise.**

***Index Terms*—2D animation, character design, background setting, motion, AI**

I. Introduction

The film addresses a question arising from the use of AI in study, creative work, and employment: what happens when a convenient technological substitute begins to displace a person's own effort? The source script expresses this question through Minh and an AI double. The graduation report describes a multimedia production task rather than a test of an educational intervention. It sets out to turn the approved story into a 2D film by designing the characters, defining visual environments for successive scenes, animating basic actions, and combining pictures with dialogue and sound. The intended result is a coherent narrative that communicates the tension between technological assistance and individual creativity [1]. Earlier ICTU undergraduate theses on related topics provide context [14], [15], [16], [17], [18], [19], [20]. These works were selected for this English summary and are not attributed to the source thesis bibliography.

II. Methods

The author starts from the approved script and plans the sequence of scenes, characters, and backgrounds. Visual design assigns different colors, expressions, and spaces to Minh and his AI counterpart; the report also describes symbolic scenes such as the 'Kingdom of Laziness' and a confrontation with the AI double. Character and background assets are prepared with graphic tools, including Adobe Photoshop. Moho is used to arrange basic body movement, limb motion, and changes of pose, while CapCut supports editing. The report describes selecting or producing dialogue, voice, sound, and effects for scenes, including some AI-assisted voice work. The process is documented through production stages and reflective evaluation rather than a controlled comparison with another animation pipeline [1].

Supervisor: Lương Thị Thu Hà, Thai Nguyen University of Information and Communication Technology (lttha@ictu.edu.vn).

III. Results

The project produced a 2D animated film based on its approved script. The report records a cast suited to the story and backgrounds for classroom, work, and symbolic scenes. It describes visual contrasts between Minh and the AI double and basic movements that allow the characters to act across the planned sequence. The author's evaluation says the main narrative remains understandable and the production helped apply lessons in graphic design, character construction, 2D animation, and video editing. It does not give a viewing sample, audience ratings, or a measured comparison of communication effectiveness. The reported result is the completed student film and its documented design elements [1].

IV. Discussion

The film's topic is represented through characters, color, expression, and setting rather than through an empirical claim about AI's effect on real students. This distinction matters because the report's strongest evidence concerns the artifact and its production. The author identifies clear limits in the final piece: animation and character expressions are mostly basic, some motion lacks natural smoothness, and parts of the sound, effects, and imagery could be refined. These observations point to practical next steps in movement design, sound treatment, and scene polishing. Earlier ICTU student animation projects provide relevant production context, but they do not constitute a formal benchmark for this film [1].

V. Conclusion

Me and My AI Double is a documented 2D film project about balancing AI assistance with human learning and creativity. The student completed the planned narrative and applied Photoshop, Moho, and CapCut across character design,

animation, and editing. The source itself characterizes the current motion and expressions as basic and identifies unfinished refinements in sound and visual presentation. Further iteration could improve those production elements and test how viewers understand the film's message; no such audience evaluation is claimed here [1].

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