

Building the 3D animated film "The Little Fox"

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Abstract: This topic focuses on the process of creating a 3D animated film titled 'The little fox'. The setting is placed in reality, reflecting the necessity of producing digital entertainment content. The objective is to develop skills and knowledge in 3D simulation, using specialized software tools such as Maya. The research method combines theory with experimentation through the film design and production process. The expected outcome is a unique work that contributes to the digital entertainment industry, while enhancing the team's capabilities in this field.

Keywords: 3D animation, Maya, simulation skills, digital content production, entertainment industry