

Building the 2D animated film "Friends"

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Abstract: This topic focuses on designing and producing a 2D animated film titled 'Friends' with the goal of creating educational and entertaining content for children. To ensure quality, we apply an experimental research method combining theories of character animation and modern 2D graphic techniques. This process includes market needs analysis, storyboard design, and the production of scenes and characters using specialized software tools. The project is expected to make a significant contribution to the development of the 2D animation industry in Vietnam by creating unique and high-quality content.

Keywords: 2D animated film, children's education, graphic techniques