

Building the 3D animated film "The Crocodile's Comeuppance"

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Abstract: In the context of the rapidly developing information technology and entertainment industry, this topic focuses on creating a 3D animated film titled 'Just Deserts for the Crocodile'. The objective is to explore the creative process from concept to final product, while providing optimal technological solutions for the production process. The research methodology includes both theoretical aspects of graphic design and experimentation with specialized 3D tools. Through this, the topic aims to contribute to improving the quality of domestic animated film content and promoting the development of the digital technology industry.

Keywords: 3D animated films, graphics technology, content production, creativity, production process