

Building the 3D animated film "Best friend"

Le Thi Hoai Phuong

Abstract: This topic focuses on the design and production process of a 3D animated film titled 'Best friend', aimed at providing entertainment and education for children. Based on an analysis of technical aspects, market demands, and target audience needs, we apply modern 3D modeling methods to construct the main character. The research methodology combines theory with experimentation, thereby establishing a detailed production workflow. The expected results will not only contribute to the field of 3D animation but also expand opportunities for art and the graphics industry in the future.

Keywords: 3D animation, Character design, Content production, Children's education, Graphic arts