

Building the 2D animated film "Cậu bé Gôm"

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Abstract: In the rapidly developing digital age, building 2D animated films has become a creative and effective method for conveying educational messages. This project aims to design and produce a 2D animated film with the theme 'The Gum Boy' to provide entertainment while equipping children with knowledge. Through theoretical research on animation art and technology, combined with practical experimentation during the production process, this project hopes to contribute a high-quality 2D work that meets the modern needs of young audiences. The expected outcome is not only an engaging film but also a creative model for similar future endeavors.

Keywords: 2D animated film, film art, children's education