

# **Build a 2D Motion Graphic video "Virtual Network"**

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**Abstract:** This topic focuses on creating a 2D Motion Graphic video on the theme of Virtual Networks, aiming to enhance public understanding of the structure and operation of computer networks. Against the backdrop of the increasing importance of digital networks, this research not only provides a vivid perspective on complex concepts but also offers practical solutions for conveying technical information in an easy-to-understand manner. The research method is based on a combination of theory and experimentation to ensure the accuracy and high applicability of the video. The expected outcome is to create an effective learning tool while contributing to the field of 2D motion graphics in illustrating network concepts.

**Keywords:** 2D Motion Graphic Video, Virtual Network, Digital Communication, 2D Motion Graphics, Technical Education