

Building the 2D animated film "Lucy Boy"

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Abstract: In the context of the increasing demand for animated content in the entertainment industry, this project aims to produce a 2D animated film titled 'The Boy Lucy'. Through theoretical and experimental research, the project will focus on character design, scriptwriting, and 2D image production. The approach combines traditional artistic principles with modern technology. The ultimate goal is to deliver a unique animated work that contributes to diversifying children's entertainment content, while also supporting the Vietnamese 2D graphics industry.

Keywords: 2D animated film, character design, image production