

Building the 3D animated film "PATRICK AND FRIENDS"

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Abstract: This topic focuses on building a 3D animated film titled 'Patrick and Friends', aiming to meet the entertainment needs of children. The project's goal is to create engaging film content while using modern 3D modeling technology to enhance visual quality and viewing experience. The research process includes character design, landscape construction, and animation optimization. The expected outcome is a high-quality 3D animated film product, contributing to the development of the digital entertainment industry.

Keywords: 3D animated films, modeling technology, viewing experience